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SYSTEM REQUIREMENTS

Processor:	Pentium 100 MHz or higher
Operating System:	Windows 95 or better
CD-ROM Drive:	4X Speed
Memory:	16 MB RAM
Hard Disk Space:	40 MB Free
Video:	Windows 95 compatible SVGA video card
Sound:	Windows 95 compatible sound card
DirectX:	Requires DirectX version 5.0 (or higher) compatible drivers

SET-UP AND INSTALLATION

1. Start Windows.
2. Insert the *Axis & Allies* CD-ROM game disc into your CD-ROM drive.
3. If auto-play is enabled, the installation screen will appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Windows desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file on the *Axis & Allies* CD-ROM and double-click it.
4. Follow the remainder of the on-screen instructions to finish installing *Axis & Allies*.
5. Once installation is complete, double-click on the *Axis & Allies* game icon to start the game.

   Note: You must have the *Axis & Allies* CD-ROM in the CD-ROM drive to play.

Installation Of Direct X

The *Axis & Allies* CD-ROM requires DirectX 5.0 or higher in order to run. If you do not have DirectX 5.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.

The ReadMe File

The *Axis & Allies* CD-ROM game has a ReadMe file with which you can view updated information about the game. To view this file, double-click on that file in the *Axis & Allies* directory found on your hard drive. You may also view the Readme file by clicking on the START button on your Windows taskbar, then clicking on Programs, then on Hasbro Interactive, then on *Axis & Allies*, and finally on the ReadMe option.

HOW TO PLAY

OVERVIEW

After reading the following section, you should play through the tutorials found under the Basic Training section of the Main Menu. The tutorials explain how to play the game and how some of the basic strategies in *Axis & Allies* work.

Introduction

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

The Basic Strategy

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

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

The Big Challenge

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

A crucial balance exists between military victory and economic gain. Each country starts with a certain amount of income called Industrial Production Certificates (I.P.C's). When you win a territory, your income increases; when you lose a territory, your income decreases. Your fluctuating income, called your National Production Level, specifies how many Industrial Production Certificates you are to receive every turn.

The Object

To win the war, do the following:

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

If you are the Axis powers, your team can win in one of two different ways:

1. A military victory if they capture two of these three Allied capitals: the land territories of Eastern United States, Russia, and the United Kingdom.
2. An economic victory – Germany and Japan are victorious if they have a combined National Production Level of 84 Industrial Production Certificates at the end of one complete round of play (meaning every player has had a turn). At the beginning of the game, Japan's National Production Level is 25 and Germany's is 32…giving a total of 57 I.P.C's. 27 more hard won certificates are needed for victory.

WHAT'S NEW? THIRD EDITION RULES

If you are familiar with the *Axis & Allies* board game, then you will find that the CD-ROM game plays a little differently at its default level. This is because of a new rule set that we are calling the Third Edition rules. These new rules fix many of the problems that players have encountered when playing the board game over the years. Note: You can always set the game to use the board game rules by switching the Second Edition Rules option "on" under the options menu found from the new game menu. Below are the changes in the Third Edition Rules:

New Features in the *Axis & Allies* Third Edition Rules

- *Submerging submarines*. Defending submarines can submerge or retreat from combat. A submerged sub stays in the same sea zone until after combat when it re-surfaces.
- *Planes can retreat from an amphibious assault*. Fighters and Bombers can now retreat from an amphibious assault if the battle is going poorly for the attacker.
- *Multiple AA guns in one territory*. You can now place multiple AA guns within one territory. However, only one of these AA guns can fire in a turn.
- *New naval units can be placed in an enemy-occupied sea zone*. You can now place any of your naval units in a sea-zone that is occupied by enemy-forces. If you do this, combat will occur on your enemy's turn – unless the enemy moves its units out of the sea zone before the enemy's combat phase. **Note:** You still have to place naval units in sea-zones adjacent to one of your Industrial Complexes.
- *Western Canada no longer borders on the Atlantic Ocean*. This keeps players from being able to move units from the Atlantic ocean directly into Western Canada.

IMPORTANT: Turning "on" the Second Edition Rules option removes all of the above rules from the game. However, you can still activate each of these rules individually.

Main Menu

When you first start *Axis & Allies*, an introduction will play. You will then be presented with the Main Menu screen. This screen gives you the following options:

Basic Training – Clicking on this button will take you to the several on-line game tutorials that are available for *Axis & Allies*.
New Game – This will start a new single-player game.
Load Game – This button allows you to resume one of your save games.
Multi-Player Game – You can play up to five human players via IPX, TCP, MODEM, and SERIAL connections.
QUIT – Exits the game and takes you back to the Windows desktop.

STARTING A NEW GAME

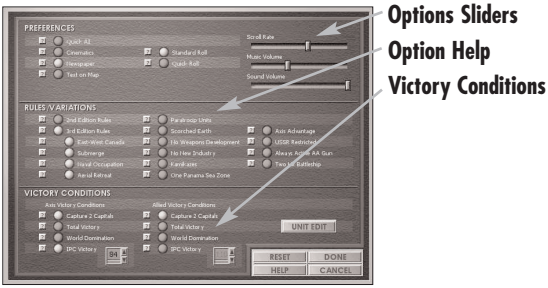
New Game Menu

Clicking on the New Game button found on the Main Menu will bring up the New Game Menu. Here you can choose which countries will be human players and which will be computer controlled. You can also set the difficulty level of each computer player.

Players

To change players for a country, click on the up or down arrows next to the names found underneath each country's name. Computer players are ranked from three to five stars, with three stars being the easiest difficulty and five being the hardest difficulty. Notice that when you click the arrows, human players are called Player one, Player two, etc.

Options



Clicking on the Options button will bring up the Options screen. The Options screen allows you to change the game preferences, rules variants, and access the unit edit feature.

Notice the green lights next to each option. When the light is bright green, the related option is "on." When the light is dark green, the related option is "off." Also next to each option is an "option help" button. Clicking on this button will bring up a brief description of the related option.

In the upper-right of the screen are the options sliders. Here you can change how fast the game map scrolls, the volume of the sound effects, and the volume of the game music. **Note:** You can also change these options during gameplay by clicking on the Preferences button.

At the bottom-centre of the Options screen is the Unit Edit button, clicking on this button will bring you to the Unit Edit screen.

At the bottom-right of the screen are four buttons:

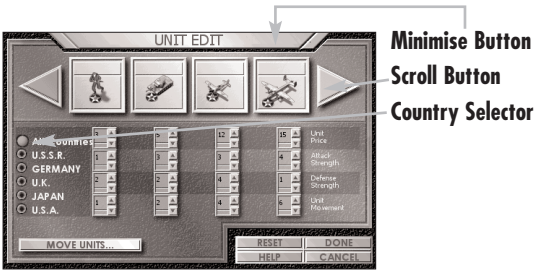
Reset – Changes all of the options back to their default. The most important default is Third Edition Rules, which will be set to "on" whenever the reset button is clicked.

Help – Brings a help screen for the options menu.

Cancel – Exits the options menu without applying any of the changes you have made.

Done – Applies any changes that you have made and brings you back to the New Game Menu.

Unit Edits

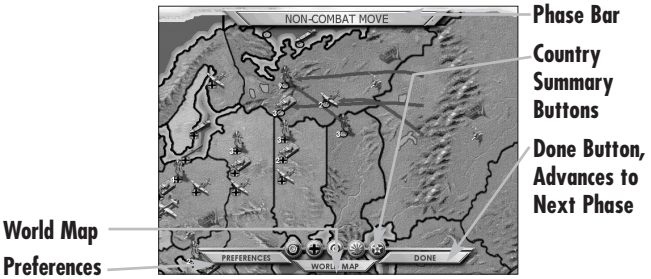


WARNING! *It is recommended that you do not edit any of the units or change their placement until you are familiar with how the game plays. Making any changes on this screen can drastically affect the balance of the game.*

The Unit Edit screen allows you to change four values related to each unit: Unit Price, Attack Strength, Defence Strength, and Unit Movement. You can change these values for each country's units individually, or you can change the values for all countries' units. The large arrow buttons at the top left and right of the screen allow you to scroll left or right through the units found in the game. You can see four units and their values at one time.

The Game Map

Before you start the game, it is important to understand the different elements of the game map:



Phase Bar – This shows what sequence of the current player's turn the game is in. In the above example, the game is in the current player's Non-Combat Move phase. Sometimes the Phase Bar appears alone, as in this example, or is attached to a menu screen. When the Phase Bar is attached to a menu, you can click on it to minimise the menu and just display the Phase Bar. This makes it easier to see the game map. Clicking on the Phase Bar again will bring the menu back up.

Country Summary Buttons – Clicking on any of these buttons will bring up a summary screen for a specific country. In the example, the arrow is pointing to the USA summary button. If you click on this button, the summary screen for the USA will appear on screen. The summary screen displays the country's Industrial Production Certificate balance, National Production Level, and any developed weapons.

Done Button – Clicking on the Done button ends the current phase and begins the next phase, or if it is the last phase of your turn, it ends your turn.

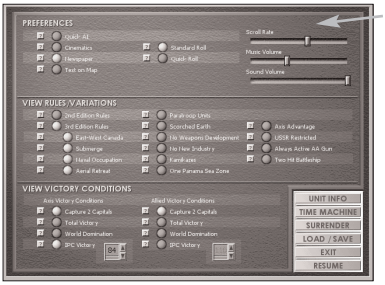
World Map – Clicking on this button will bring up the World Map screen. (See "World Map" for more details.)

Preferences – Clicking here will bring up the Preferences screen. (See "Preferences" for more details.)

World Map

The World Map allows you to see the entire world in one view. Clicking on any area of the map will take you to the regional view centred on that area.

Preferences



Options Sliders

The Preferences screen allows you to change several of the options in the screen:

Quick AI – When this option is on, the computer player(s) will move quickly through their turns and display minimal messages regarding their actions.

Cinematics – Allows you to turn the in-game movies on and off.

Newspaper – Turns the end of the round summary screen on and off.

Text on Map – When this option is on, the names of the territories and their I.P.C. values are displayed on the map.

Standard Roll – The dice rolls during combat are rolled by column and the units fire their weapons when this option is on.

Quick Roll – The dice rolls during combat appear on screen without rolling.

The options sliders allow you to adjust the Scroll Rate of the map and the volume of the music and sound effects in the game.

In the bottom-right of the Preferences screen are six buttons:

Unit Info – This button brings up information about all of the units in the game, and shows you any edits that were made to the units.

Time Machine – This button brings up the Time Machine screen, which allows you to move backwards or forwards (up to the furthest point that you have played) through the game. You can move by phase, turn, or round. Clicking on Play will start the game from that point.

Surrender – This button allows you to resign from the game. If you are the only human player in the game, the computer-controlled alliance is the winner.

Load/Save – This button allows you to save your current game or load a previous game.

Exit – This button quits the current game and takes you back to the Main Menu.

Resume – This button takes you back to the current game and implements any changes you made on the Preferences screen.

WHAT YOU DO ON A TURN - THE SIX PART ACTION SEQUENCE

On your turn, complete an Action Sequence – a six part move. When you finish the sixth action, your turn is over. Play continues to the next designated player who then completes the Action Sequence. When every player takes an Action Sequence turn, a round of play is over. It may take many rounds of play to determine a winning side. *IMPORTANT:* On your turn, you may decide to do only part of the Action Sequence. This is acceptable. Of course, if you purchase units (Action one), you must also place such units on the map (Action five); and if you move into combat (Action two), you must always resolve combat (Action three).

Action Sequence

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

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

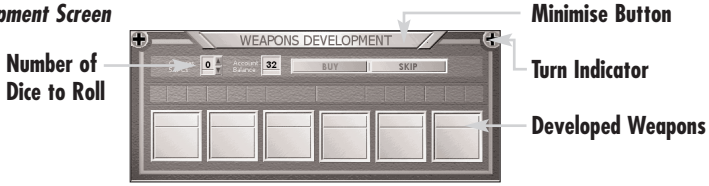
Action One: Develop Weapons and/or Purchase Units

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

In this phase, you could also choose to develop special weapons like rockets, jet power and more. Weapons development is costly but it can supply you with very powerful defensive and offensive capabilities.

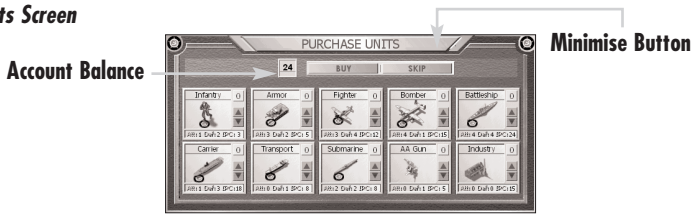
Action 1 Example: Germany chooses not to develop weapons. Germany has 28 I.P.C's at this point in the game and decides to buy two transport ships and 2 tanks for an amphibious assault against Caucasus via the Black Sea. This attack will not happen until Germany's next turn but the target has been chosen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

Weapons Development Screen



The Weapons Development screen allows you to "buy" dice to roll for a chance to develop new weapons technology. Each chance costs five I.P.C.'s. Notice that your account balance decreases for each chance you buy. After you have chosen the number of chances to take, click on the BUY button and one die will be rolled for each chance selected. In order to develop a new weapon, you must roll a six on one die. For each six that you roll, another die is rolled to determine which weapon development is gained. The weapons that you have developed are noted at the bottom of the Weapons Development screen. Any weapon development will take effect immediately, meaning they can be used during your current turn. **Note:** You have the option of clicking on the SKIP button if you do not wish to try to develop new weapons.

Purchase Units Screen



The Purchase Units screen is where you decide which units to buy for placing at the end of your turn. The up and down arrows next to each unit allow you to increase or decrease the number of that unit to purchase. As you make selections, notice that your account balance will decrease to reflect the cost of the units you are selecting. Clicking on Buy or Done will purchase the units that you have selected and move the game to the next phase.

Action Two: Combat Movement

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

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

Action Two Example: The only conflict Germany wishes to engage in is a minor skirmish in North Africa. In the combat movement phase, Germany moves one tank and one infantry from its Libya territory into Anglo-Egypt Sudan occupied by the United Kingdom. The United Kingdom is defending the territory with one tank and one infantry. A conflict results!

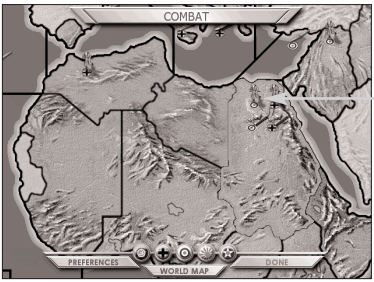
Movement Arrows

You move units by clicking on the unit that you wish to move and then clicking on the territory that you wish to move it into. Notice an arrow is drawn from the starting territory to the target territory and a number appears next to the unit. This number tells you how many spaces the move will be if you end it in the territory the unit is currently over. If there are multiple units in a stack, each click of the mouse will place one unit in the target territory. Right-click when you are done moving units in a stack. You can hold down CTRL and left-click the mouse to move an entire stack of units. If you change your mind, right-click units that you have moved to place them back where they started at the beginning of your turn.

Moving units with transports: To move units with transports, place the units on the transports the same as if you were moving them on land. If you have multiple transports in one sea zone, you will be asked which transport you wish to place the units on. Once you have loaded your transports, you can move them up to their limit (two spaces). To unload a transport, click on it. You will then be asked if you wish to move or unload the transport. Click on unload and you can place the land units in any territory that borders the sea zone that the transport is in. If you have multiple transports in the same sea zone, you will be asked which transport to unload.

When you are done moving your units, click on "Done" to move to the next phase – Combat!

Action Three: Combat



Embattled Territory

This is the Combat sequence in which all battles must be fought and all conflicts resolved. Each of the territories or sea zones that you have a combat in will be highlighted in red. Click on each embattled territory to start combat. Here's how to conduct combat:

Attacking country' symbol

Clicking on units selects them as casualties

Defending country's symbol

Column number indicates attack strength

Column number indicates defence strength

Attacker's bullets are placed here

Defender's bullets are placed here

A. All of the units will be placed on the battle board according to their attack or defence values. Attacking units are placed on the left side; defending units on the right side. The number at the bottom of a column identifies the attack or defence capabilities of units in that column…which means if a die roll for that column comes up less than or equal to that number, you score a hit against your opponent. *Scoring* a hit means your opponent loses a unit. The player suffering the hit chooses which unit he or she wishes to lose!

B. The Attacking units roll first. One die will be rolled for each unit in a column. Dice are rolled in column groups, so all of the dice for column two will be rolled followed by column three, etc. until all attacking dice have been rolled. With each hit, a bullet is placed on the Defender's side of the screen. Once the Attacker's turn is over, the defender clicks on his units that he or she wishes to be casualties. The defender selects one casualty for each bullet. **Note:** Right-clicking on a unit that you selected as a casualty will remove the bullet and place it at the bottom of the screen (to be used on a different unit involved in combat).

C. The defender now rolls for a counter-attack, just as the attacker rolled. *A defender's casualties also fire in a counter-attack because combat is simultaneous.* With each hit, a bullet will be placed on the attacker's side of the screen. Once the defender has rolled for all of his or her columns, the attacker chooses casualties the same as the defender die in step B. In the counter-attack, any hits made against the attacker are final – attacking and defending units chosen as casualties are destroyed before the next round of combat.

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

(1) Attacker Withdraws – If this happens the defender holds the territory!
(2) Attacker Is Destroyed – If this happens the defender holds the territory!
(3) Defender Is Destroyed – If this happens the attacker captures the territory!
(4) Both Defender and Attacker Are Destroyed – If this happens the defender holds the territory!

Capturing a Territory – If the attacker captures the territory, that territory will change colour to match his country's colour. The attacker's National Production Level is increased by the value of the captured territory; the losing defender's National Production Level is decreased by the value of the captured territory. IMPORTANT: Only Infantry and Armour (tanks) can capture a territory.

Combat Example – To resolve the conflict in Anglo-Egypt Sudan, attacking Germany's one infantry and one tank are placed onto the appropriate columns on the attacking side of the battle board; the United Kingdom's one tank and one infantry are placed onto the appropriate columns on the defending side of the battle board. The following action takes place.

Attacker Fires
Germany rolls one die for the infantry and gets a four, a miss. Germany rolls one die for the tank and gets a two, a hit. The United Kingdom chooses to lose its infantry and clicks on it. (A cross now appears on the infantry.)

Defender Fires
The United Kingdom rolls two dice (one for the infantry – even though it is the designated casualty, it can still fire once before being destroyed; and one for the tank)… and gets a four and a five, both misses. The United Kingdom's infantry casualty is now removed from the board.

Attacker Fires
Germany rolls one die for the infantry and rolls a one, a hit. The United Kingdom must lose its last remaining piece. Its tank is chosen as a casualty.

Defender Fires
The United Kingdom rolls for the tank-casualty and gets a two, a hit. Germany decides to lose its infantry.

The Result of the Combat
The battle is over. Germany has captured Anglo-Egypt Sudan, a territory worth two Industrial Production Certificates. Germany's tank is placed in the Anglo-Egypt Sudan territory, the territory changes to Germany's colour (grey), and Germany's National Production Level is increased by two. The United Kingdom's National Production Level is decreased by two.

Action Four: Non-Combat Movement

This is the non-combat phase. In this action, you can move any of your units on the map that did not move in the combat sequence of your turn. EXCEPTION: Any aircraft that was involved in combat must land in a territory that was friendly at the beginning of your turn. Non-combat movement works the same as combat movement with the exception that you *cannot* move into any combat situations in this move!

Action Four Example – Germany has two transport ships in the Mediterranean Sea. Each transport has two infantry on it. Because of a future assault on Caucasus via the Black Sea that Germany wishes to make, Germany decides to move one of the transports into the Black Sea; the other transport lands in Libya and drops off the infantry for additional land forces in Northern Africa.

Action Five: Place Purchased Military Units on the Map

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

- Place land units (infantry, tanks) and air units (bombers and fighters) in territories where you (not your allies) have owned industrial complexes since the beginning of your turn.
- Place naval units in the sea zone adjacent to territories where you (not your allies) have owned industrial complexes since the beginning of your turn. If enemy units occupy these sea zones, a combat will occur on that enemy's turn – unless the enemy's units are moved to another sea zone during his or her combat movement phase.
- Place newly purchased industrial complexes in any territory that you have owned since the beginning of your turn.

To place units, click on the unit in the Place Units screen that you would like to place. Left-click on a territory on the map to place it. If you change your mind, right-clicking on a unit or pressing Backspace will put it back on the Place Units screen. You can use the **Show Placed Units** button to display only the units that have been placed on the map during this phase. The **Show All Units** button will show all of the units currently in play. **Note:** You can only place new units in a territory that you own and that has had a factory on it since the beginning of your turn.

When you are done placing units, click on "Done" to collect your income for this turn.

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

Action Six: Collect Income

After you have placed your new units, your country will receive a number of Industrial Production Certificates equal to your current National Production Level. *Your turn is now over!*

Multi-Player Games

You can start a Multi-Player game by clicking on the Multi-Player Game button on the Main Menu. You will be asked which type of connection you would like to use. There are four possible choices:

IPX – For IPX-based local area networks (LAN). *Axis & Allies* will automatically find other IPX *Axis & Allies* games to join on your LAN if you are trying to join a game.

TCP – For TCP-based LAN's. *Axis & Allies* will automatically find other TCP *Axis & Allies* games to join on your LAN if you are trying to join a game.

MODEM – You will be asked to initiate a call or to wait for a call. If you initiate a call, you must enter the number to dial. Click on Dial to start dialling the phone number. *Axis & Allies* will also save a list of frequently used numbers. If you wish you can add the current number to your list by clicking on the Add/Edit button. Only two human players can participate in a modem game.

SERIAL – This option is for direct-connection games using a serial cable. You will be asked if you wish to Host or Join. Only two human players can participate in a Serial game. Follow the on-screen instructions to establish a serial connection.

If you are the Host, the Multi-Player Host Game Set-up screen will appear:

The Multi-Player Host Game Set-up screen, contains several features:

Player List – These are the players that are joining your game. Your name is listed as well.

Eject From Game – This button allows you to select a player that you do not wish to join your game.

Country Assignments – Here you choose which players will play which countries. You can also assign AI players to countries if you do not have enough human players for each country.

Rule Variants – Here you can see if the host has changed any of the rules or game options.

Communication Window – Here the players can talk to each other by typing in messages.

Unit Edits – This feature works the same as the single-player game unit edit.

Edit Options – Here you can change any of the game options. This is similar to the single-player options screen.

Reset – Resets all of the options to their default value.

Begin – Starts the game with all of the options and assignments that the host has made.

Chatting in a Multi-Player Game
You can send messages to other players during a Multi-Player game. You can accomplish this by doing the following:
1. Press the "C" key, which will bring up the chat window.
2. Type in the desired message.
3. Press the "Enter" key to send the message.
4. Press the "Esc" key to remove the Chat window.

Chat
Hasbro Interactive does not monitor, control, endorse, or accept responsibility for the content of text messaged transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmission.

GAME RULES

This section contains detailed rules about *Axis & Allies*. If you are unfamiliar with how *Axis & Allies* plays then it is important that you read this section thoroughly.

Game Set-up

The game will automatically set up once you start a new game from the Main Menu. If you have made any unit edits or changed the position of the units, the game will set up according to those parameters.

Order of Play
1. U.S.S.R.
2. Germany
3. United Kingdom
4. Japan
5. United States

The Map

The game takes place on a map of the world. At the beginning of the game, military units representing the countries are placed in specific areas on the map. This placement represents the military and political situation in the spring of 1942.

- The map is divided into game spaces that are either land territories or sea zones. Black boundary lines around land territories and sea zones identify them as separate game spaces. Units are moved from one adjacent space to another. Some units can move just one adjacent space; other units can move as many as six adjacent spaces. *Adjacent spaces are those that share a common border.* Notice the Ukraine and the Caucasus territories are adjacent, but the Caucasus territory is not adjacent to the Eastern Europe territory.

- All the land territories are colour-coded to the country that controls them. Most territories are valued at 1 to 12. (**Note:** This value is only visible if the Text-On-Map preference is set to "on.") This is the number of Industrial Production Certificates they are worth to their owner. Some territories, such as Gibraltar or the Solomon Islands have no income values.

- *Neutral* territories like Turkey, Mongolia and others are coloured in light beige. No country owns a neutral territory at the start of the game. Neutral territories do not have income values.

- Islands are land territories located inside of sea zones. A group of islands is considered one land territory. It is not possible to split up land-based units on different islands in the same group.

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

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

- Karelia is adjacent to two sea zones: the Baltic Sea and the sea zone North of Karelia. Because of this, the U.S.S.R. player can launch naval units off Karelia from either sea zone.

Placement of Units

Each country's units are automatically placed at the beginning of the game. The units are always placed in the same territories at the start of the game unless you modify the unit placement from the Options Menu. **Note:** All naval units are positioned in sea zones and are always "at sea" and never "in port" for combat purposes…even though transports can load and unload units on land.

ACTION SEQUENCE ONE: DEVELOP WEAPONS/PURCHASE UNITS

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

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

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

HOW TO DEVELOP WEAPONS: Do the following in order to invest in research and development:

1. Buy dice to roll. Each die costs five I.P.C's. Buy as many as you wish.
2. Roll the dice by clicking on the BUY button. If you roll a six on any die, you've made a technological breakthrough in weapons development.
3. Another die roll will take place. This roll determines which technology you will receive. If the die roll comes up with a technology that you already have, it will roll again. *See the Weapons Development Reference Chart in the Tables section of the manual for details regarding the technologies you can develop.
4. Your country's technologies are noted on the Country Summary screen.

IMPORTANT: *Successful weapons development is an individual benefit. You can not share it with any other member of your alliance.*

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

All of the units listed on the Unit Reference Chart are available for purchase. Their I.P.C. cost is indicated on the chart under COST. (See the "Unit Reference Chart".)

Some Purchase Considerations: Before you can buy what you need, you must have a detailed profile of each military unit – how it moves, how it attacks, how it defends and how it interacts with the other units in the game. More detailed information can be found later in the manual. What follows here are some general buying hints…

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

Naval Combat – Battleships are powerful – they attack and defend at a die roll of four or less. Their cost is a very expensive 24 I.P.C.'s each! Submarines are cheaper to buy (eight I.P.C.'s each) but only attack and defend at two. Their advantage is a deadly first shot attack and a withdrawal option.

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

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

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

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

NEW COMPLEXES give you limited production per turn – the income value of the territory where you placed the complex determines the number of units that you can place there. For example, as the United States player, if you owned a complex in Asia in the Sinkiang territory, you could place two newly purchased military units there because Sinkiang has an income value of two.

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

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

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

Three Quick Steps To Purchasing Military Units

1. Pick the units that you wish to buy.
2. The computer will keep track of the total cost.
3. Click BUY on the Purchase New Units screen.

ACTION SEQUENCE TWO: COMBAT MOVEMENT

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

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

What Determines An Enemy-Occupied Game Space? Any sea zone that has enemy units in it is considered occupied. Enemy-occupied territories, however, are any of the following:

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

Note: Occupied territories on the map are colour coded by the country that controls them. For Example if U.S.S.R. controls Ukraine S.S.R. then that territory will be red on the map.

The Difference Between Occupied And Controlled Territories: Territories with units in them are occupied; controlled territories are unoccupied but are colour-coded in the owning country's colour. Moving into an enemy-controlled territory is a combat move; moving into a friendly-controlled or a friendly-occupied territory is a non-combat move. (See "Non-Combat Movement" described later in the manual.)

How Many Combat Situations Can You Engage In? You can move into as many combat situations as you wish *all in the same turn!* For example, Japan could engage in land battles with the U.S.S.R. and naval battles in the Pacific with the United States all in the same combat movement phase.

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

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

Attacking Enemy-Controlled Territories A Combat Move Without a Battle!
During the combat move phase of your turn, you can move your units into adjacent enemy-controlled territories and take control without engaging in combat. These enemy-controlled territories are not occupied by enemy units and they are colour-coded to the enemy's colour. For example, Germany could move into U.K.-controlled French West Africa on the first turn in the combat movement phase without engaging in combat. Such a move is a COMBAT MOVE, not a NON-COMBAT MOVE. When you move into an enemy-controlled territory with land units, you either capture it or liberate it without engaging in combat. For details, see "Results of Both Land And Naval Combat" described later in the manual.

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

Land Units

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

How They Move
On land – One adjacent territory.
At Sea – One or two infantry board one transport ship and are transported as many as two sea zones to attack an enemy-occupied coastal land territory or island for an *amphibious assault.* In this kind of attack, boarding and landing of infantry is all part of the legal move. It would be illegal for infantry to move one land territory, before or after boarding and landing.

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

How They Fight
Infantry can only fight in land territories. They can be involved in combat with enemy infantry, tanks, fighter planes and bombers. When attacking, they attack at one; when defending, they defend at two or less. If on a transport and involved in a sea battle, they can neither attack nor defend. They are considered cargo!

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

How They Move
On land – One or two adjacent territories. If moving two territories, the first territory your tank moves through must be controlled by you or a member of your alliance, unless you "blitz."

Blitzing – A Combat Move – On a two-territory move, if the first territory your tank moves through is enemy-controlled but not enemy-occupied, you may blitz it. Blitzing means that the first territory will change to your colour and now be controlled by you (your National Production Level will increase as a result). The second territory you move into can either be an enemy-occupied or an enemy-controlled territory or a friendly territory or a neutral territory.

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

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

At Sea – One tank can board one transport ship and be transported as many as two sea zones to attack an enemy-occupied coastal land territory or island for an *amphibious assault*. In this kind of attack, boarding and landing of tanks is all part of the legal move. Just as in transporting infantry, it would be illegal for tanks to move one land territory, before or after boarding and landing (even though tanks can normally move on land two adjacent territories, the boarding and landing counts as a tank's full move!).

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

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

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

How They Move
On land – One adjacent territory.
At sea - One AA gun can board one transport and move as many as two sea zones either to land on a friendly coastal land territory or island; or to remain at sea aboard ship and be moved towards land on another turn. When being transported by sea, the boarding and landing of an AA gun is all part of the legal move. Just as with Infantry and Armour, it would be illegal for an AA gun to be moved one land territory before or after boarding and landing.

How They Fight
Air defence capability is the AA gun's strength. During the combat movement phase, if enemy planes fly over a territory you own that has an AA gun on it, roll one die for each plane in the raid. For every die roll of one, one plane is shot down and eliminated from play with no chance to counter-attack. Once the AA gun has fired it is no longer involved in land combat.

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

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

Three important rules about industrial complexes: (1) newly purchased units you bought at the beginning of your turn can be placed only in territories with industrial complexes that you have owned since the beginning of your turn; (2) newly purchased industrial complexes can be placed only in territories that you have owned since the beginning of your turn; and (3) original industrial complexes (those that you started the game with) have unlimited production – that is, you can place any number of newly purchased units on a territory with an original complex; and that new industrial complexes (those that you purchased and placed or captured during the game) have limited production per turn – that is, the number of newly purchased items that can be placed in a territory with a new complex is EQUAL to the income value of that territory. **Note:** New complexes on territories with NO income values, like Gibraltar or the Solomon Islands, or on neutral territories, allow the introduction of ONE newly purchased item per turn.

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

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

Air Units

FIGHTER PLANES: Fighters can attack and defend in land territories and sea zones. They fly out to attack during the combat movement phase of your turn; they must land during the non-combat phase of your turn. They can only land in friendly land territories (of course, this includes island groups) or on an aircraft carrier you own or a member of your alliance owns! *Only two fighters per aircraft carrier!*
IMPORTANT: Your fighters cannot land in territories you just captured whether they were involved in combat or not.

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

The flight range of four spaces includes flying to the enemy-occupied territory or zone during the combat movement phase and returning to a friendly territory or carrier during the non-combat phase. For example, during an attack if you want your fighter to take off and land from the same place, then you can fly out two spaces to attack and fly back two spaces to land. You CANNOT fly out four spaces and attack and fly back four spaces!

Special rules for fighters on carriers:
- When taking off from a carrier, the sea zone that the carrier is in is not counted as one space, because your fighter is considered to be IN this sea zone. For example, a fighter on a carrier in the Hawaiian sea zone could fly to Midway and back to the carrier, because it would be a total of four spaces.
- If a fighter on a carrier is flying out to attack, it must take off from where the carrier is positioned at the start of its turn. For example, you CANNOT move a carrier with a fighter one or two adjacent sea zones and then move the fighter from where the carrier ends its move.

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

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

When attacking, fighters attack at three or less, when defending they defend at four or less. IMPORTANT: During combat, if a fighter is based on an aircraft carrier and the carrier is attacked and destroyed in the battle, the fighter is not immediately destroyed – it is considered defending in the air (it defends on a strong die roll of four). If it survives the battle, it must land in the *same* sea zone the battle takes place in – either on an island or another carrier – if it cannot land it is considered lost and eliminated from play!

BOMBERS: Bombers are air units like fighters. *IMPORTANT:* Like fighters, they cannot land in territories you just captured whether they were involved in combat or not.

See "Fighter Planes" for how bombers fly and fight.

The only differences are as follows:

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

How to make a strategic bombing raid:

1. Move one or more bombers into the enemy-occupied territory with the industrial complex.
2. The game will ask you if you want your bombers to do a strategic bombing raid or attack the enemy units in the territory (if any are present). You can choose to have all of your bombers do a strategic bombing raid or attack enemy units, or you can split your bombers between both actions if you have more than one bomber attacking. For the bombers that are attacking enemy combat units, gameplay proceeds as normal for combat. Bombers involved in strategic bombing continue the following steps:
3. If your enemy has an AA gun there, it is fired now. The strategic bombing window will let you know how many bombers were shot down.
4. For every bomber that survives, the enemy will lose one to six I.P.C.'s. The amount of I.P.C.'s lost is shown in the strategic bombing window. This is the penalty incurred when a bomber strikes an industrial complex. Remember, industrial complexes are never destroyed or removed from the map.

Naval Units

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

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

How They Fight
Battleships are kings of the sea. They attack and defend at a die roll of four or less. They can be involved in combat with enemy battleships, submarines, aircraft carriers, fighter planes, bombers, and transport ships.

AMPHIBIOUS ASSAULTS
An amphibious assault is an attack on an enemy-occupied territory or island by land units that have been moved there by transports. Battleships can be an effective member of the amphibious assault force. Although, it is not necessary that every amphibious assault include an attacking battleship.

If a battleship accompanies a transport in an amphibious assault, the battleship has a special firing privilege called a *one-shot support attack* – that is, each battleship fires once at any enemy units defending the embattled coastal territory. Any defending enemy unit is hit on a die roll of four or less and is considered a casualty – still able to counter-attack when the defender fires. The battleships and transports involved in the amphibious assault, however, are not possible targets in the defender's counter-attack – they are immune to defender's fire.

IMPORTANT: During an amphibious assault, if there are enemy naval units in the sea zone adjacent to the target coastal territory, all of your attacking naval units (any battleships and their accompanying transports, too) must attack and defeat all enemy naval units in the zone before the transports move in and unload the assaulting land units. **You must specify which units are unloading during your combat move. You will not be allowed to do this during the combat phase.** Loaded or unloaded transports can be hit. Once the sea zone is clear, the transports can be unloaded. The land territory battle then begins.

Note: The game will ask you to resolve naval combats in sea zones that are adjacent to embattled land territories before letting you engage in the land battle. Also, if a naval battle occurs before the land battle, battleships cannot exercise their special one-shot support attack. In addition, any fighters involved in the naval battle CANNOT attack in the land battle on the same turn. The land battle is handled like any other battle, except any attacking amphibious assault land units lose their option of retreating. However, aircraft can retreat.

AIRCRAFT CARRIERS: Aircraft carriers attack and defend in sea zones. They can never be moved onto land territories. They can never transport land units; they can, however, carry as many as two fighter planes. Fighter planes from your alliance can take off and land from your carriers!

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

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

TRANSPORTS: Transports are special naval units that transport land units from one coastal territory to another. Transports cannot attack like battleships, carriers, or submarines. They can, however, carry land units involved in an amphibious assault. They are also more expendable as casualties in a naval battle, since one transport costs eight I.P.C.'s as compared to a battleship's cost of 24 I.P.C.'s. Transports have no attack factor, but they do defend at a die roll of one. Any land units aboard a transport that is attacked cannot fire and if the transport is hit, the land units aboard are lost, too!

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

One transport can carry any one of the following cargo:
- One or two infantry
- One AA gun
- One tank

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

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

Here are some important transport rules:

- See "Amphibious Assaults" under "Battleships" earlier in this section. If you are launching such an attack and the sea zone adjacent to the target coastal area is enemy-occupied, then your naval forces including your cargo-laden transports must engage in combat before the amphibious assault can occur. The following can happen:
- If the zone is cleared and the transports survive, the transports can unload the assaulting land units. The transports are NOT part of this land battle, however, and cannot be fired at by the defending enemy. Once unloaded, assaulting land units CANNOT retreat!
- If the zone is NOT cleared, you cannot continue the assault and must retreat any surviving transports.

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

- Your transports can carry land units of your alliance. The units must board on your ally's turn, they must move on your turn, and they must be unloaded on your ally's next turn.
- If you moved a transport alone into battle, it cannot attack and must endure one round of enemy fire from the defending enemy before you can retreat it.

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

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

How They Fight
Submarines attack and defend at a relatively weak die roll of two or less. They can, however, conduct a deadly sneak attack, fire a shot at enemy ships and not withstand a counter-attack by any "hit" ships. This is called a *first shot attack*. First shot attacks are only possible for attacking submarines and an attacking submarine gets to make a first shot attack during every round of combat. For every two or less that is rolled, one enemy ship is destroyed and removed from play, with no chance to roll defensively. Of course, other defending ships and planes can counter-attack.

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

> ***When:*** After the defender has counter-attacked and removed casualties, submarines can withdraw.
> ***Who:*** Attacking submarines can withdraw first; then defending submarines.
> ***Where:*** Attacking submarines must withdraw BACK to ONE adjacent sea zone from which they or any accompanying attacking naval units moved into combat; defending submarines must withdraw to ANY ONE adjacent friendly or unoccupied sea zone – if none exists, defending submarines cannot withdraw but can submerge. Defending submarines also have the option of submerging in the embattled sea zone and surfacing after the attacking player's combat phase. **Note:** If enemy units still occupy the sea zone, a battle between the enemy units and the submarine will occur during your next turn. Also, if another enemy moves units into the sub's sea zone before your next turn, the sub is subject to attack from these units as well. The submerge option is most useful when the submarine is attacked by fighter planes and bombers since submarines cannot fire back at air units.
>
> *IMPORTANT:* The submarine withdrawal is different to the retreat option offered to ALL ATTACKING units for the following reasons:

- Sub withdrawal is also offered to defending submarines – the retreat option is not offered to defending naval units.
- Attacking subs withdraw before any other units and they do NOT have to retreat to the same ONE space that all retreating units must withdraw to.

Subs can be involved in combat with enemy subs, battleships, carriers and transports but never with fighter planes or bombers. If the attacking force is made up of aircraft only, a submarine cannot counter-attack. After the attack, if the submarine is not hit, it can retreat or submerge. Here is an example of a submarine attacking an aircraft carrier with one fighter plane on it. The sub rolls a two for a hit. Since the fighter cannot be hit by a sub, the carrier must be chosen as the casualty. The carrier cannot counter-attack because it was destroyed by a first shot attack; the fighter, however, defends at four. Unfortunately, the fighter rolls a five, a miss. The sub exercises its withdrawing option, in this case submerging because it cannot fire at a plane. The battle is over, but the fighter must land. If there is a friendly island in the same sea zone, it can land there – if not, it crashes and is eliminated from play.

Violating Neutrality

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

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

Here's what happens when you violate neutrality:

- When you enter the neutral territory with land units, they must all stop there and end their move there. Tanks cannot "blitz" through a neutral territory; when you fly air units over a neutral territory, they do not stop there, but it is still considered violating neutrality!
- You will automatically lose three I.P.C's from your cash reserves and the territory will change to your country's colour. The penalty is only paid once and only by the player who violated neutrality. Subsequent moves into or over the now violated territory are treated as regular moves and are not subject to the I.P.C. fee.
  IMPORTANT: Once a neutral territory is violated, it is no longer considered a neutral territory. All players treat it just as they would other captured territories.

ACTION SEQUENCE THREE: COMBAT

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

Land Combat

When land and air units move into an enemy-occupied territory, the following sequence occurs:

1. *The combat screen appears.* Attacking units are placed on the left side of the screen and defending units are placed on the right side of the screen. The units are positioned in the columns that represent their attack value for attacking units and in columns that represent their defence value for defending units. The number at the bottom of each column represents the *maximum number* needed – if the number shown or less is rolled, then it is a hit!
2. *AA gun fires.* If the defender has an AA gun present and the attacker has planes in the attack, then the defender exercises the air defence capability of the AA gun. One die will be rolled for each attacking plane. For every roll of one, the attacker must choose one plane to be destroyed. The plane has no chance to counter-attack. This is the only time an AA gun fires, for AA guns only fire once per combat.
3. *Attacker fires.* One die is rolled for each attacking unit. Combat is resolved in column one first, then column two and so on. For example, if column one had four infantry then four dice would be rolled to fire. Infantry attack at a die roll of one, so each roll of one would be a hit. Each time a hit is scored, a bullet is placed at the bottom of the defender's side of the screen. After the attacker is done, the defender must choose one unit as a casualty for each bullet that has accumulated. These casualties are not out of the game yet. They will be able to counter-attack because combat in *Axis & Allies* is considered simultaneous.
4. *Defender fires.* One die is rolled for each defending unit (casualties included); combat is resolved the same as the attacker did above. In this counter-attack, any of the attacker's units that are chosen as casualties are immediately removed from the game. They are immediate casualties because they have already fired. Of course, the attacker always chooses which units will be casualties!

5. *All casualties are removed.* After the defender's counter-attack, all of the casualties are removed from the combat screen.
6. *Steps three, four and five are repeated until…*
   A. *Attacker Withdraws – The Retreat Option – Special Privilege of Attacker:* The attacker can retreat by moving ALL attacking units BACK to ONE adjacent friendly territory from which any of the attacking units came. The attacker CANNOT retreat to a space beyond the embattled territory if no accompanying attackers moved into combat from such a space. For example, on the first turn, U.S.S.R units from the Yakut and Soviet Far East territories that attacked Japan-held Manchuria could not retreat to China – they would all withdraw to either Yakut or Soviet Far East.

      Retreating is an attacker's privilege only. All attacker's units must withdraw together and to the same territory!
   B. *Attacker is destroyed* – If all the attacking units are hit by the defender, the battle is over.
   C. *Defender is destroyed* – If all the defending units are hit by the attacker, the battle is over.
   D. *Both attacker and defender are destroyed* – If all units are hit, the battle is over.

Some special attacking and defending situations:

- *Amphibious assaults with battleships:* When battleships are present the following occurs:

(1) Any assaulting battleships fire first – this is their one shot support attack. One die is rolled for each battleship and each roll of four or less is a hit. The units the defender chooses as casualties still fire during the defender's counter-attack.
(2) The attacker then fires attacking land and air units; the defender counter-attacks.

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

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

  Defending together – When a multiple force is attacked, the attacker fires first as usual. If a hit is scored on the defending units, the player who currently owns the embattled territory chooses which units are casualties. When counter-attacking, all defending units are rolled for at the same time.

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

Naval Combat

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

1. *The combat screen appears.* Units are positioned the same way as in Land Combat. Notice that attacking transports are placed in column zero, because transports have no attack value.
2. *Attacking submarines fire.* If the attacker has any submarines in the conflict, they fire first before any other units. This is called *a first shot attack.* One die is rolled for each attacking sub. For every two or less that is rolled, the defender suffers a hit and chooses a casualty. **Note:** A plane cannot be a casualty because subs cannot fire at planes.
3. *Submarine casualties are removed.* After subs conduct their first shot attack, the defender's chosen casualties are immediately removed from the game because they do not get a chance to counter-attack an attacking submarine!
4. *Attacker fires.* Just as in Land Combat, one die is rolled for each attacking unit. Combat is resolved in column one first, then column two and so on. Each time a hit is scored, a bullet is placed at the bottom of the defender's side of the screen. After the attacker is done, the defender must choose one unit as a casualty for each bullet that has accumulated. These casualties are not out of the game yet. They will fire back in the counter-attack.
5. *Defender fires.* One die is rolled for each defending unit (casualties included); combat is resolved the same as the attacker did above. In this counter-attack, any of the attacker's units that are chosen as casualties are immediately removed from the game. They are immediate casualties because they have already fired. Of course, the attacker always chooses which units will be casualties! IMPORTANT: The attacker can choose to lose a transport as a casualty. That is why transports appear on the combat screen, even though they cannot attack,
6. *All casualties are removed.* After the defender's counter-attack, all of the casualties are removed from the combat screen.
7. *Submarines may withdraw.* Attacking and defending submarines can now exercise their special withdrawing capability and retreat from combat. Remember as stated under "Submarines – How They Fight," in the "Combat Movement" section, attacking subs retreat first and withdraw BACK to ONE adjacent friendly sea zone from which they or any accompanying attacking naval units came; and the defending subs then retreat to any ONE adjacent friendly or unoccupied sea zone, or they submerge in the embattled sea zone. Defending subs can submerge in the embattled sea zone, surfacing after the attacking player's combat phase.
8. *Steps two to seven are repeated until…*

    A. *Attacker Withdraws – The Retreat Option – Special Privilege of Attacker:* The attacker can retreat by moving ALL attacking units BACK to ONE adjacent friendly or unoccupied sea zone from which ANY of the attacking units came. The attacker CANNOT retreat to a space beyond the embattled sea zone if no accompanying attacker moved into combat from that zone.

B. *Attacker is Destroyed* – If all the attacking units are hit by the defender, the battle is over.
C. *Defender is Destroyed* – If all the defending units are hit by the attacker, the battle is over.
D. *Both Attacker and Defender are Destroyed* – If all units are hit, the battle is over.

Special attacking and defending situation

- *Multi-Player Forces* – See this same section under "Land Combat" for details about who defends when two or more members of an alliance are attacked. The same situation applies in either land territories or sea zones!

Results of Both Land and Naval Combat

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

- *If the attacker withdraws*, the defender holds the territory.
- *If the attacker and defender are both destroyed*, the defender holds the territory.
- *If the attacker is destroyed*, the defender holds the territory.
- *If the defender is destroyed*, the attacker captures the territory. *See "Important Exception" below.

When a territory is captured, your surviving units from the combat screen are placed on the newly-owned territory, the territory changes to your country's colour, and your National Production Level is increased by the value of the captured territory; the losing defender's National Production Level is decreased by the value of the captured territory. Any AA guns or industrial complex in the territory remains there but belongs to you, the attacker. If you capture an industrial complex, you cannot use it until your next turn. **Please Note:** If the captured territory was owned by a member of your alliance at the beginning of the game, you are not considered the owner even though you attacked successfully. You are the *liberator* only! Your ally, who originally owned the now liberated territory, is once again the owner and earns the income value of the territory. EXCEPTION: If the original owner's capital is in enemy hands at the time of such a liberation, the liberator collects the income value of the newly captured territory and can use an industrial complex there until the original owner's capital is liberated (at which time, the production levels would be readjusted)!

* IMPORTANT EXCEPTION: YOU CANNOT CAPTURE A TERRITORY WITH AIR UNITS ALONE: Even if the attacker destroys the defender, there is a possibility that the attacker will not capture the territory, for to capture a territory, one must occupy it after battle with surviving land units. If the only units an attacker has after combat are planes, the attacker cannot occupy the territory because the planes must fly out of that territory after combat. Remember, planes fly out to attack in the combat movement phase and fly back to land in the non-combat movement phase. Your attacking planes can never remain in a territory you just captured in battle; planes can never land in a territory you just captured either. If the attacker cannot occupy a captured territory with surviving land units, then the territory is considered held by the defender.

Capturing A Territory That Is An Enemy Capital
As the captor: If you capture ONE of your enemy's capital territories (these territories are: Eastern United States, Russia, United Kingdom, Germany and Japan), the same procedure as described above for capturing a regular territory occurs. In addition, you collect all the I.P.C.'s that the former owner of the captured territory currently has. You also collect the income value of the captured capital territory and any other territories that you captured – there is no earning of income values for territories that you DID NOT capture!

As the former owner of the captured capital: You're still in the game, but CANNOT collect income from any territories you still own – and CANNOT buy new items (all I.P.C.'s have been surrendered) until your capital is liberated.

Special Combat Situation – Strategic Bombing Raid

Bombers have a special ability to make strategic bombing raids against an enemy industrial complex rather than against military units. Bombing an industrial complex weakens your opponent economically and dwindles your enemy's supply of I.P.C.'s. During a strategic bombing raid, the following occurs:

1. You move one or more bombers into the enemy-occupied territory with the industrial complex.
2. The game will ask you if you want your bombers to do a strategic bombing raid or attack the enemy units in the territory (if any are present). You can choose to have all of your bombers do a strategic bombing raid or attack enemy units, or you can split your bombers between both actions if you have more than one bomber attacking. For the bombers that are attacking enemy combat units, gameplay proceeds as normal for combat. Bombers involved in strategic bombing continue the following steps:
3. If your enemy has an AA gun there, it is fired now. The strategic bombing window will let you know how many bombers were shot down.
4. For every bomber that survives the enemy will lose one to six I.P.C.'s. The amount of I.P.C.'s lost is shown in the strategic bombing window. This is the penalty incurred when a bomber strikes an industrial complex. Remember, industrial complexes are never destroyed or removed from the map.

ACTION SEQUENCE FOUR: NON-COMBAT MOVEMENT

In this part of you turn, you can move ANY, ALL, or NONE of the units that you DID NOT MOVE during Combat Movement. *See "Must-Move Exception" described later.

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

Keep in mind the movement capability of each unit while planning your moves.

Where units can be moved:

- Land units can be moved into any friendly territories, occupied or unoccupied. They CANNOT be moved into enemy-occupied, enemy-controlled, or neutral territories. AA guns can be moved to friendly territories at this time. If you own the "Rockets" Weapons development, you may want to move an AA gun within a three-territory range of an enemy industrial complex.
- Air units can land in any friendly territories, occupied or unoccupied; they CANNOT land in enemy-occupied, enemy-controlled or neutral territories. Fighters can fly out to land on any carrier of their alliance. Air units CANNOT fly over neutral territories in this non-combat phase.
- Naval units can be moved into any friendly sea zone, occupied or unoccupied. They CANNOT be moved into enemy-occupied sea zones. Empty transports or transports loaded with cargo can be moved to friendly coastal territories to either load or unload cargo there.

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

ACTION SEQUENCE FIVE: PLACE NEW UNITS ON MAP

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

Here's how:

- Place newly purchased land units and air units in territories where you have owned industrial complexes since the beginning of your turn – not in just-captured territories with industrial complexes. IMPORTANT: Fighters cannot be placed on carriers at this time, and infantry cannot be placed on transports at this time.
- Place newly purchased naval units in sea zones where you have owned industrial complexes since the beginning of your turn – not next to just-captured territories with industrial complexes.
- Place newly purchased industrial complexes in territories that you have owned since the beginning of your turn – not in just-captured territories. IMPORTANT: There can be only one industrial complex per territory.

Other considerations:
The production capacity of industrial complexes: Original complexes (ones the players started the game with) give you unlimited capacity – you can place any number of newly purchased items in a territory with such a complex; new complexes (ones you purchased and placed) give you limited capacity per turn – the number of units you can place is equal to the income value of the territory that the complex is in.

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

Not being able to place newly purchased units: Any units that cannot be placed in industrial complexes are lost.

ACTION SEQUENCE SIX: COLLECT INCOME

This is the end of your turn. At this time you receive income equal to your National Production Level. The more territories you have captured, the higher your income will be!

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

HOW TO WIN THE WAR

ALLIES VICTORY CONDITION
The Allies victory condition is the same as the historical victory condition of World War II – the complete and unconditional surrender of the Axis powers. This means that you and your alliance must capture the two Axis capitals of Germany and Japan.
Note: The game is over at the end of the player's turn in which the second Axis capital is captured.

AXIS VICTORY CONDITION
The Axis alliance wins by fulfilling *either one* of these conditions:

A Military Victory
The Axis powers must capture two of the three allied capitals (Eastern U.S.A., United Kingdom, Russia).
Note: The game is over at the end of the player's turn in which the second Allied capital is captured.

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

Note: You can also set other types of victory conditions on the options screen.

TABLES

UNIT REFERENCE CHART

(See Game Rules for details about each unit's abilities)

Type	Cost	Movement Rate	Attack Value	Defence Value	Special Abilities
Infantry	3	1	1	2	
Armour (Tank)	5	2	3	2	Can Blitz
Fighter Plane	12	4	3	4	
Bomber	15	6	4	1	Strategic Bombing
Aircraft Carrier	18	2	1	3	Transports Fighters
Transport Ship	8	2	0	1	Transports Tanks, Infantry, or AA Guns
Submarine	8	2	2	2	First Shot Attack
Battleship	24	2	4	4	Coastal Bombardment
Anti-aircraft Gun	5	1	0	1	
Industrial Complex	15	0	0	0	

WEAPONS DEVELOPMENT REFERENCE CHART		
Die Roll	**Weapon**	**Its Strength**
1	JET POWER	Each of your fighter planes now defends at five - which means this unit's maximum defence capability has increased from four to five.
2	ROCKETS	One free rocket attack per turn! Choose one of your antiaircraft guns (it must be three adjacent spaces or less away from target) to launch rockets at an enemy industrial complex by rolling one die. The number tossed determines how many I.P.C.'s the player owning the industrial complex loses from his account.
3	SUPER SUBMARINES	Each of your submarines now attacks at three instead of two.
4	LONG RANGE AIRCRAFT	Movement capability of your aircraft is increased. Each of your fighter plans can now move up to six adjacent spaces instead of four per turn; each of your bombers can now move up to eight adjacent spaces instead of six per turn.
5	INDUSTRIAL TECHNOLOGY	Advanced production techniques! The basic cost of buying any unit is reduced by one I.P.C.
6	HEAVY BOMBERS	In a regular combat situation with military units as targets, each bomber attacks with three dice instead of one die per bomber – thus each bomber could score up to three hits; in a strategic bombing raid when an industrial complex is your target, three dice are rolled for every bomber that survives an anti-aircraft attack. The sum of the three dice indicates how many I.P.C.'s the defending player must lose.

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