

AGE 12+
2-5 PLAYERS

Axis & Allies®

RULEBOOK

— EUROPE 1940 —

DESIGNER'S NOTES

Why 1940? That was my first question to Brian Hart, Avalon Hill® brand manager, as he began to tell me about this idea he had. I had doubts and lots of questions. 1940! What an interesting time to begin an *Axis & Allies*® game. Historically, the sides hadn't even been drawn up yet. When we think of the "Allies" in the context of World War II, we think of the United States and the Soviet Union as being at the top of the list. If we do a game that starts in 1940, we'll have to start it with neither the Soviet Union nor the United States as members of the alliance, or even at war for that matter!

From a game design point of view, I'd have to bridge some spans of history. Spring 1940 through December 7, 1941, represented a year and a half. I wanted certain historic milestones to occur in the game and they had to occur in their proper order. I quickly decided that the game would have to start with the Battle of France. France had to fall, and fast. The problem was, France was no small, token nation, and its military was first class. In June 1940, the British and other remnants of the Allied armies had just evacuated Dunkirk, leaving behind tons of equipment. I decided to begin the game at that moment.

The French and British units that didn't evacuate and that still remained between the German army and Paris would have to be represented on the board. Germany would have the option of attacking this remaining Allied force. I gave the German forces something that historically made all the difference to them and contributed to their success. I gave them their Stuka dive bombers! On turn one, Germany will blitz into France! With the fall of France, the possibility of Operation Sea Lion—Germany's plan to invade England—had to present itself. If it's going to happen, it has to start on turn two. The Brits can't be given time to recover. Turn three was when Pearl Harbor would have to occur, but not before Operation Barbarossa—Germany's invasion of the Soviet Union. This would be especially true if Sea Lion was called off.

When France falls, it will mark the defeat of the Allied armies in all of continental Europe. Still, this is not the end of the game, but it's the end of the beginning. The only remaining democracy, Great Britain, will find itself standing alone. The Japanese attack on the United States at Pearl Harbor will unite the two English-speaking powers under a common cause. The Regia Marina (Royal Italian Navy) dominates the Mediterranean and finds itself in a good position to totally control that entire sea. Italy is a powerhouse and plays a vital role in the Axis efforts. North Africa becomes a battlefield as British and Italian land, sea, and air units once again struggle for control of strategically important Egypt. In the East, the Soviet Union, with its recent signing of a nonaggression pact with Germany, finds itself invading its neighbors in Eastern Europe.

The stage is set, and the political situations are confusing, as they often are. It's up to you to guide your power through this maze. If and when all these historic events actually occur during the game depends on you and the other players. You have the chance to rewrite history.

This is the biggest, most in-depth *Axis & Allies* game ever designed and published. This game and its sister game, *Axis & Allies Pacific 1940*, are about to introduce you to some new challenges and, I hope, some great times. This will be especially true if you combine the two games. The first time I saw these two games together, with all the pieces set up, I lost my breath for a moment.

I'd like to thank my playtesters. They are people like you—they love the game and that's why they volunteered their many hours. All they asked in exchange was that the game be good. I hope you allow me to pay them in that currency.

—Larry Harris

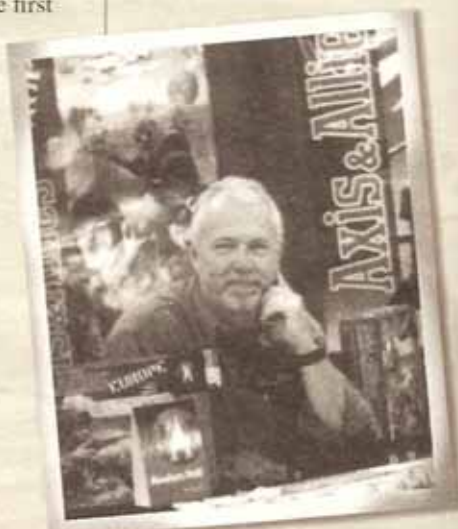


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Thanks to all of our project team members and the many others too numerous to mention who have contributed to this product.

GAME COMPONENTS

Game Boards and Storage Boxes

2 Game Boards
5 National Storage Boxes

Game Charts/Aids

1 National Production/Research
& Development Chart
1 Battle Strip
1 Casualty Strip

Markers and Tokens

100 National Control Markers
16 Naval Base Markers
14 Air Base Markers
22 Industrial Complex Markers
(10 Major & 12 Minor)
12 Antiaircraft Gun Markers

Dice and Plastic Chips

70 Gray Chips
10 Red Chips
10 Dice

Plastic Miniatures

564 Total







It is spring, 1940. Since the invasion of Poland nine months earlier, the United Kingdom and France have been at war with Germany. The Soviet Union and Germany have signed a secret protocol splitting Eastern Europe between them. In November of that year, the Soviets, using some false pretext, attacked Finland. The Russians didn't fare well in this war, 200,000 Finns managed to hold up a Soviet army of 1,000,000 troops. Eventually, the Finns had to sue for peace and several disputed territories were annexed by the Soviets.

The weakness and humiliating defeats suffered by the Red Army didn't go unnoticed by the watching eyes of Nazi Germany. Before long, these two great powers would be caught up in a life-and-death struggle for their very existence. Before that day, however, Norway and Denmark had to be dealt with. With an objective of nothing less than the total destruction of the British and French armies in northern France, Belgium and Holland were invaded. Outflanking the Maginot line, to the great surprise of the Allied armies, the German army poured into the Low Countries. The Allied Expeditionary Force soon found its back to the sea and was forced to evacuate. During Operation Dynamo, the Allies, being forced into an ever-shrinking perimeter, made a desperate withdrawal from Dunkirk. More than 300,000 Allied troops evacuated back to England. However, much of the BEF's equipment had been lost or left back on the beaches of Europe.

During those desperate days, more than half of the French armor had been lost in Belgium. Now, with what was left and supplemented by some remaining Allied units, France is facing not only a larger German army, but an army whose tactics and way of conducting war was all too new and too effective. It's at this point that you take command of one or more of the major powers and rewrite history. As an Allied player, can you stop this Axis momentum? As an Axis player, can you defeat France and/or Britain? Can you defeat the bear in the East? How are you going to deal with the awakening giant, the arsenal of democracy, the United States? Your task will not be easy, but world domination never is.

SUMMARY OF PLAY

Axis & Allies Europe 1940 can be played by up to five players. The game depicts a two-sided conflict, so if you have more than two players, split them up into the Axis side and the Allies side.

The Allies powers include the United States, United Kingdom, France, and the Soviet Union. The Axis powers are represented by Germany and Italy. Each player controls at least one world power. Some will control more than one power.

Each turn you take for a power, you choose which units to build for that power. Then you move your attacking units into hostile spaces and resolve those attacks using dice rolls.

After combat, you can make noncombat moves with your units that didn't take part in combat that turn. Finally, you place the units you purchased at the beginning of your turn and then collect your income for the turn, including income gained from any newly conquered territories.

HOW THE WAR IS WON

On your turn, you build, deploy, maneuver, and command army divisions, air wings, and naval fleets to loosen your foes' hold on their territories. On your opponents' turns, they will bring their forces against you. The more territories you hold, the more weapons you can build—and the more powerful those weapons can be.

On the map are eleven victory cities crucial to the war effort. The Allies begin the game controlling Ottawa, Washington, London, Paris, Cairo, Leningrad, Moscow, and Stalingrad. The Axis powers begin the game controlling Berlin, Rome, and Warsaw.

Axis Victory

The Axis powers win the game by controlling any 8 victory cities for a complete round of play, as long as they control an Axis capital (Berlin or Rome).

Allies Victory

The Allies powers win the game by controlling Berlin and Rome for a complete round of play, as long as they control an Allied capital (Washington, London, Paris, or Moscow).

SETUP

One or more players take the side of the Allies, and one or more players take the side of the Axis. Each player controls one or more world powers. If a player controls more than one power, those powers must all be on the same side.

If you control more than one power, keep track of those powers' income and units separately. You can conduct operations for only one power at a time.

Once you have decided who will play which power(s), prepare the game for play.

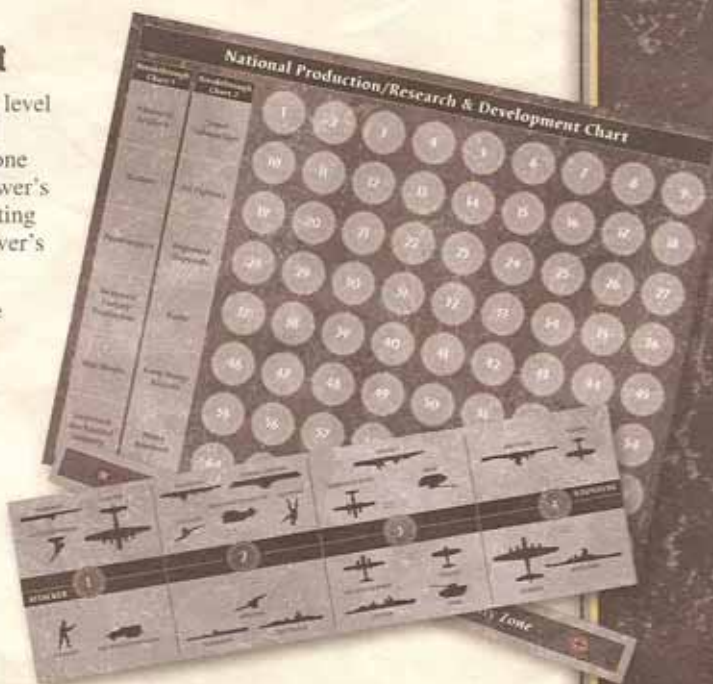
Game Board

The game board is a map of the western hemisphere, circa 1940. It's divided into spaces, either territories (on land) or sea zones, which are separated by border lines.

National Production/Research & Development Chart

The national production part of this chart tracks each power's production level (income) during the game. The level is based on the combined Industrial Production Credit (IPC) values of each territory a power controls. Place one of your control markers on the number on the chart that matches your power's starting IPC total (as shown on your setup chart). This is the power's starting national production level. Each player should keep track of his or her power's production level separately.

The research & development part of this chart is used for an optional rule when combining this game with *Axis & Allies Pacific 1940* (see Global Rules, pg. 31). If you're playing the combined games, whenever you develop a new technology, place one of your power's control markers inside the appropriate advancement box on the chart.



Battle Strip, Casualty Strip, and Dice

The battle strip is a card with columns that list attacking and defending units and their combat strengths. When combat occurs, the players involved place their units on both sides of the battle strip. Combat is resolved by rolling dice. Casualties are designated by being moved behind the casualty strip.

National Control Markers

National control markers indicate status in the game. They mark conquered territories and indicate national production levels. Take all of the national control markers that belong to your power.

Setup Charts

Take the setup chart for your power, located on the box top of the storage tray. It shows the name of the power, its units' color, and its emblem. It also lists the starting numbers and locations of that power's units on the game board. Place all of the indicated units on the game board as listed.

Plastic Chips

Use the chips to save space in overcrowded territories and sea zones. Gray chips represent one combat unit each and red chips represent five units each. For example, if you wanted to place seven infantry on a space, you would stack up one red chip, one gray chip, and one infantry unit on top. (If you don't have enough pieces to top off all your stacks, use any identifying item, such as a piece of paper with the unit type written on it.) The number of stacks is not limited by the number of plastic pieces available.

Industrial Production Credits

These units are the money of the game, representing capacity for military production. The amounts shown in the chart below represent each power's beginning national production level. Each power starts the game with that many IPCs. During the game, each power will spend IPCs, on new units for example, and collect more IPCs as income from territories that it controls. Have one player act as a banker and track each power's current IPC total on a piece of paper, or use another means agreed upon by your group.

Combat Forces

Take the plastic pieces that represent your power's combat units. Each power is color coded as follows.

| Power | Starting IPCs | Color |
|----------------|---------------|--------|
| Germany | 30 | Gray |
| Soviet Union | 28 | Maroon |
| United Kingdom | 29 | Tan |
| Italy | 10 | Brown |
| United States | 35 | Green |
| France | 17 | Blue |

Spaces On The Game Board

Territories

The border colors of the territories on the game board show which power controls them at the start of the game (the United Kingdom controls the Canadian territories). Each power has its own color. All other spaces are neutral and are not aligned with any power.

Most territories have an income value ranging from 1 to 20. This is the number of IPCs the territory produces each turn for its controller. A few territories, such as Iceland, have no income value.

Units can move between adjacent spaces (those that share a common border).

All territories exist in one of three conditions:

Friendly: Controlled by you or a friendly power

Hostile: Controlled by an enemy power

Neutral: Not controlled by any power, or controlled by a power on the other side with which you are not yet at war (see The Political Situation, pg. 9). Neutral territories, such as Switzerland, have white borders. Each such territory also has a unit silhouette with a number, which indicates how many infantry units the territory will generate to defend itself when its neutrality is violated. The Sahara Desert and Pripet Marshes are impassable and may not be moved into or through by any units.

Sea Zones

Sea zones are either friendly or hostile. Friendly sea zones contain no surface warships (this doesn't include submarines and transports) belonging to a power with which you are at war. Hostile sea zones contain surface warships belonging to a power with which you are at war. (The presence of a surface warship belonging to an enemy power with which you are not yet at war doesn't make a sea zone hostile).

Islands

An island is a territory located entirely inside one sea zone. A sea zone can contain at most one group of islands, which is considered one territory. It's not possible to split up land-based units so that they are on different islands in the same group. The exception to this rule is separate islands with names located in the same sea zone. For example, Sardinia and Sicily are both located in sea zone 95. These islands can each have independent land-based units. Islands that have no name label, such as the one in sea zone 114, are not game spaces and may not have units moved onto them.

Canals and Narrow Straits

Canals and narrow straits are geographical features that can help or hinder sea movement, depending upon who controls them. Canals are artificial waterways that connect two larger bodies of water, while narrow straits are natural passages that do the same. In either case, control of the land territories surrounding these features gives the controlling power and its allies the ability to travel through them while denying access to enemy powers.

There are two canals on the game board. The Panama Canal connects the Pacific Ocean to the Caribbean Sea (sea zones 64 and 89), while the Suez Canal connects the Red Sea to the Mediterranean Sea (sea zones 81 and 98). A canal is not considered a space, so it doesn't block land movement. Land units can move freely between Trans-Jordan and Egypt. Central America, containing the Panama Canal, is one territory, so no land movement is required to cross the canal within Central America.

There are three narrow straits on the game board. The Turkish Straits connect the Mediterranean and Black Seas (sea zones 99 and 100), the Strait of Gibraltar connects the Atlantic Ocean to the Mediterranean Sea (sea zones 91 and 92), and the Danish Straits connect the North and Baltic Seas (sea zones 112 and 113). Narrow straits can't be crossed by land units without the use of transport ships. Turkey is one territory, however, so no land movement or transport ships are required to cross the straits within Turkey.



Example: An island territory.



Example: The Panama Canal.



Example: The Danish Straits.

If your side (but not necessarily your power) controlled a canal or narrow strait at the start of your turn, you may move sea units through it (you can't use it in the same turn that you capture it). If a canal or narrow strait is controlled by a power not on your side, but with which you are not yet at war, you must ask permission to use it, which may be denied. You can't move sea units through a canal or narrow strait that is controlled by a neutral territory or by a power with which you are at war.

In order to control a canal or narrow strait, you must control its controlling land territory or territories. They are as follows:

| Canal/Narrow Straits | Controlling Territories |
|----------------------|-------------------------|
| Suez Canal | Egypt and Trans-Jordan |
| Panama Canal | Central America |
| Turkish Straits | Turkey |
| Strait of Gibraltar | Gibraltar |
| Danish Straits | Denmark |

If there is only one controlling territory, the power that controls it controls the canal or strait. If there are two controlling territories, the side that controls both of them controls the canal or strait. If one side controls one territory and the other controls the other, the canal or strait is closed to sea units. Turkey begins the game as a neutral territory, so neither side may move through the Turkish Straits until Turkey is captured.

Submarines of any power may pass through the Strait of Gibraltar regardless of which power controls it.

The movement of air units is completely unaffected by canals and straits, whether they are moving over land or sea. They can pass between sea zones connected by the canal or strait regardless of which side controls it.

THE POLITICAL SITUATION

As the game begins, only France and the United Kingdom are at war with Germany and Italy. The two other great powers—the United States and the Soviet Union—are not yet at war with the Axis powers. Many other countries also tried to remain neutral, but as the war became global, many of them were forced to join one side or the other. The following rules reflect the growth and development of these historical events from 1940 on.

Germany

At the beginning of the game, Germany is at war with France and the United Kingdom. With Germany positioned in Holland/Belgium and poised to attack France, what remains of the proud French army and some assorted Allied units are all that stands between them and Paris. If and when France falls, Germany will have to decide on its next conquest. Will it be Operation Sea Lion (the invasion of Great Britain) or will it be Operation Barbarossa (the invasion of the Soviet Union)? With the bulk of its army and air force in Belgium, Germany finds itself in no position to attack the Soviet Union, at least for the moment.

Germany may declare war on the United States or the Soviet Union at the beginning of the Combat Move phase of any of its turns. A state of war between Germany and the Soviet Union will not affect relations between Germany and the United States, and vice versa.

The Soviet Union

The Soviet Union begins the game at war with no one. The country is just recovering from Stalin's deep purge of its military officer corps, which has shaken the Red Army to its very core. Combine this with its recent military disaster in Finland, and we find the Soviet Union more than happy to enter into a secret agreement with Germany. This secret agreement, known as the Molotov-

Ribbentrop pact, assures that the Soviet Union will remain neutral should Germany go to war in Europe. It also permits each power to expand its sphere of influence in Eastern Europe without interference from the other. As a result, the Soviet Union may not declare war on any Axis power before its fourth turn unless an Axis power declares war on it first.

When the Soviet Union is at war, place two infantry units in Novosibirsk during the Mobilize Units phase of each turn in which it mobilizes any units. These units are being recalled from the eastern territories in response to the Axis threat.

The United Kingdom

The United Kingdom is at war with Germany and Italy. With the anticipated fall of France, the United Kingdom will find itself standing alone against the Axis. As the game begins, Great Britain has barely completed the evacuation of its own as well as Allied forces from Dunkirk. An invasion of the United Kingdom looms as a real possibility. The Battle of Britain is about to commence. Only after the United States and the Soviet Union enter the war on turns 3 and 4, respectively (or sooner if the Axis attacks them), will the United Kingdom have help in facing the Axis menace. In the meantime, the United Kingdom will once again have to persevere

Italy

At the beginning of the game, Italy is at war with France and the United Kingdom. Fascist Italy, allied with its Axis partner Germany, hopes to fulfill its dreams of greatness and revive what was once the glory of Rome. To do this, it seeks to expand deeper into Africa and/or perhaps gain complete dominance of the Mediterranean.

Italy may declare war on the United States or the Soviet Union at the beginning of the Combat Move phase of any of its turns. A state of war between Italy and the Soviet Union will not affect relations between Italy and the United States, and vice versa.

The United States

The United States begins the game at war with no one. America, separated from the conflict by two great oceans, is particularly anxious to not once again get involved in another European war only twenty-some years after the last one. At this point, Americans don't feel that these events concern them. With its military standing ranked no higher than 12th or 14th in the world, and with a serious isolationist mood in the country, only with the outrage felt by its people at a sudden and deliberate attack by an Axis power will the United States end its neutrality and go to war. While not at war, in addition to the normal restrictions, the United States may not move sea units into sea zones that are adjacent to territories in either Africa or Europe (including United Kingdom and Scotland).

The United States may not declare war on any Axis power unless an Axis power declares war on it first, after which it may declare war on any or all Axis powers. However, on turn 3, Japan will awaken the sleeping giant at Pearl Harbor, and the United States may declare war on any or all Axis powers at the beginning of the Collect Income phase of that turn if it has not done so already.

When the United States declares war, it will shift gears and produce a war machine the likes of which has never been seen in human history. Representing a switch from a peacetime economy to a wartime economy, the United States player collects an additional 30 IPCs. This wartime economy takes effect during the first US turn that follows an Axis declaration of war against the United States or the third turn of the United States (representing the Japanese attack on Pearl Harbor), whichever comes first.

France

France is at war with Germany and Italy. Confronted by a new type of warfare, Blitzkrieg, France's armies will eventually be destroyed. How many German and Italian units it can take with it becomes the question. Either the American or British player will control France and its military units. This selected player will manage all the events related to France that occur during any power's turn. France will be managed as a separately controlled power, including the French IPC economy. This game doesn't deal with the German installment of the Vichy government in France. All French units, after the fall of France, will continue to be controlled by the player that was selected to control France (US or UK).

If and when the territory France is liberated by the Allies, the player controlling France places 4 free French infantry units on France. This can happen only once per game.

Neutral Territories

In 1940, many countries, including the United States, tried to remain neutral. As the war became a truly global world war many neutrals were forced to join one side or the other. There are three types of neutral territories in this game: pro-Allies, pro-Axis, and strict neutral (non-aligned).

Many neutral territories have their own standing army. This force is shown on the map in the form of an infantry silhouette with a number next to it. These numbers indicate the number of infantry units that will be placed on the map if and when the territory's neutrality is compromised. These units are placed free of charge.

Friendly Neutrals

Friendly neutrals are neutral territories that are sympathetic to your alliance. For example, on the map Bulgaria and Iraq are shown as being pro-Axis. These territories would be friendly neutrals to both Germany and Italy. A pro-Allies neutral would be considered a friendly neutral to the United States, United Kingdom, Soviet Union, and France.

Friendly neutrals may not be attacked, and air units may not fly over them. They can be moved into (but not through) as a noncombat move by land units of a power that is at war (see Noncombat Move, pg. 21). This moves the territory out of its neutral status, however. The first friendly power to do so places its national control marker on the former friendly neutral territory, and its national production level is adjusted upward by the value of the territory. With the territory's loss of neutrality in this way, its standing army is immediately activated. The units placed belong to the power that now controls the formerly neutral territory, and may be used freely beginning on that power's next turn.



Example: Yugoslavia is a friendly neutral for the Allies and an unfriendly neutral for the Axis.

Unfriendly Neutrals

Neutrals that are friendly to the side opposing your side are said to be unfriendly neutrals. For example Germany will have to fight its way into Yugoslavia, which is a pro-Allies neutral state.

Moving into an unfriendly neutral is considered a combat move and any combat must be resolved during the conduct combat phase (see Combat Move, pg. 12). Before the neutral territory can be occupied (taken control of) by the invading power, all of the neutral's standing army units must be eliminated. Air units can't fly over an unfriendly neutral unless they are attacking it.

When a neutral territory is invaded, its standing army units are immediately placed in it. Use any nationality's infantry units to represent this neutral force. In each case, appoint one of the players on the opposite side to control the neutral's units. This player places the neutral units on the board and manages them when they conduct combat. Don't mix or confuse the neutral units with the units of another power, including the power managing the neutral's pieces on the board.

Capturing an unfriendly neutral gives the capturing player the IPC income of the territory. The invading power places its national control marker on the territory, and its national production level is adjusted upward by the value of the captured territory.

If the attack upon the neutral territory is unsuccessful (the territory is not captured), it's no longer considered neutral and becomes part of the alliance opposing the power that attacked it. For example, if Germany attacked Yugoslavia but failed to capture it, after the attack Yugoslavia would join the Allies. Any remaining defending units stay in the territory, but can't move. The territory remains uncontrolled, but units from the side it's now allied with can move into it and take control of it and its remaining units in the same way as if it were a friendly neutral.

Strict Neutrals

Sweden, Turkey, and Switzerland are examples of strict neutrals. They have no particular leaning toward one

side or the other. These neutrals can only be controlled by invading them. Strict neutrals are treated in exactly the same way as unfriendly neutrals, with one exception. An attack by either alliance on a strict neutral territory (whether successful or not) will result in all remaining strict neutrals becoming pro-Allies or pro-Axis, depending on who violated the strict neutral's neutrality. For example, if Germany attacks Sweden, all the other strict neutrals on the map would take on a pro-Allies status for all purposes.



Example: Sweden starts the game as a strict neutral territory.

Once any formerly neutral territory becomes controlled by a major power, the rules regarding neutral territories no longer apply to it. It's treated like any other territory, with the exception that it has no "original" controller (even if it was initially biased toward one side or the other). In other words, it may only be captured, and never liberated (see Liberating a Territory, pg. 20).

ORDER OF PLAY

Axis & Allies is played in rounds. A round consists of each power taking a turn.

Order of Play

1. Germany
2. Soviet Union
3. United Kingdom
4. Italy
5. United States
6. France (controlled by an Allied player)

Your power's turn consists of six phases, which take place in a fixed sequence. You must collect income if you can, but all other parts of the turn sequence are voluntary.

When you finish the Collect Income phase, your turn is over. Play then passes to the next power.

Turn Sequence

1. Purchase & Repair Units
2. Combat Move (Powers at War Only)
3. Conduct Combat (Powers at War Only)
4. Noncombat Move
5. Mobilize New Units
6. Collect Income

Phase 1: Purchase & Repair Units

In this phase, you may spend IPCs for additional units to be used in future turns. All the units listed in the mobilization zone on the game board are available for purchase.

Purchase Units Sequence

1. Order units
2. Pay for units & repair damaged units and facilities
3. Place units in mobilization zone

Step 1: Order Units

You may buy as many units of any type as you can afford. Select all the units you wish to buy. You don't have to spend all of your IPCs.

Step 2: Pay for Units & Repair Damaged Units and Facilities

Pay IPCs to the bank equal to the total cost of the units (by having the banker adjust your IPC total). You don't have to spend all of your IPCs.

You can also pay to remove damage from facilities. Facilities are industrial complexes, air bases, and naval bases. Each point of damage costs 1 IPC to remove. Repairs take effect immediately, and the controlling player can use repaired facilities during the rest of this turn.

Your capital ships, carriers, and battleships in sea zones serviced by operative friendly naval bases (including those repaired in this turn) are also repaired at this time. There is no IPC cost to repair these ships.

Step 3: Place Units in the Mobilization Zone

Place the purchased units in the mobilization zone (on the game board). You can't use these units right away, but you will deploy them later in the turn.

Phase 2: Combat Move (Powers at War Only)

Movement in this game is separated into combat movement and noncombat movement phases. During the Combat Move phase, all movement must result in combat, with a few exceptions (see below). Movement into a hostile territory counts as combat movement whether that space is occupied or not. Additional movement that doesn't result in combat occurs during the Noncombat Move phase (phase 4).

Move as many of your units into as many hostile territories and sea zones as you wish. You can move into a single hostile space from different spaces, as long as each moving unit can reach that space with a legal move.

You can move units through friendly spaces en route to hostile spaces during this phase. However, units can't end their movement in friendly spaces during the Combat Move phase except in four instances:

- Tanks and mechanized infantry that have blitzed through an unoccupied hostile space (see Tanks, Mechanized Infantry, and Blitzing, pg. 14).
- Units moving from a hostile space to escape combat as their combat move.
- Sea units that will be participating in an amphibious assault from an uncontested sea zone, and
- Sea units moving into a sea zone containing only enemy submarines and/or transports in order to attack those units. (Remember that such a sea zone is not considered hostile.)



Air Movement Example: Air units can move through a hostile space as if it were friendly.



Land Movement Example: Land units must end their movement when they encounter enemy units, including anti-aircraft guns, industrial complexes, air bases, and naval bases.

If you move all of your units out of a territory you control, you still retain control of that territory until an enemy moves into and captures it (the territory remains in control of the power that controlled it at the start of the turn).

Units from the same side can freely share territories and space on aircraft carriers and transports with one another, as long as both powers are at war. They may share sea zones regardless of their status. These shared events must be agreed upon by both powers.

All combat movement is considered to take place at the same time. Thus, you can't move a unit, then conduct combat, then move that unit again during this phase. The only exception to this is land units making an amphibious assault that is preceded by a sea battle (see Amphibious Assaults, pg. 14), as they must unload after the sea battle is successfully completed. You can't move additional units into an embattled space once an attack has begun.

A land or sea unit can move a number of spaces up to its move value. Most units must stop when they enter a hostile space. Thus, a unit with a move value of 2 could move into a friendly space and then a hostile space, or just into a hostile space.

An enemy submarine and/or transport doesn't block any of your units' movement, nor does it prevent loading or offloading in that sea zone. As the moving player, you have the option of attacking an enemy submarine and/or transport that shares a sea zone with you. However, if a warship chooses to attack a submarine or sink an unescorted transport, that warship must end its movement in that sea zone.

Sea Units Starting in Hostile Sea Zones

At the beginning of the Combat Move phase, you may already have sea units in spaces containing enemy units that were there at the start of your turn. For example, an enemy may have built new sea units in a sea zone where you have surface warships. When your turn comes around again, you are sharing that sea zone with enemy forces.

If you are sharing a sea zone with surface warships (not submarines and/or transports) belonging to a power with which you are at war, this situation requires you to do one of the following:

- Remain in the sea zone and conduct combat.
- Leave the sea zone, load units if desired, and conduct combat elsewhere.
- Leave the sea zone, load units, and return to the same sea zone to conduct combat (you can't load units while in a hostile sea zone), or
- Leave the sea zone and conduct no combat.

Once these sea units have moved and/or participated in combat, they can't move or participate in the Noncombat Move phase of the turn.



Sea Movement Example: Sea units other than submarines must end their movement when they enter a hostile sea zone. The destroyer must stop in this zone. However, the submarine can pass through safely because the enemy unit isn't a destroyer.

Air Units

An air unit that moves in the Combat Move phase must generally reserve part of its move value for the Noncombat Move phase, at which point it must return to a safe landing spot using its remaining movement.

An air unit's movement in any complete turn is limited to its total move value. Thus, a strategic bomber with a move value of 6 can't move six spaces to get to a hostile space. It must save enough movement points to get to a friendly territory where it can land. A fighter or tactical bomber can move its full four spaces to attack in a sea zone instead of saving movement, but only if a carrier could be there for it to land on by the conclusion of the Mobilize New Units phase.

Air units attacking territories that have anti-aircraft guns will be fired upon. This doesn't include territories containing anti-aircraft guns that are only being flown over. Normal anti-aircraft guns can't fire upon strategic bombers conducting bombing raids. These air units are fired on by anti-aircraft cover provided by the industrial complex or base that is being attacked.

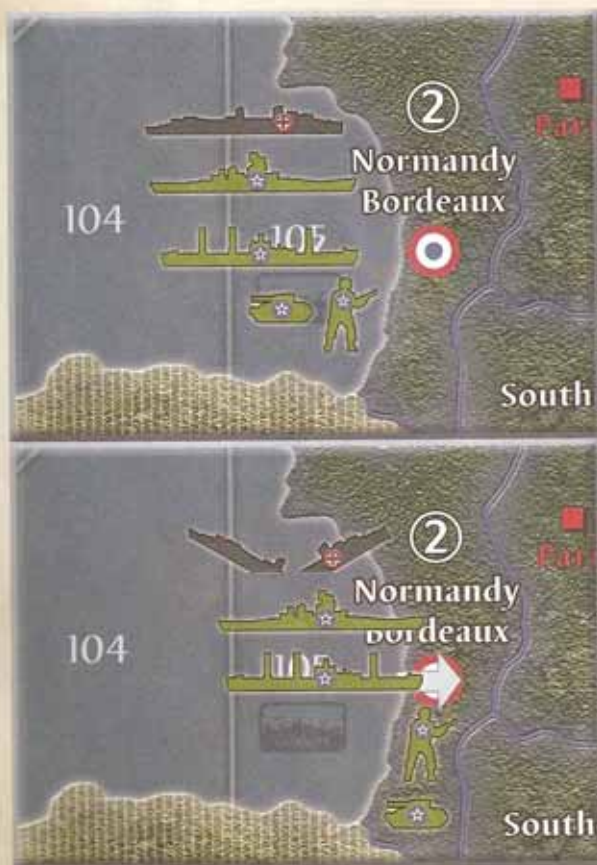
Amphibious Assaults

If you want to make any amphibious assaults, announce your intent to do so during the Combat Move phase. An amphibious assault takes place when you attack a coastal territory or island group from a non-hostile sea zone by offloading land units from transports into that target territory (or make a joint attack with both seaborne units that are offloading and other units from one or more neighboring territories).

Moving transports and their cargo into a sea zone from which you plan to make an amphibious assault counts as a combat move, even if there are no defending surface warships or scrambled air units there. This is also true of any ships that will support the assault.

During the Conduct Combat phase, you can only launch amphibious assaults that you announced during this phase.

If an amphibious assault involves a sea combat, any air units participating in the assault must move to either the sea zone or the land territory. They will then participate only in the part of the assault to which they have moved.



Amphibious Assault Example: Amphibious assault movement occurs during the Combat Move phase. In this example your battleship must destroy the enemy destroyer in the sea combat in order to clear the hostile sea zone so that the transport can offload into Normandy/Bordeaux. If there had been only defending submarines and/or transports, the attacking U.S. player could have ignored those units, or could have conducted sea combat.

Special Combat Movement

A number of units can make special moves during this phase. These are described in detail below.

Aircraft Carriers

Although they don't have an attack value and aren't represented on the battle strip, carriers can still participate in an attack and can take hits. Any fighters or tactical bombers on an aircraft carrier launch before the carrier moves and move independently of the carrier. These air units can make a combat move from the carrier's sea zone, or they can remain in the sea zone until the Noncombat Move phase.

Guest aircraft belonging to a friendly power on board another power's carrier must remain on board as cargo if the carrier moves in combat. They can't take part in combat and are destroyed if the carrier is destroyed.

Whether it moves during the Combat Move or Noncombat Move phase, an aircraft carrier allows friendly fighters and tactical bombers to land on it in the sea zone where it finishes its move.

Submarines

Submarines are capable of moving undetected due to their ability to submerge. For this reason, they have special movement rules. If there are no enemy destroyers present, a submarine can move through a sea zone containing enemy warships without stopping. However, if a submarine enters a sea zone containing an enemy destroyer during the Combat Move phase, its movement ends immediately and combat will result.

Tanks, Mechanized Infantry, and Blitzing

A tank can "blitz" by moving through an unoccupied hostile territory as the first part of a move that can end in a friendly or hostile territory. In addition, one mechanized infantry unit can move along with each blitzing tank. The complete move must occur during the Combat Move phase. The blitzing units establish control of the first territory before they move to the next. Place your control marker on the first territory and adjust the national production levels as you blitz. A blitzing tank (and mechanized infantry) that encounters enemy units, including an anti-aircraft gun, industrial complex, air base, or naval base in the first territory it enters must stop there.



Blitzing Example 1: You can blitz a tank through two territories if the first is hostile but unoccupied. Place your control marker in the first territory.



Blitzing Example 2: You must stop the tank's movement when it encounters any enemy units, including antiaircraft guns, industrial complexes, air bases, and naval bases.

Transports

If a transport encounters hostile surface warships (not enemy submarines and/or transports) AFTER it begins to move (not counting the sea zone it started in), its movement for that turn ends, and it must stop there and conduct sea combat.

A transport can load units while in any friendly sea zone along its route, including the sea zone it started in. If a transport loads land units during the Combat Move phase, it must offload those units to attack a hostile territory as part of an amphibious assault during the Conduct Combat phase, or it must retreat during the sea combat step of the amphibious assault sequence while attempting to do so. A transport that is part of an amphibious assault must end its movement in a friendly sea zone (or one that could become friendly as result of sea combat) from which it can conduct the assault.

Any land units aboard a transport are considered cargo until they offload. Cargo can't take part in sea combat and is destroyed if the transport is destroyed.

Air Bases

When taking off from a territory or island that has an air base, air units gain one additional movement point. Fighters and tactical bombers can now move 5 spaces and strategic bombers can move 7 spaces (see Air Bases, pg. 25).

Naval Bases

All ships beginning their movement from a sea zone serviced by an operative friendly naval base can move one additional movement point (see Naval Bases, pg. 25).

Powers That Begin the Game Neutral

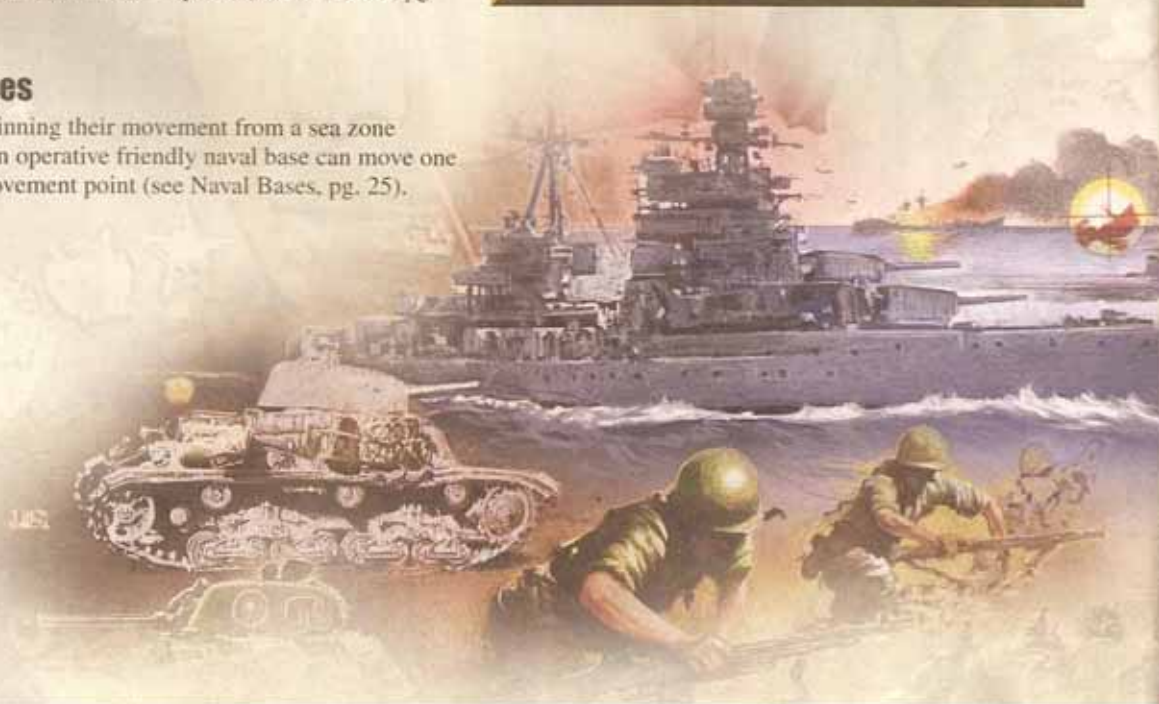
Powers that begin the game neutral, such as the United States and the Soviet Union, aren't initially part of the Allies or the Axis. The Axis powers are on the opposite side of these neutral powers, but they are not yet considered enemies. While a power remains neutral, it operates under some special conditions and restrictions.

Movement: A power that is not at war can't move land or air units into neutral territories. It can't move units into territories or onto ships belonging to another power or use another power's naval bases, nor can another power move land or air units into its territories or onto its ships or use its naval bases. A power's ships don't block naval movements of other powers with which it's not at war, and vice versa. They can occupy the same sea zones.

Combat: A power can't attack a territory controlled by or containing units belonging to a power with which it is not at war. If a power at war attacks a sea zone containing units belonging to both a power with which it's already at war and a power with which it's not at war, the latter power's units are ignored. Those units won't participate in the battle in any way, and a state of war with that power will not result.

Declaring war: If a power is not yet at war with another power, and there are no restrictions currently keeping them from being at war (see The Political Situation, pg. 9), either power may declare war on the other. This is done on the declaring power's turn at the beginning of the Combat Move phase, before any combat movements are made, unless otherwise specified. An actual attack is not required. Once war is declared, all territories and sea zones containing units belonging to the power or powers on which war is declared instantly become hostile, and the normal restrictions of moving into or through hostile spaces apply.

During the Combat Move phase following the announced declaration of war, transports already in sea zones that have just become hostile may be loaded in those sea zones (but not in other hostile sea zones). This may occur only during the first Combat Move phase following the announced declaration of war. Once that initial Combat Move phase is over, normal transport-loading restrictions apply.



Phase 3: Conduct Combat (Powers at War Only)

In this phase, you conduct combat against opposing units using the following sequence:

Combat Sequence

1. Strategic bombing raids
2. Amphibious assaults
3. General combat

A number of units have special rules that modify or overwrite the combat rules in this section. See Unit Profiles, pg. 24 for combat rules associated with each type of unit.

At no time can an Allies power attack another Allies power, or an Axis power attack another Axis power.

Scramble: Scrambling is a special action that can take place at the beginning of this phase, and it must be completed before any combat occurs. Any number of defending fighters and tactical bombers (strategic bombers can't scramble) located on islands that have operative air bases can be scrambled to defend against attacks in the sea zones surrounding those islands. These air units can join other friendly units in the sea zone or be the only friendly units there (in the case of amphibious assaults only). In either case, resolve combat as usual during the Conduct Combat phase.

Scrambled fighters and tactical bombers are defending, so refer to their defense values and abilities when resolving combat. They can't participate in any other battles during that turn, including a battle on the island from which they were scrambled.

All scrambled air units must return to the island from which they were scrambled. If the enemy captures that island, the units can move one space to land in a friendly territory or on a friendly aircraft carrier. If no such landing space is available, the units are lost. Surviving scrambled air units land during that turn's Noncombat Move phase, before the attacker makes any movements.

Strategic Bombing Raids

A strategic bombing raid is a direct attack on a facility. During this step, you can bomb enemy industrial complexes, air bases, and naval bases with your strategic bombers. When you damage these facilities, their capabilities are decreased or eliminated, and your enemy must spend IPCs to repair them in order to restore those capabilities. Repairs can be made by the units' controlling player during his or her Purchase & Repair Units phase (see Purchase and Repair Units, pg. 12).

To conduct a strategic bombing raid, the attacking player moves his or her bombers to the targeted territory on the map. Fighters (not tactical bombers) can also participate in strategic bombing raids as escorts and interceptors. Escort fighters (those accompanying the attacking bombers) can escort and protect the bombers, and they can originate from any territory or sea zone, range permitting. They can't participate in any other battles during that turn, including a battle in the territory in which the bombing raid is occurring. This applies whether or not the defender commits any interceptors.

Any number of defending fighters based in a territory that is about to be strategically bombed can be committed to participate in the defense of that territory's facilities, whether or not there are attacking fighter escorts. If the defender has elected to commit fighter interceptors, an air battle will be fought immediately before the strategic bombing raid is conducted. This air battle is resolved in the same way as a normal combat, with the following exceptions:

- The attacking bombers and fighter escorts and the defending fighter interceptors will be the only units participating in this special combat.
- The attacking strategic bombers will not fire in the battle, but they can be taken as casualties. Players select their own casualties based on the number of hits received during the air battle.

Combined Arms

In some instances, a mix of unit types activates enhanced unit abilities. For example, an infantry unit matched with an artillery unit enables the infantry to attack at 2. See the following chart for details. (See also Unit Profiles, pg. 24.)

Some unit types require one-to-one pairing with another unit type and may be paired with more than one other unit type. Each unit may be paired with only one other unit in the same phase, but may be paired with different units in different phases. For example, an individual artillery unit may not be paired with both an infantry and a mechanized infantry in the Conduct Combat phase in order to make both units attack at 2. However, the same mechanized infantry unit may be paired with a tank during the Combat Move phase in order to blitz, and then be paired with an artillery in the Conduct Combat phase in order to attack at 2.

| | | | | | |
|---|---|---|--|---|------------------------|
|  | + |  | |  | Attacks @ 2 |
| Infantry | | Artillery | | Infantry | |
|  | + |  | |  | Attacks @ 2 |
| Mech. Infantry | | Artillery | | Mech. Infantry | |
|  | + |  | |  | Attacks @ 4 |
| Tactical Bomber | | Tank | | Tactical Bomber | |
|  | + |  | |  | Attacks @ 4 |
| Tactical Bomber | | Fighter | | Tactical Bomber | |
|  | + |  | |  | Can Blitz |
| Mech. Infantry | | Tank | | Mech. Infantry | |
|  | + |  | |  | Can Attack Subs |
| Tactical Bomber | | Destroyer | | Tactical Bomber | |

- The combat lasts for only one round.
- The fighters have an attack value of 1 and a defense value of 2.

After the air battle is complete, or if there were no defending fighter interceptors, any surviving attacking bombers, along with their escorts, carry out the bombing raid. If the territory offers more than one target, the bombers may be divided into groups, and each assigned a specific target. At this point, fighter escorts are considered to be retreated. They don't participate in the actual bombing raid, and will remain in the territory until the Noncombat Move phase.

Each industrial complex, air base, and naval base has its own antiaircraft system. If there is an antiaircraft gun in the targeted territory, don't roll for it. Those antiaircraft guns are used to protect combat units. Each complex and base rolls one die against each bomber directly attacking it (not fighter escorts). For each "1" rolled, a bomber is immediately removed.

After resolving the antiaircraft fire, surviving bombers each roll one die. To mark the damage done by the attacking bomber(s), place one gray plastic chip under the targeted industrial complex or base per damage point rolled. An industrial complex can't receive more than 20 total damage for major industrial complexes and more than 6 total damage for minor ones. Air bases and naval bases can't receive more than 6 total damage. Damage exceeding these limits is not applied.

A bomber that performed a strategic bombing raid can't participate in any other combat this turn and must return to a friendly territory during the Noncombat Move phase.

Amphibious Assaults

During this step you will resolve each amphibious assault you announced during the Combat Move phase. If you didn't announce an amphibious assault, go to General Combat on page 18.

Amphibious Assault Sequence

1. Sea combat
2. Battleship & cruiser bombardment
3. Land combat

Step 1. Sea Combat

If there are defending surface warships and/or scrambled air units, sea combat occurs. If there are only defending submarines and/or transports, the attacker can choose to ignore those units or conduct sea combat.

If sea combat occurs, all attacking and defending sea units must participate in the battle. Conduct the sea combat using the rules for General Combat (pg. 18), then go to step 3 (land combat).

If no sea combat occurs, go to step 2 (bombardment).

Step 2. Battleship & Cruiser Bombardment

If there was NOT a combat in the sea zone from which you are offloading units from transports, any accompanying battleships and cruisers in that sea zone can conduct a one-time bombardment of one coastal territory or island group being attacked. The number of

ships that can make bombardment attacks is limited to one ship per land unit being offloaded from the transports in that coastal territory. If more than one territory or island group is being assaulted and there are multiple battleships and/or cruisers, each ship may support only one assault. However, the ships' bombardment may be split in any way that the attacker chooses, so long as the number of ships supporting each assault doesn't exceed the number of seaborne land units in that assault. Choosing to destroy enemy transports or attacking enemy submarines in step 1 (above), counts as a combat and prevents the battleship and cruiser bombardment from taking place.

Roll one die for each battleship and cruiser that can conduct bombardment. Battleships hit on a die roll of "4" or less, and cruisers hit on a "3" or less. For each hit, the defender will move a defending unit behind the casualty strip. These casualties will be able to defend during the land combat step before they are eliminated.

Each battleship or cruiser can only bombard one coastal territory per turn.

Step 3. Land Combat

If there was no sea battle or the sea zone has been cleared of all defending enemy units except transports and submerged submarines, and the attacker still has land units committed to the coastal territory, move all attacking and defending units to the battle strip and conduct combat using the General Combat rules (see page 18). Remember to put casualties from bombardment (if any) behind the casualty strip.

Attacking land units can come from transports (seaborne), and they can come from neighboring territories that are adjacent to the attacked territory. Any land units offloading from a single transport can only be offloaded into a single hostile territory.

If no land units (carried as cargo) survived the sea combat, or if the attacking sea units withdrew from the sea combat, then any other units that were designated to participate in the land attack (including air units) must still conduct one round of land combat in a regular attack on the intended hostile territory before they can retreat.

If the attacker doesn't have any attacking land or air units left, the amphibious assault is over.

Keep the attacking overland units and seaborne land units separated on the battle strip. Attacking seaborne units can't retreat. Attacking overland land units and air units can retreat (between rounds of combat). All attacking overland land units must retreat together as a group. They can only retreat to where at least one of them originated and must all retreat at the same time and to the same place. A retreat may happen at the conclusion of any round of combat.

Attacking air units, whether involved in the sea combat or the attack on the coastal territory, can retreat according to the attacker retreat rules (see Condition B—Attacker Retreats, pg. 19). If there is a retreat, air units and overland units (if any) must retreat at the same time. Air units will land during the Noncombat Move phase.

Air Units

Each attacking air unit can participate in the sea battle or the attack on the coastal territory; it can't do both. The attacking player must declare which air units are involved in each part of the attack and can't change their assignments later. Scrambled air units are placed after the amphibious assault is announced and attacking air units (if any) are assigned to the sea battle or the coastal territory. At the end of the amphibious assault, all air units remain in place; they will land during the Noncombat Move phase.

Air units defending in a territory can only fight in that territory. They can't participate in the sea combat. The exception to this rule is fighters and tactical bombers that are defending on an island that has an operative air base. Such air units can be scrambled to the surrounding sea zone where they participate in its defense. Strategic bombers can't be scrambled.

General Combat

In this step, you resolve combat in each space that contains your units and enemy units. Combat is resolved by following the General Combat sequence (below). Combat in each space takes place at the same time, but each affected territory or sea zone is resolved separately and completely before resolving combat in the next contested space. The attacker decides the order of spaces in which each combat occurs. No new units can enter as reinforcements once combat has begun. Attacking and defending units in each space are considered to fire at the same time, but for ease of play you roll dice in sequence: attacker first, then defender.

General Combat Sequence

1. Place units along the battle strip
2. Submarine surprise strike or submerge (sea battles only)
3. Attacking units fire
4. Defending units fire
5. Remove defender's casualties
6. Press attack or retreat
7. Conclude combat

Step 1. Place Units Along the Battle Strip

The battle strip has two sides, labeled "Attacker" and "Defender." Place all of the attacking and defending land, sea, and/or air units from the battle onto their respective sides aligned with the numbered columns that contain those units' names and silhouettes. Facilities don't participate in general combat, as they may only be attacked and damaged by strategic bombing raids. The number in a unit's column identifies that unit's attack or defense value. An attacking or defending unit must roll its column's attack or defense value number or less in order to score a hit.

In a sea battle, place any cargo (whether your own units or an ally's) beside the transport ship or on the aircraft carrier (guest air units) that is carrying it. Cargo doesn't roll attacks, nor can it take a hit. It's lost with the ship carrying it if that ship is destroyed.

If you are attacking in a sea zone that already contained

friendly units, your ally's units are not placed along the battle strip, but remain out of play for this turn.

Step 2. Submarine Surprise Strike or Submerge (Sea Battles Only)

This step is specific to attacking and defending submarines. Before the general sea battle takes place (steps 3–5), both attacking and defending submarines can choose to either make a Surprise Strike die roll or submerge. However, if the opposing side has a destroyer in the battle, the attacking or defending submarines can't submerge or make a Surprise Strike and combat proceeds normally with your submarines firing along with your other units in step 3 or 4.

Attacking or defending submarines that choose to submerge are removed from the battle strip immediately and placed on the game board in the contested sea zone, removing them from the remaining battle sequences.

Note: Decisions on whether attacking and defending submarines will fire or submerge must be made before any dice are rolled. The attacking player decides first.

Each attacking submarine conducting a Surprise Strike attack rolls one die. Attacking submarines that roll a "2" or less score a hit. After the attacking player has rolled for all attacking submarines, the defender chooses one sea unit (submarines can't hit air units) for each hit scored and moves it behind the casualty strip. (Note: undamaged capital ships that are hit only once are not removed.)

Then each defending submarine conducting a Surprise Strike attack rolls one die. Defending submarines that roll a "1" score a hit. After the defending player has rolled for all defending submarines, the attacker chooses one sea unit for each hit scored and removes it from play. (Note: undamaged capital ships that are hit only once are not removed.)

Note: In both cases, attacking or defending, transports can only be chosen as a casualty if there are no other eligible units. Submerged submarines can't be chosen as a casualty since they have been removed from the battle.

Once all attacking and defending submarines that conducted a Surprise Strike attack have fired, the casualties they have generated are removed from the game and this step (step 2) is over for this round of combat. As long as there are attacking and/or defending submarines and no opposing destroyers, this step is repeated during each round of combat. Any hits made during this step that don't destroy units (such as battleships and carriers) remain in effect until they are repaired.

Step 3. Attacking Units Fire (Land and Sea Battles)

Roll one die for each attacking unit with an attack value that didn't fire or submerge in step 2. Roll for units with the same attack value at the same time. For example, roll all units with an attack value of "3" at the same time. An attacking unit scores a hit if you roll its attack value or less. After the attacking player has rolled for all attacking units, the defender chooses one unit for each hit scored and moves it behind the casualty strip. All units behind the casualty strip will return fire in step 4.

Step 4. Defending Units Fire (Land and Sea Battles)

Defending units roll one die for each unit with a defense value, including units behind the casualty strip, that didn't fire or submerge in step 2. Roll for units with the same defense value at the same time. A defending unit scores a hit if you roll its defense value or less.

After the defending player has rolled for each defending unit with a defense value, the attacker chooses one unit for each hit scored and removes it from play.

Specific to Sea Battles: In both steps 3 and 4, submarines that fired in step 2 can't fire again during the same combat round. If there is an enemy destroyer in the battle, submarines fire in step 3 or 4 rather than step 2. Remember that in sea battles hits from air units can't be assigned to submarines unless there is a destroyer present that is friendly to the air units in the battle, and hits can only be assigned to transports if there are no other eligible units.

Step 5. Remove Defender's Casualties (Land and Sea Battles)

Remove the defender's units that are behind the casualty strip from play.

Step 6. Press Attack or Retreat

Combat rounds (steps 2–5) continue unless one of the following two conditions occurs (in this order):

Condition A—Attacker and/or Defender Loses All Units

Once all units that can either fire or retreat on one or both sides have been destroyed, the combat ends.

If a player has combat units remaining along the battle strip, that player wins the combat. Players that have units remaining along the battle strip return those units to the contested space on the game board.

In a sea battle, if both sides have only transports remaining, the attacker's transports can remain in the contested sea zone or retreat per the rules in Condition B below, if possible.

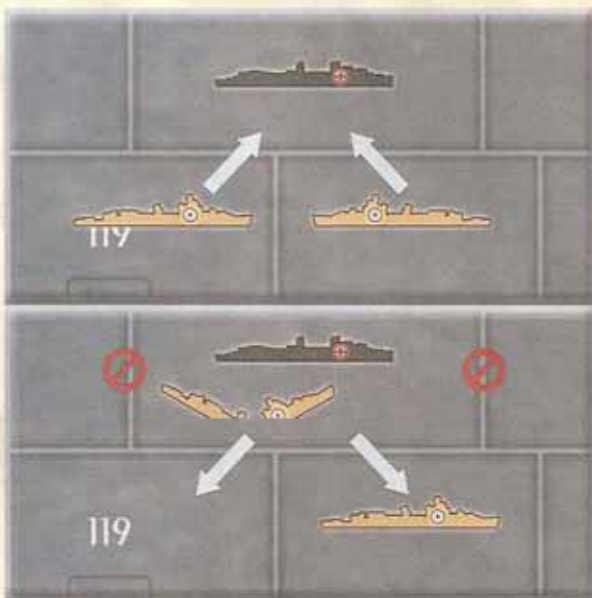
Defenseless Transports

In a sea battle, if the defender has only transports remaining and the attacker still has units capable of attacking, the defending transports are all destroyed, along with their cargo. You don't have to continue rolling dice until all the transports receive hits. This will speed up combats. This also occurs if the only combat units remaining can't hit each other. For example, if the defender has only transports and submarines remaining, and the attacker has only air units remaining, the air units and submarines can't hit each other, so the transports are defenseless. At this point, defenseless transports are all destroyed, along with their cargo. Attacking transports are not usually considered defenseless, since they generally have the option of retreating. If they can't retreat, they are treated the same as defending transports. Destroying defenseless transports in this way still counts as combat for the purpose of offshore bombardment and similar rules.

Condition B—Attacker Retreats

The attacker (never the defender) can retreat during this step. Move all attacking land and sea units in that combat that are on the battle strip to a single adjacent friendly space from which at least one of the attacking land or sea units moved. In the case of sea units, that space must have been friendly at the start of the turn. All such units must retreat together to the same territory or sea zone, regardless of where they came from.

Retreating air units remain in the contested space temporarily. They complete their retreat movement during the Noncombat Move phase using the same rules as an air unit involved in a successful battle.



Retreat Example: After one round of attacks, the attacking player decides to retreat, but his destroyer must retreat to one of the sea zones that the attacking forces came from.

Step 7. Conclude Combat

If you win a combat as the attacker in a territory and you have one or more surviving land units there, you take control of it. Otherwise, it remains in the defender's control. (If all units on both sides were destroyed, the territory remains in the defender's control.) Sea units can't take control of a territory; they must stay at sea.

Air units can't capture a territory. If your attack force has only air units remaining, you can't occupy the territory you attacked, even if there are no enemy units remaining. Air units must return to a friendly territory or carrier during the Noncombat Move phase. Until then, they stay at the space where they fought.

Remove surviving land units that are along the battle strip and place them in the newly conquered territory. Place your control marker on the territory and adjust the national production levels. Your national production increases by the value of the captured territory; the loser's production decreases by the same amount.

Any anti-aircraft gun, industrial complex, air base, and/or naval base located in the captured territory is now controlled by your side (see Liberating a Territory).

below). If you capture an antiaircraft gun, you can't move it in the Noncombat Move phase of the same turn. If you capture an industrial complex, you can't mobilize new units there until your next turn. If you capture an air base or naval base, you can't use the added flight or sea movement or receive repairs until your next turn. Any damage previously inflicted on a facility remains in place until it is repaired.

Liberating a Territory

If you capture a territory that was originally controlled by another member of your side, you "liberate" the territory. You don't take control of it; instead, the original controller regains the territory and the national production level is adjusted. Any antiaircraft gun, industrial complex, air base, and/or naval base in that territory revert to the original controller of the territory.

If the original controller's (country whose territory you just liberated) capital is in enemy hands at the end of the turn in which you would otherwise have liberated the territory, you capture the territory, you adjust your national production level, and you can use any antiaircraft gun, industrial complex, air base, and naval base there until the original controller's capital is liberated. The liberating player can't use these newly liberated facilities until the player's next turn.

Capturing and Liberating Capitals

If a power captures a territory containing an enemy capital (Washington, London, Moscow, etc.), follow the same rules as for capturing a territory. Add the captured territory's income value to your national production level.

In addition, you collect all unspent IPCs from the original controller of the captured capital. For example, if Germany conquers Russia, and the Soviet Union has unspent IPCs, those IPCs are immediately transferred to Germany's player. You collect these IPCs even if your own capital is in enemy hands.

When capturing a last-remaining Axis capital, signifying the Allied victory, you still add the captured territory's income value to your national production level and you collect any unspent IPCs it may have. The Axis player(s) will have until the beginning of your next turn, using their existing forces, to try to liberate one of the Axis capitals.

The original controller of the captured capital is still in the game but can't collect income from any territories he or she still controls and can't buy new units. The player skips all but the Combat Move, Conduct Combat, and Noncombat Move phases until the capital is liberated. If that power or one on its side liberates the capital, the original controller can once again collect income from territories he or she controls, including territories reverting control to him or her.

If a capital is liberated, the industrial complex and any antiaircraft guns, air base, and naval base in that capital territory revert ownership to the original controller of the capital. Other territories and industrial complexes, air bases, and naval bases that were originally controlled by the newly liberated capital's controller but are currently in the hands of friendly powers also revert control. Antiaircraft guns in reverting territories outside the

newly liberated capital territory remain under their pre-liberation ownership.

You don't collect IPCs from the controlling power when you liberate a capital. For example, if Germany's player liberates Rome from the United Kingdom's player, the United Kingdom player doesn't surrender any IPCs.

Capturing a Victory City

Germany and Italy win the game by capturing and controlling 8 victory cities. Players should keep a close eye on the progress of the Axis and the number of victory cities of which they have control. If the Axis players control at least 8 victory cities continuously for one complete round of play, they win the war.

Multinational Forces

Units on the same side can share a territory or sea zone, constituting a multinational force. Such forces can defend together, but they can't attack together. (This doesn't mean powers can share income: only the power that controls a territory collects income for that territory.)

A multinational force can't attack the same space together. Any units in a sea zone in which a battle occurs that belong to an ally of the attacker (other than cargo on an attacker's ship) can't participate in the battle in any way. Such units can't be taken as losses in the sea combat and have no effect on defending submarines. Each attacking power moves and fires its own units on its own turn.

An attacking fighter or tactical bomber can launch from an aircraft carrier owned by an ally, but the ally's carrier can't move until its controller's turn. Similarly, an attacking carrier can carry an ally's fighter or tactical bomber as cargo, but the ally's air unit can't participate in an attack by that carrier. (The two Axis powers, Germany and Italy, are allies.)

An attacking land unit can assault a coastal territory from an ally's transport, but only on the attacking land unit owner's turn.

Multinational Defense: When a space containing a multinational force is attacked, all its units defend together. If the defending units belong to powers under the control of different players, those players mutually determine the casualties. If they can't agree, the attacker chooses.

Transporting Multinational Forces: Transports belonging to a friendly power can load and offload your land units, as long as both powers are at war. This is a three-step process:

1. You load your land units aboard the friendly transport on your turn.
2. The transport's controller moves it (or not) on that player's turn.
3. You offload your land units on your next turn.

Phase 4: Noncombat Move

In this phase, you can move any of your units that didn't move in the Combat Move phase or participate in combat during your turn. You will also land all your air units that participated in and survived the Conduct Combat phase. This is a good time to gather your units, either to fortify vulnerable territories or to reinforce units at the front.

Only air units and submarines can move through hostile spaces during this phase.

Stranded defending air units also land during this phase. These are carrier air units whose aircraft carrier has been damaged or destroyed in combat or scrambled air units or fighter interceptors (see Conduct Combat, pg. 16) whose original territory is now under enemy control. These units are allowed movement of up to one space to find a friendly territory or carrier on which to land. If no landing space can be found, they are lost. This movement occurs before the acting player makes any noncombat movements.

Where Units Can Move

Land Units: A land unit can move into any friendly or friendly neutral territory, including territories that were captured in the current turn. It can't move into a hostile territory (not even one that contains no combat units but is enemy-controlled). If your power isn't at war, you can't move your units into territories belonging to another friendly power or a friendly neutral.

This is the only phase in which antiaircraft guns can move.

Air Units: An air unit must end its move in an eligible landing space. Air units can land in any territory that was friendly at the start of your turn.

Only fighters and tactical bombers can land in a sea zone with a friendly carrier present. A landing spot must be available on the carrier. Additionally:

- A fighter or tactical bomber can land in a sea zone (even a hostile one) that is adjacent to an industrial complex you own if you will be mobilizing an aircraft carrier that you previously purchased in that zone during the Mobilize New Units phase.
- In order for a fighter or tactical bomber to land on a carrier, both units must END their movement in the same sea zone.
- You must have a carrier move, remain in place, or be mobilized (new carriers only) to pick up a fighter or tactical bomber that would end its noncombat movement in a sea zone. You can't deliberately move an air unit out of range of a potential safe landing space.

Air units that can't move to an eligible landing space by the end of the Noncombat Move phase are destroyed. This includes stranded defending air units (see above).

No air units can land in any territory that was hostile at the start of your turn, including any territory that was just captured by you this turn. If your power isn't at war, you can't move your air units into territories or onto aircraft carriers belonging to another friendly power.

Sea Units: A sea unit can move through any friendly sea zone. It can't move into or through a hostile sea zone.

Unlike other sea units, submarines can move through and even into hostile sea zones in the Noncombat Move phase. However, a submarine must end its movement when it enters a sea zone containing one or more enemy destroyers.

Transports can move to friendly coastal territories and load or offload cargo, unless they loaded, moved, offloaded, or were involved in combat during the Combat Move or Conduct Combat phase.

Aircraft carriers can move to sea zones to allow friendly fighters and tactical bombers to land. They must move there, range permitting, if they didn't move in the Combat Move phase and the friendly sea zone is the only valid landing zone for the air units. An aircraft carrier and a fighter or tactical bomber must both end their moves in the same sea zone in order for the air unit to land on the carrier.



Phase 5: Mobilize New Units

Move the newly purchased units from the mobilization zone on the game board to eligible spaces you have controlled since the start of your turn. You can't use industrial complexes that you captured or purchased this turn. You can never use an industrial complex owned by a friendly power.

The number of units that can be produced by each industrial complex each turn is limited to 10 for major industrial complexes and 3 for minor ones. (If you are upgrading a minor industrial complex to a major one, you may mobilize up to 3 other units from that industrial complex this turn.) For each damage marker (plastic gray chip) that is under a given industrial complex, one less unit can be mobilized by that factory. Industrial complexes are never destroyed. They can be heavily damaged, however, and can be damaged to the point where they have at least as many damage markers as they have production ability. In this case, no new units can enter the game through that factory until it's repaired.

Restrictions on Placement

You can place land units and strategic bombers only in territories containing eligible industrial complexes. Land units can't enter play on transports.

You can place sea units only in sea zones adjacent to territories containing eligible industrial complexes. New sea units can enter play even in a hostile sea zone. No combat occurs because the Conduct Combat phase is over.

You can place fighters and tactical bombers into territories containing an industrial complex controlled by your power from the start of your turn, or on an aircraft carrier owned by your power in a sea zone (even a hostile one) adjacent to a territory with such an industrial complex. The aircraft carrier can be either a new one currently being mobilized, or an existing one already in place. You can't place a new

fighter or tactical bomber on a carrier owned by a friendly power.

Place new facilities in any territory that you have controlled since the start of your turn. Major industrial complexes can only be built on territories with an IPC value of 3 or higher. Minor industrial complexes can only be built on territories with an IPC value of 2 or higher. You can't have more than one facility of the same type per territory. Industrial complexes can't be built on islands (see Islands, pg. 8).

In the event that you purchased more units than you can actually mobilize due to production limitations, you must return the over-produced units to the box (your choice on which units), and the cost of the units is reimbursed to you.

Phase 6: Collect Income

In this phase, you earn production income to finance future attacks and strategies. Look up your power's national production level (indicated by your control marker) on the national production chart and collect that number of IPCs from the bank (added to your IPC total by the banker). This is the amount of IPC income you have generated. Note: On the map, Canada has its own emblem. The IPC income generated by Canadian territories is collected by the United Kingdom player. In addition, you may have reached your national objectives. A power reaching its national objectives is experiencing an uplifting positive effect across the board—higher morale coupled with renewed vigor. This awards your economy an extra boost of 5 or more IPCs per turn and is called "bonus income." However, before you can actually receive any of this income, you must check for any losses incurred by naval attacks against your shipping routes (see below).

If your capital is under an enemy power's control, you can't collect income or suffer convoy disruptions. A power can't lend or give IPCs to another power, even if both powers are on the same side.

Conduct Convoy Disruptions

The economy of many nations is based on moving tons of resources across vast spans of ocean. In wartime, and especially during World War II, this movement was vital. Cargo ships (not to be confused with the game's transport ships, which carry military units) often formed convoys for mutual support and protection. These convoys are subject to attack by enemy warships.

There are three conditions that must exist for this kind of attack to occur:

1. The sea zone must have a "Convoy symbol" image,
2. The sea zone must be adjacent to one or more of your controlled islands or territories, and
3. At least one warship belonging to a power with which you are at war must be in the sea zone.

Convoy attacks on "Convoy symbol" sea zones are conducted in the following manner:

Each enemy surface warship in the sea zone causes the loss of one IPC from your income for the turn. Each submarine is considered "On Station" and causes the loss of 2 IPCs. However, each disrupted convoy can't lose more IPCs than the total IPC value of controlled territories or islands adjacent to the sea zone.

A review of the map, specifically looking for such situations, is the responsibility of all the players. This is a step in this phase of the turn. All players should be on the lookout for such convoy attack situations and point them out.

Optional Rule: Winston Churchill once said, "The only thing that really frightened me during the war was the U-Boat peril." You can represent this peril by each German submarine causing the loss of 3 IPCs instead of 2.

National Objectives & Bonus Income

While the goal of the Axis players is to capture victory cities and the Allies' goal is to occupy both Berlin and Rome, each power also has one or more objectives related to its historic goals and what was of national importance to it at the time. These objectives, if achieved, will grant bonus income.

A power collects the indicated bonus IPCs during each of its Collect Income phases if the condition for that bonus has been met, unless otherwise specified.

★

Germany: "Lebensraum"

Living Space. Extra space was needed for the growth of the German population for a greater Germany. This space would be found in the East.

- 5 IPCs if Axis powers control all of the following territories: Poland, Norway, Denmark, Holland/Belgium, and the three homeland territories of France.
- 5 IPCs if Axis powers control either Novgorod (Leningrad) or Volgograd (Stalingrad).
- 5 IPCs if at least one German land unit is in Egypt. (Egypt may be controlled by Italy at the time.)
- 5 IPCs representing delivery of Swedish iron ore if Germany controls both Denmark and Norway while Sweden is either neutral or controlled by the Axis.

★

Soviet Union: "The Great Patriotic War"

In June of 1941, Germany launched Operation Barbarossa. German forces soon laid siege to Leningrad and stood within sight of the Kremlin. As Russia's fear of foreign invasion grew, a security buffer of foreign territory became a Soviet objective.

- 5 IPCs if the Soviet Union is at war, the convoy in sea zone 125 is free of Axis warships, Archangel is controlled by the Soviet Union, and there are no units belonging to other Allied powers present in any territories originally controlled by the Soviet Union.
- 3 IPC for each original German territory the Soviet Union controls as long as the Soviet Union controls all of its own original territories.

★

United Kingdom: "The British Empire"

At the time the war broke out, the United Kingdom had stretched its empire around the world. But the empire was stretched thin and was trying to retain its control on its old centers of power.

- 5 IPCs if there are no German submarines anywhere on the board.
- Collect a one-time payment of 5 IPCs the first time United Kingdom forces capture or liberate one of the following territories: Normandy/Bordeaux, Holland/Belgium, or Western Germany.

★

Italy: "Mare Nostrum"

Our Sea. Mussolini wanted to re-establish the greatness of the Roman Empire. This could best be demonstrated by controlling the entire Mediterranean Sea.

- 5 IPCs if Axis powers control all of the following territories: Egypt, Greece, and Southern France.
- 5 IPCs if there are no Allied surface warships in the Mediterranean sea (sea zones 92 through 99).
- 5 IPCs if Africa is free of Allied units.

★

United States: "The Sleeping Giant"

With a sudden and deliberate attack on Pearl Harbor the United States was at war with Japan. In a matter of course, a few days later Germany and Italy declared war on the United States. Forced into war, the goal of the United States was clear: Produce in record-breaking time the largest military force of men and machines in the history of the world, and impose an unconditional surrender upon the Axis powers.

- 30 IPCs if the United States is at war and controls both Eastern United States and Central United States.
- Collect a one-time payment of 5 IPCs the first time American forces capture or liberate one of the following territories: Normandy/Bordeaux, Holland/Belgium, or Western Germany.

WINNING THE GAME

At the beginning of each Axis power's turn, check to see if at least 8 victory cities have continuously been under Axis control since the end of that power's last turn (they need not be the same 8 cities). If that's true, then check to see if at least 1 of the victory cities that the Axis controls in an Axis capital (Berlin or Rome). If one of them is an Axis capital, or if the current power liberates one by the end of the turn, the Axis wins the game.

At the beginning of each Allied power's turn, check to see if Berlin and Rome have continuously been under Allies control since the end of that power's last turn. If that's true, then check to see if the Allies also control at least 1 Allies capital (Washington, London, Paris, or Moscow). If they do, or if the current power liberates an Allies capital by the end of the turn, the Allies win the game.

UNIT PROFILES

This section provides detailed information for each unit in the game. Each entry provides a quick statistical reference about that unit's cost in IPCs, its attack and defense values, and the number of territories or sea zones it can move. Each unit type also has unit characteristics, and statistics summarized below.

Industrial Complexes and Bases (Facilities)

Industrial complexes, air bases, and naval bases each have different functions, but each also has several points in common. None of these facilities can attack, defend, or move. They are not placed on the battle strip. However, they each can defend against a strategic bombing raid. Before the strategic bombers can attack a targeted facility, it will be fired on by the built-in air defenses of the facility. The facility's controlling player rolls a die for each attacking strategic bomber. Each roll of "1" scores a hit and eliminates one bomber.

Facilities can't be moved or transported.

If a territory is captured, any facilities there are also captured. The capturing player can use them on the turn after they are captured.

Newly purchased industrial complexes, air bases, and naval bases are placed on the map during the Mobilize New Units phase. They can't be placed on newly captured territories. A territory must have an IPC value of 2 or higher before a minor industrial complex can be built on it. Major industrial complexes can only be built on territories with an IPC value of 3 or higher. Air bases can be built on any controlled territory or island. Naval bases can be built on territories with a coastline and on any island.

Damaged Factories and Bases: Plastic chips are placed under the damaged industrial complexes and bases. For each damage marker that is under a given industrial complex, that factory can mobilize one less unit. Undamaged major industrial complexes can produce up to 10 units per turn. Undamaged minor industrial complexes can produce up to 3 units per turn. Total damage to an industrial complex can't exceed 20 for major and 6 for minor industrial complexes. Air bases and naval bases can't exceed 6 damage points. Industrial complexes and bases are never destroyed. They can be heavily damaged, however, and can be damaged to the point where they are out of commission. Industrial complexes can have at least as many damage markers as they have production ability. In this case, no new units

can enter the game through that factory until it's repaired. Air bases and naval bases are considered inoperative if either receives 3 or more damage points.

Damage markers can be removed at a cost of 1 IPC each. These repairs are paid for (and the damage markers are removed) during the Purchase & Repair Units phase of the turn.



Industrial Complexes (cardboard counter)

Cost: Major 30, Minor 12

Attack: —

Defense: (Self-defense antiaircraft ability)

Move: —

Unit Characteristics

Industrial complexes are the point of entry for all purchased air, land, and sea units. There are two types of industrial complexes, major and minor. Major industrial complexes have a 10 printed on them. They can only be placed on a territory with an IPC value of 3 or more. Each of these major industrial complexes can produce 10 units per turn minus any damage they may have. Minor industrial complexes can produce 3 units per turn minus damage. They have a 3 printed on them. A minor industrial complex can only be placed on a territory with an IPC value of 2 or more. They can be upgraded to a major one at a cost of 20 IPCs. The industrial complex to be upgraded must be located on a territory (not an island) that has an IPC value of 3 or higher. Only one industrial complex can be placed in a territory. Any damage on the industrial complex must be repaired at the same time that the upgrade is purchased.

You can't place your new units at an industrial complex owned by a friendly power. Even if you liberate a territory with an industrial complex in it, you can't use the complex; the original controller can use it on his or her next turn. If you capture it, you can use it on your next turn. You can use an industrial complex that you controlled at the beginning of your turn. Industrial complexes can't be built on islands.



Air Bases (cardboard counter)

Cost: 15

Attack: —

Defense: (Self-defense antiaircraft ability)

Move: —

Unit Characteristics

Increased Air Unit Range: When taking off from a friendly territory or island that has an operative air base, air units gain one additional point of movement range. At that point fighters and tactical bombers can move 5 spaces, and strategic bombers can move 7 spaces. Note: Air units on carriers in a sea zone next to an adjacent air base don't benefit from this additional movement range.

Scramble: You can move air units defending on an island (note that the United Kingdom is not an island) that has an operative air base to the surrounding sea zone to participate in the defense of that sea zone. See Phase 3: Conduct Combat, pg. 16 for more details.

An air base is considered to be inoperative if it has three or more damage points. It can't increase air unit range or allow air units to scramble.



Naval Bases (cardboard counter)

Cost: 15

Attack: —

Defense: (Self-defense antiaircraft ability)

Move: —

Unit Characteristics

Services Sea Zones: All sea zones that border a territory containing an operative naval base are considered to be serviced by that naval base. Sea zones serviced by a naval base confer the benefits of that base onto all friendly sea units in those zones.

Increased Sea Unit Range: All ships beginning their movement from a sea zone serviced by an operative friendly naval base can make one additional movement. Only units in this position can move 3 spaces instead of 2.

Repairs: Capital ships (aircraft carriers and battleships) can be repaired by moving those units to a sea zone serviced by an operative controlled or friendly naval base. Damaged ships are repaired at no IPC cost during the Purchase & Repair Units phase of their owning player's turn if they are in a sea zone serviced by an operative friendly naval base, including one repaired in the current turn.

A naval base is considered to be inoperative if it has three or more damage points. It can't service sea zones, increase sea unit range, or conduct repairs.

Land Units

Infantry, artillery, mechanized infantry, tanks, and antiaircraft guns can attack and defend only in territories. Only infantry, artillery, mechanized infantry, and tanks can capture hostile territories. All can be carried by transports.

Infantry

Cost: 3

Attack: 1 (2 when supported by artillery)

Defense: 2

Move: 1



Unit Characteristics

Supported by Artillery: When an infantry attacks along with an artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery unit. If your infantry outnumber your artillery, the excess infantry units still have an attack of 1. For example, if you attack with two artillery and five infantry, two of your infantry have an attack of 2 and the rest have an attack of 1. Infantry are not supported by artillery on defense.

Artillery

Cost: 4

Attack: 2

Defense: 2

Move: 1



Unit Characteristics

Supports Infantry and Mechanized Infantry: When an infantry or mechanized infantry attacks along with an artillery its attack increases to 2. Each infantry and/or mechanized infantry must be matched one-for-one with a supporting artillery unit. Artillery doesn't support infantry or mechanized infantry on defense.

Mechanized Infantry

Cost: 4

Attack: 1 (2 when supported by artillery)

Defense: 2

Move: 2



Unit Characteristics

Blitz: A mechanized infantry unit must normally stop when it enters an enemy controlled territory. However, when moving along with a tank, it can enter an unoccupied enemy controlled territory as the first part of a two-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. Moving into this first territory establishes control of the territory. Place a national control marker on it and adjust the IPC Income chart, before moving to the second territory. The second

territory can be friendly or hostile, or even the space the unit came from. A paired tank and mechanized infantry unit that encounters enemy units in the first territory it enters must stop there, even if the unit is an anti-aircraft gun, industrial complex, air base, or naval base.

Supported by Artillery: When mechanized infantry attacks along with an artillery, the mechanized infantry attack increases to 2. Each mechanized infantry must be matched one-for-one with a supporting artillery unit. If your mechanized infantry outnumber your artillery, the excess mechanized infantry units still have an attack of 1. For example, if you attack with two artillery and five mechanized infantry, two of your mechanized infantry have an attack of 2 and the rest have an attack of 1. Mechanized infantry are not supported by artillery on defense.

Tanks

Cost: 6

Attack: 3

Defense: 3

Move: 2

Unit Characteristics

Blitz: Tanks can "blitz" by moving through an unoccupied hostile territory as the first part of a two-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. By blitzing, the tank establishes control of the first territory before it moves to the next. The second territory can be friendly or hostile, or even the space the tank came from. A tank that encounters enemy units in the first territory it enters must stop there, even if the unit is an anti-aircraft gun, industrial complex, air base, or naval base.

Combined Arms: Tanks can be combined with tactical bombers or mechanized infantry.

- Combining a tank and a tactical bomber increases the tactical bomber's attack number from 3 to 4 (see Tactical Bombers, pg. 27).
- Each mechanized infantry unit combined with a tank can blitz along with it (see Mechanized Infantry, pg. 25).



Antiaircraft Guns (cardboard counter)

Cost: 6

Attack: —

Defense: 1

Move: 1 (noncombat only)

Unit Characteristics

Limited Move: Normally this unit can be moved only during the Noncombat Move phase. It can't move during the Combat Move phase (other than being carried on a transport if the anti-aircraft gun was loaded on a prior turn).

Air Defense: An anti-aircraft gun can only fire at an air unit when that unit attacks the territory containing that anti-aircraft gun. It doesn't contribute to the defense of industrial complexes, air bases, or naval bases. These facilities have their own built-in anti-aircraft defense systems. Anti-aircraft guns fire only once, before the first round of combat. Roll one die against each attacking air unit. On a roll of "1," that air unit is destroyed and immediately removed from the game. If all the units are the same, fighters, tactical bombers, or strategic bombers, there is no need to differentiate them. However, if there is a mix of aircraft types, assign specific dice rolls to specific types by indicating which air unit is being rolled against. A roll of "1" destroys the specified air unit. This anti-aircraft attack is made immediately before normal combat occurs in the territory containing the anti-aircraft gun.

Only one anti-aircraft gun can fire in a battle, no matter how many are in the territory (and even if the others are controlled by different powers).

Subject to Capture: If a territory is captured, any anti-aircraft guns there are also captured. Their new owner is the player controlling the territory at the end of that turn, and that owner can use those anti-aircraft guns in future combats. Anti-aircraft guns are never destroyed, except when a transport carrying one is sunk. If you move an anti-aircraft gun into a territory controlled by a friendly power, place one of your control markers under it to indicate your ownership. If you subsequently move the anti-aircraft gun back into a territory controlled by you, or if the enemy captures it, remove your control marker at that time.



Air Units

Fighters, tactical bombers, and strategic bombers can attack and defend in territories. All can attack in sea zones. Fighters and tactical bombers stationed on carriers can defend in sea zones. All air units can land only in friendly territories or, in the case of fighters and tactical bombers, on friendly aircraft carriers. Your air units can't land in territories you just captured, whether they were involved in the combat or not. Air units can move through hostile territories and sea zones as if they were friendly. However, they are exposed to anti-aircraft fire during combat whenever they attack a hostile territory that contains an anti-aircraft gun. When conducting strategic bombing raids, bombers are only exposed to the anti-aircraft fire from the industrial complex or base, not the anti-aircraft gun on the territory.

To determine range, count each space your air unit enters "after takeoff." When moving over water from a coastal territory or an island group, count the first sea zone entered as one space. When flying to an island group, count the surrounding sea zone and the island group itself as one space each. When moving a fighter or tactical bomber from a carrier, don't count the carrier's sea zone as the first space—the unit is in that sea zone already. In other words, each time an air unit crosses a boundary between spaces, whether territories or sea zones, it uses one movement point.

An island is considered a territory within a sea zone; air units based on an island normally can't defend the surrounding sea zone. An exception to this rule is fighters and tactical bombers on an island that has an operative air base. These island-based air units can be scrambled and moved to the surrounding sea zone if it comes under attack. Strategic bombers can't be scrambled (see Scramble, pg. 16).

You can't send air units on "suicide runs"—deliberately moving them into combat with no place to land afterward. If there is any question about whether an attack is a suicide run, then in the Combat Move phase you must declare, prior to rolling any battles, some possible way (however remote the possibility is) for all your attacking air units to land safely that turn. This could include a combination of combat moves. It could also include noncombat moves by a carrier. If it does include a noncombat move by a carrier, then the carrier can't move in the Combat Move phase.

In order to demonstrate that an air unit MAY have a safe landing zone, you may assume that all of your attacking rolls will be hits, and all defending rolls will be misses. You may NOT, however, use a planned retreat of any carrier to demonstrate a possible safe landing zone for any fighter or tactical bomber.

If you declared that a carrier will move during the Noncombat Move phase to provide a safe landing zone for a fighter or a tactical bomber moved in the Combat Move phase, you must follow through and move the carrier to its planned location in the Noncombat Move phase unless the air unit has landed safely elsewhere or has been destroyed before then, or a combat required to clear an intervening sea zone failed to do so.

Air units can hit submarines if a friendly destroyer is in the battle. Whenever a round of combat starts and there is no enemy destroyer, submarines may submerge before being fired upon.

Fighters

Cost: 10

Attack: 3

Defense: 4

Move: 4

Unit Characteristics

Carrier Operations: Fighters can land on and take off from a carrier. (See Aircraft Carriers, pg. 28.)

Fighter Escorts and Interceptors: Fighters can participate in strategic bombing raids as escorts or interceptors. Any or all defending fighters based in a territory that is about to be strategically bombed can participate in the defense of the industrial complex and/or bases that are targeted. Escort fighters (those accompanying the bombers) can escort and protect the bombers, and they can originate from any territory or sea zone, range permitting. (See Strategic Bombing Raids, pg. 16.)



Tactical Bombers

Cost: 11

Attack: 3

Defense: 3

Move: 4

Unit Characteristics

Tactical bombers represent dive bombers in land operations and torpedo or dive bombers in naval operations.

Carrier Operations: Tactical bombers can land on and take off from a carrier. (See Aircraft Carriers, pg. 28.)

Air Superiority: Fighters can be combined with tactical bombers. A matched up set of a fighter and a tactical bomber increases the tactical bomber's attack number from 3 to 4.

Combined Arms: Tanks can be combined with tactical bombers. A matched up set of a tank and a tactical bomber increases the tactical bomber's attack number from 3 to 4.



Strategic Bombers

Cost: 12

Attack: 4

Defense: 1

Move: 6

Unit Characteristics

Strategic Bombing Raid: A strategic bomber can either participate in normal combat, or it can make direct



attack against an enemy industrial complex, air base, or naval base. An attack on such a facility is a strategic bombing raid. This occurs during the first step of the Conduct Combat phase. Strategic bombers that survive any antiaircraft fire originating from their designated target, as well as any fire from any fighter interceptors, can attack that specific target. Roll one die for each surviving bomber. The bomber will cause a number of points of damage to the facility equal to the total rolled. The maximum total damage strategic bombing raids can inflict on an industrial complex is twice the production ability indicated on the industrial complex's counter (20 for the major and 6 for the minor). The maximum total damage that can be inflicted on an air or naval base is 6 points.

Sea Units

Battleships, aircraft carriers, cruisers, destroyers, transports, and submarines move, attack and defend in sea zones. They can't move into territories. For the sake of these rules, the following are surface warships: battleships, carriers, cruisers, and destroyers. Transports are not part of the group called warships. Submarines are warships, but they are not surface warships.

All sea units can normally move up to two sea zones. An exception to this rule is ships in a sea zone that is serviced by an operative friendly naval base. You can move these ships 3 sea zones when departing from the naval base location (see Naval Bases, pg. 25). They can't move through hostile sea zones. If enemy units other than transports or submarines occupy a sea zone, the sea zone is hostile and your sea units end their movement and enter combat. Submarines are an exception: They can pass through a hostile sea zone without stopping, unless there is an enemy destroyer present (see Destroyers, pg. 29).

Some sea units can carry other units. Transports can carry only land units. Aircraft carriers can carry fighters and/or tactical bombers, but never strategic bombers.

All surface warships and submarines can conduct convoy attacks.

Battleships

Cost: 20

Attack: 4

Defense: 4

Move: 2

Unit Characteristics

Capital Ship: Battleships require 2 hits to destroy. If an undamaged battleship is hit once, even by a submarine's Surprise Strike, turn it on its side to mark its damaged status. In the case of a defending battleship, don't move it behind the casualty strip unless it takes a second hit. If a battleship survives a combat having taken one hit, it can be repaired by a visit to an operative friendly naval base (see Naval Bases, pg. 25).

Offshore Bombardment: Your battleships and cruisers can conduct offshore bombardment during an amphibious

assault. When bombarding, battleships hit with a die roll of "4" or less. Casualties resulting from the bombardment are moved behind the casualty strip. These battleships and cruisers must be in the same sea zone as the offloading transport before they can conduct this bombardment. Each battleship and cruiser fires against enemy units in the territory being attacked prior to land combat. Battleships and cruisers can't conduct offshore bombardment if they were involved in a sea combat prior to the amphibious assault. Bombarding ships can't conduct more than one bombardment per turn (see Amphibious Assaults—Step 2. Battleship & Cruiser Bombardment, pg. 17). The number of battleships and cruisers that can bombard during an amphibious assault is limited to one ship per land unit being offloaded from the transports in that coastal territory.

Aircraft Carriers

Cost: 16

Attack: 0

Defense: 2

Move: 2



Unit Characteristics

Capital Ship: Aircraft carriers require 2 hits to destroy. If an undamaged carrier is hit once, even by a submarine's Surprise Strike, turn it on its side to mark its damaged status. In the case of a defending carrier, don't move it behind the casualty strip unless it takes a second hit. If a carrier survives a combat having taken one hit, it can be repaired by a visit to an operative friendly naval base (see Naval Bases, pg. 25).

Carry Aircraft: An aircraft carrier can carry up to two air units, including those belonging to friendly powers (provided both powers are at war). These air units may be of two types: fighters and tactical bombers. Air units on a friendly power's carrier are always treated as cargo on the carrier owner's turn.

Carrier aircraft move independently of the carrier on their own turn. They move along with the carrier on its turn if they belong to different powers. On the air units' turn, they launch before the carrier moves, even if they are not leaving the sea zone themselves. It's possible for the carrier to make a combat movement while leaving its aircraft behind to make a noncombat movement later.

During noncombat movement, fighters and tactical bombers may use their remaining movement to move into sea zones with carriers in order to land on them. Carriers may also move, providing that they didn't move during combat movement or participate in combat. In fact, a carrier must move if it's able, or remain in place, in order to provide a landing space for an air unit that would not otherwise have one. Landing doesn't actually occur until the Mobilize New Units phase, so air units and carriers must end their movement in the same sea zone. Any air units that are not in an eligible landing space by the end of the Noncombat Move phase are destroyed (note that this can include a sea zone in which a new carrier will be placed during the Mobilize New Units phase).

A damaged carrier can't conduct air operations, which means that no air units may take off from or land on it. Any guest air units that were on board the carrier as cargo at the time when it was damaged are trapped onboard and can't leave, attack, or defend until the carrier is repaired. Any air units that planned to land on the carrier must find another landing space by the end of noncombat movement or be destroyed. (See Phase 4: Noncombat Move, pg. 21.)

Air Defense: Whenever an undamaged carrier is attacked, its aircraft (even those belonging to friendly powers) are considered to be defending in the air and can be chosen as casualties rather than the carrier. However, aircraft on a carrier can't be chosen as a casualty from a submarine hit, because submarines can attack only sea units.

Air units based on a defending carrier must land on the same carrier if possible after the battle. If that carrier is destroyed or damaged in combat, they must try to land on a different friendly carrier in the same sea zone, move one space to a friendly carrier or territory, or be destroyed. This movement occurs during the Noncombat Movement phase, before the acting player makes any noncombat movements.

When a damaged carrier is attacked, any air units on board are considered cargo and can't defend. If the carrier is lost, they are lost along with it.

Cruisers

Cost: 12

Attack: 3

Defense: 3

Move: 2



Unit Characteristics

Offshore Bombardment: Your battleships and cruisers can conduct offshore bombardment during an amphibious assault. When bombarding, cruisers hit with a die roll of 3 or less. Casualties resulting from the bombardment are moved behind the casualty strip. These battleships and cruisers must be in the same sea zone as the offloading transport before they can conduct this bombardment. Each battleship and cruiser fires against enemy units in the territory being attacked prior to land combat. Battleships and cruisers can't conduct offshore bombardment if they were involved in a sea combat prior to the amphibious assault. Bombarding ships can't conduct more than one bombardment per turn (see Amphibious Assaults—Step 2. Battleship & Cruiser Bombardment, pg. 17). The number of battleships and cruisers that can bombard during an amphibious assault is limited to one ship per land unit being offloaded from the transports in that coastal territory.

Destroyers

Cost: 8

Attack: 2

Defense: 2

Move: 2



Unit Characteristics

Anti-sub Vessel: Destroyers are specially equipped for anti-submarine warfare. As a result, they have the capability of cancelling many of the unit characteristics of enemy submarines.

A destroyer cancels the Treat Hostile Sea Zones as Friendly unit characteristic of any enemy submarine that moves into the sea zone with it. This means that the submarine must immediately end its movement, whether combat or noncombat, upon entering the sea zone. If a submarine ends its combat movement in a sea zone with an enemy destroyer, combat will result.

If a destroyer is in a battle, it cancels the following unit characteristics of all enemy submarines in that battle: Surprise Strike, Submersible, and Can't Be Hit by Air Units. Note that destroyers belonging to a power friendly to the attacker that happen to be in the same sea zone as the battle don't actually participate in it, therefore they don't cancel any of these abilities of defending submarines.

Submarines

Cost: 6

Attack: 2

Defense: 1

Move: 2



Unit Characteristics

Submarines have several unit characteristics. Most of them are either cancelled or stopped by the presence of an enemy destroyer.

Surprise Strike: Both attacking and defending submarines can make a Surprise Strike by firing before any other units fire in a sea battle. As detailed in step 2 of the General Combat sequence (pg. 18), submarines make their rolls before any other units, unless an enemy destroyer is present. If neither side was eligible for a Surprise Strike, there is no step 2. Players move directly to step 3 of the General Combat sequence.

Submersible: A submarine has the option of submerging. It can do this anytime it would otherwise fire. When a submarine submerges, it's removed from the battle strip and placed back on the map. As a result, it can no longer fire or take hits in that combat. However, a submarine can't submerge if an enemy destroyer is present in the battle.

On Station: Each submarine in a convoy sea zone is considered to be "On Station." As such, it's spending more time in the sea zone and is more focused on locating and destroying convoys. While "On Station," each

submarine can cause the loss of 2 IPCs (see Conduct Convoy Disruptions, pg. 22).

Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy units, either in combat or noncombat movement. However, if a submarine enters a sea zone containing an enemy destroyer, it must end its movement there. If it ends its combat move in a hostile sea zone, combat will occur.

Doesn't Block Enemy Movement: The "stealth" ability of submarines also allows enemy ships to ignore their presence. Any sea zone that contains only enemy submarines doesn't stop the movement of a sea unit. Sea units ending their combat movement in a sea zone containing only enemy submarines may choose to attack them or not. Sea units can also end their noncombat movement in a sea zone containing only enemy submarines. There is an exception to this rule, however. A submarine can attack any transport that moves into or through its sea zone unaccompanied by surface warships, in either combat or noncombat movement. Each submarine fires once (using its attack value of 2) at the transport(s), and one transport must be removed by the moving player for each hit scored. Any undestroyed transports can continue their planned movement.

Can't Hit Air Units: When attacking or defending, submarines can't hit air units.

Can't Be Hit by Air Units: When attacking or defending, hits scored by air units can't be assigned to submarines unless there is a destroyer that is friendly to the air units in the battle.

Transports

Cost: 7

Attack: 0

Defense: 0

Move: 2



Unit Characteristics

No Combat Value: Even though a transport can attack or defend, either alone or with other units, it has a combat value of 0. This means that a transport can't fire in the attacking units' or the defending units' fire steps.

This lack of combat capability also allows enemy ships to ignore the presence of transports. Any sea zone that contains only enemy transports doesn't stop the movement of a sea unit. Air or sea units (other than transports) ending their combat movement in a sea zone containing only enemy transports automatically destroy those transports (unless they are ignoring them to support an amphibious assault instead). This counts as a sea combat for those sea units. Sea units can also end their noncombat movement in a sea zone containing only enemy transports, in which case there would be no combat.

Chosen Last: Transports can only be chosen as a casualty if there are no other eligible units. Normally this will

occur when only transports are left, but it can also occur under other circumstances. For example, air units attacking transports and submarines will hit the transports because they can't hit the submarines without a friendly destroyer present.

Carry Land Units: A transport can carry land units belonging to you or to friendly powers (provided both powers are at war). Its capacity is any one land unit, plus one additional infantry. Thus, a full transport may carry either a tank, mechanized infantry, or artillery plus an infantry, an anti-aircraft gun and an infantry, or two infantry. A transport can't carry an industrial complex, an air base, or a naval base. Land units on a transport are cargo; they can't attack or defend while at sea and are destroyed if their transport is destroyed.

Land units belonging to friendly powers must load on their controller's turn, be carried on your turn, and offload on a later turn of their controller. This is true even if the transport remains in the same sea zone.

Loading onto and/or offloading from a transport counts as a land unit's entire move; it can't move before loading or after offloading. Place the land units alongside the transport in the sea zone. If the transport moves in the Noncombat Move phase, any number of units aboard can offload into a single friendly territory.

Loading and Offloading: A transport can load cargo in friendly sea zones before, during, and after it moves. A transport can pick up cargo, move one sea zone, pick up more cargo, move one more sea zone, and offload the cargo at the end of its movement. It can also remain at sea with the cargo still aboard (but only if the cargo remaining aboard was loaded in a previous turn or was loaded this turn in the Noncombat Move phase).

Whenever a transport offloads, it can't move again that turn. If a transport retreats, it can't offload that turn. A transport can't offload in two territories during a single turn, nor can it offload cargo onto another transport. A transport can't load or offload while in a hostile sea zone. Remember that hostile sea zones contain enemy units, but that for purposes of determining the status of a sea zone, submarines and transports are ignored.

A transport can load and offload units without moving from the friendly sea zone it's in (this is known as "bridging"). Each such transport is still limited to its cargo capacity. It can offload in only one territory, and once it offloads, it can't move, load, or offload again that turn.

Amphibious Assaults: A transport can take part in an amphibious assault step of the Conduct Combat phase. That is the only time a transport can offload into a hostile territory.

During an amphibious assault, a transport must either offload all units that were loaded during the Combat Move phase or retreat during sea combat. It can also offload any number of units owned by the transport's power that were already on board at the start of the turn.

GLOBAL RULES

The rules in this section describe how to combine *Axis & Allies Europe 1940* with *Axis & Allies Pacific 1940* to play them together as a single game: *Axis & Allies 1940*. These rules replace their counterpart rules in *Europe 1940* and *Pacific 1940*.

Follow the rules and setup information found in both *Europe 1940* and *Pacific 1940* unless otherwise indicated in this rules set. Consult the *Europe 1940* rulebook when looking for rules dealing with the basic game system, including combat movement, conducting combat, noncombat movement, unit profiles, and so on. Consult the *Pacific 1940* rulebook when dealing with game systems unique to that game, such as Kamikaze attacks, rules specific to China, and so on. If you know how to play the two games individually, you mostly know how to play the combined game already.

How the War is Won

The Allies win the game by controlling the territories of Germany, Southern Italy, and Japan for a complete round of play, as long as they control an Allied capital (Washington, London, Paris, or Moscow).

The Axis wins by controlling any 14 victory cities for a complete round of play, as long as they control an Axis capital (Berlin, Rome, or Tokyo).

Number of Players

This game can be played by 2 to 6 players. If you control more than one power, keep those powers' income and units separate. You can conduct operations for only one power at a time. Split control of the powers between the players as follows:

Two players

Player 1: Axis powers / *Player 2:* Allied powers

Three players

Player 1: Axis powers / *Player 2:* United Kingdom, ANZAC, and France / *Player 3:* United States, Soviet Union, and China

Four players

Player 1: Axis powers / *Player 2:* United Kingdom and ANZAC / *Player 3:* Soviet Union and France / *Player 4:* United States and China

Five players

Player 1: Germany and Italy / *Player 2:* Japan / *Player 3:* United Kingdom and ANZAC / *Player 4:* Soviet Union and France / *Player 5:* United States and China

Six players

Player 1: Germany / *Player 2:* Italy / *Player 3:* Japan / *Player 4:* United Kingdom and ANZAC / *Player 5:* Soviet Union and France / *Player 6:* United States and China



Setup

Link the western edge of the *Pacific 1940* map with the eastern edge of the *Europe 1940* map. The combined board wraps around horizontally: Territories and sea zones on the eastern edge of the map are adjacent to territories and sea zones on the western edge (see *Movement Between Maps*, below).

Set up units as shown on the setup charts found in *Pacific 1940* and *Europe 1940*. Additionally, place the following units:

Amur: 6 Soviet Infantry
Sakha: 6 Soviet Infantry
Buryatia: 6 Soviet Infantry
Egypt: 1 ANZAC Infantry

The powers start with the following IPC amounts:

| Power | Starting IPCs |
|------------------------|---------------|
| Germany | 30 |
| Soviet Union | 37 |
| Japan | 26 |
| United Kingdom Europe | 29 |
| United Kingdom Pacific | 16 |
| ANZAC | 10 |
| Italy | 10 |
| United States | 52 |
| China | 12 |
| France | 19 |

You can keep track of IPC flow during the game using the IPC Tracking Chart on page 37.

Order of Play

Use the following order of play. Powers take their turns in this order regardless of which player controls them.

- | | |
|-------------------|------------------|
| 1. Germany | 6. Italy |
| 2. Soviet Union | 7. United States |
| 3. Japan | 8. China |
| 4. United Kingdom | 9. France |
| 5. ANZAC | |

Global United Kingdom Rules

The player controlling the United Kingdom tracks income generated and spent in the European and Pacific theaters separately. UK units purchased and placed on the Pacific map can only be bought with IPCs generated on the Pacific map. Likewise, UK units purchased and placed on the Europe map can only be bought with IPCs generated on the Europe map.

Calcutta is considered to be a regional capital. If India is captured by an Axis power, that power will receive the UK player's unspent Pacific IPCs only.

If the United Kingdom is captured by an Axis power, that power will receive the UK player's unspent Europe IPCs only. If one of its capitals is captured, the UK player may still continue to collect and spend IPCs in the other capital.

Movement Between Maps

The east and west edges of the boards mark the border lines between territories and sea zones.

The Canadian province of Alberta/Saskatchewan/Manitoba on the Europe map is adjacent to the Yukon territory and British Columbia territories on the Pacific map.

Central United States is adjacent to Western United States.

Southeastern Mexico is adjacent to Mexico.

The following sea zones are adjacent to one another:

| Zone | Adjacent To |
|------|-------------|
| 11 | 64 |
| 28 | 64 |
| 51 | 64, 65 & 66 |
| 52 | 66 |
| 64 | 11, 28 & 51 |
| 65 | 51 |
| 66 | 51 & 52 |



Political Situation, National Objectives, and Bonus Income

Germany, Japan, and Italy make up the Axis. For the moment, the United Kingdom, along with the collective Commonwealth (Canada and ANZAC), France, and China make up the Allies. The United States and the Soviet Union are neutral. During this period, many other countries tried to remain neutral as well. As the war became global, many neutrals were forced to join one side or the other.

The following rules reflect the growth and development of these historical events from 1940 on. These rules replace the Political Situation and the National Objectives & Bonus Income rules in *Axis & Allies Pacific 1940* and *Axis & Allies Europe 1940*, except for the rules on neutral territories on pages 10 and 11 of this rulebook.

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Germany

With Germany positioned in Holland/Belgium and poised to continue its attack on France, what remains of the French army and some assorted Allied units are all that stands between them and Paris. With the bulk of its army and air force in Belgium, Germany finds itself in no position to attack the Soviet Union, at least for the moment.

Political Situation: Germany is at war with France, the United Kingdom, and ANZAC. Germany may declare war on the United States, the Soviet Union, or China at the beginning of the Combat Move phase of any of its turns. A state of war between Germany and one of these three powers won't affect its relations with the other two.

National Objective & Bonus Income: Germany's objective is "Lebensraum" (living space). Extra space was needed for the growth of the German population for a greater Germany. To reflect this objective, Germany collects bonus IPC income during each of its Collect Income phases in the following situations.

- 5 IPCs representing trade of wheat and oil from the Soviet Union. This bonus ends in the event of war between the two powers.
- 5 IPCs per territory when Axis powers control Novgorod (Leningrad), Volgograd (Stalingrad), or Russia (Moscow).
- 3 IPCs if at least one German land unit is in Egypt. (Egypt may be controlled by Italy or Japan at the time.)
- 5 IPCs representing delivery of Swedish iron ore if Germany controls both Denmark and Norway while Sweden is either neutral or controlled by the Axis.

★

Soviet Union

The country is recovering from Stalin's deep purge of its military officer corps, which has shaken the Red Army to its very core. Combine this with its recent military disaster in Finland, and we find the Soviet Union more than happy to enter into a secret agreement with Germany. This secret agreement, known as the Molotov-Ribbentrop Pact, assures that the Soviet Union will remain neutral should Germany go to war in Europe. It also permits each power to expand its sphere of influence in Eastern Europe without interference from the other. In the East, a nonaggression pact with Japan is about to be signed. It's up to the Japanese and Soviet players to work out the details of such an agreement.

Political Situation: The Soviet Union begins the game at war with no one. The Soviet Union may not declare war on any European Axis power before turn four unless first declared war upon by a European Axis power. When not yet at war with Japan, in addition to the normal restrictions, the Soviet Union may not move units into China.

National Objective & Bonus Income: Fear of foreign invasion grows by the day in Moscow. The Soviet Union's objective is a security buffer of foreign territory. To reflect this objective, the Soviet Union collects bonus IPC income during each of its Collect Income phases in the following situations.

- 5 IPCs if the Soviet Union is at war, the convoy in sea zone 125 is free of Axis warships, Archangel is controlled by the Soviet Union, and there are no units belonging to other Allied powers present in any territories originally controlled by the Soviet Union.
- 6 IPCs for each original German territory the Soviet Union controls as long as the Soviet Union controls all of its own original territories.

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Japan

With Japan's signature, the Tripartite Pact with Germany and Italy will be concluded shortly, formalizing the Axis alliance. Also, Japan is about to enter into nonaggression pact with the Soviet Union. It's up to the Japanese and Soviet players to work out the details of such an agreement.

Political Situation: At the beginning of the game, Japan is at war only with China. Japan considers movement of units into China by any other Allied power as an act of war against it. Japan may declare war on the United Kingdom, ANZAC, the United States, France, or the Soviet Union at the beginning of the Combat Move phase of any of its turns. A declaration of war by Japan against either the United Kingdom or ANZAC will immediately result in a state of war between Japan and both of those powers. A state of war between Japan and France or between Japan and the Soviet Union will not affect relations between Japan and the United States, and vice versa. Japan may attack Dutch territories only if a state of war exists between it and the United Kingdom and ANZAC.

National Objective & Bonus Income: Japan's objective is "The Greater East Asia Co-Prosperity Sphere" (Asia for the Asians). To reflect this objective, Japan collects bonus IPC income during each of its Collect Income phases in the following situations.

- 5 IPCs for each major "Western" power center—Honolulu, Sydney, and/or Calcutta—that Japan controls.
- 5 IPCs if Japan controls all of the following territories: Sumatra, Java, Borneo, and Celebes.



The United Kingdom

The United Kingdom has barely completed the evacuation of its own as well as Allied forces from Dunkirk. An invasion of the United Kingdom looms as a real possibility. The Battle of Britain is about to commence.

Political Situation: The United Kingdom, along with France, begins the game at war with Italy and Germany. The United Kingdom may declare war on Japan at the beginning of the Combat Move phase of any of its turns, resulting in a state of war between Japan and both the United Kingdom and ANZAC. When not yet at war with Japan, in addition to the normal restrictions, the United Kingdom may not move units into China. It may, however, move units into Dutch territories as a noncombat movement at any time, as long as those territories have not been captured by an Axis power. It may actually take control of Dutch territories (gaining their IPC income) by moving *land* units into them. Additionally, the United Kingdom considers attacks against any Dutch territories to be acts of war against it directly. Once a Dutch territory has been captured by an Axis power, however, it may be captured and controlled by any power.

National Objective & Bonus Income: The United Kingdom's objective is "The British Empire"—to retain control of its old centers of power. To reflect this objective, the United Kingdom Europe economy (see Global United Kingdom Rules, pg. 32) collects bonus IPC income during each of its Collect Income phases in the following situations.

- 5 IPCs if it and ANZAC control all of their respective original territories. This includes the territories of Canada.
- 5 IPCs if there are no German submarines anywhere on the board.



ANZAC

Tension and suspicion of Japanese military expansion in Asia undermines the Australian–New Zealand Army Corps's sense of security.

Political Situation: ANZAC begins the game at war with Germany and Italy, both of which are on the other side of world. ANZAC may declare war on Japan at the beginning of the Combat Move phase of any of its turns, resulting in a state of war between Japan and both ANZAC and the United Kingdom. When not yet at war with Japan, in addition to the normal restrictions, ANZAC may not move units into China. It may, however, move units into Dutch territories as a noncombat movement at any time, as long as those territories have not been captured by an Axis power. It may actually take control of Dutch territories (gaining their IPC income) by moving *land* units into them. Additionally, ANZAC considers attacks against any Dutch territories to be acts of war against it directly.

National Objective & Bonus Income: ANZAC's objective is to assist the United Kingdom militarily and assure its own defense of Australia and New Zealand. To reflect this objective, ANZAC collects bonus IPC income during each of its Collect Income phases in the following situation.

- 5 IPCs if the Allies (not including the Dutch) control Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands.
- 3 IPCs if Allied powers control Malaya and ANZAC controls all of its own original territories.



Italy

Political Situation: At the beginning of the game, Italy is at war with France, the United Kingdom, and ANZAC. Italy may declare war on the United States, the Soviet Union, or China at the beginning of the Combat Move phase of any of its turns. A state of war between Italy and one of these three powers will not affect its relations with the other two.

National Objective & Bonus Income: Italy's objective is "Mare Nostrum" (our sea). Mussolini wanted to reestablish the greatness of the Roman Empire. This could best be demonstrated by controlling the entire Mediterranean basin. To reflect this objective, Italy collects bonus IPC income during each of its Collect Income phases in the following situations.

- 5 IPCs if Axis powers control all of the following territories: Egypt, Greece, and Southern France.
- 5 IPCs if there are no Allied surface warships in the Mediterranean Sea (sea zones 92 through 99).



United States

The United States, wanting to remain neutral, nonetheless has strong pro-Allies sentiments. Separated from world conflicts by two great oceans, it's particularly anxious to not once again get involved in another European war only twenty-some years after the last one. With its military standing ranked no higher than 12th or 14th in the world, and with a serious isolationist mood in the country, only with the outrage felt by its people by a sudden and deliberate attack by an Axis power will the United States end its neutrality and go to war.

Political Situation: The United States begins the game at war with no one. In addition to the normal restrictions, while it's not at war with Japan, the United States may not move any units into China. While not at war with Germany or Italy, the United States may not move sea units into sea zones that are adjacent to territories in either Africa or Europe (including United Kingdom and Scotland). If the United States has war declared on it by an Axis power or Japan makes an unprovoked declaration of war on the UK or ANZAC, the United States may declare war on any or all Axis powers. On turn 3, if it's not yet at war, the United States may declare war on any or all Axis powers at the beginning of the Collect Income phase of that turn.

National Objective & Bonus Income: The objective of the United States is to become "The Arsenal of Democracy" and defeat the Axis powers. The United States collects bonus IPC income during each of its Collect Income phases in the following situation.

- 30 IPCs if the United States is at war and controls Eastern United States, Central United States, and Western United States.



China

Japanese expansion into China in the early 1930s was not only designed to control China's resources, but also to eliminate British, American, and Soviet influence in the area. Japan wants to isolate China from all external aid.

Political Situation: China begins the game at war with Japan. China can't declare war on a European Axis power unless one of those powers first declares war on it. A state of war between China and one Axis power won't affect its relations with the other Axis powers.

National Objective & Bonus Income: China's objective is to resist Japanese expansion into China and establish support from other powers in the struggle against Japan. To reflect this objective, China collects bonus IPC income during each of its Collect Income phases in the following situation.

- 6 IPCs if the Burma Road is totally open. The Allies must control India, Burma, Yunnan, and Szechwan for this to occur. China is also permitted to purchase artillery (represented by U.S. pieces) if the Burma Road is open.



France

France finds itself fighting for its very existence, and if history repeats itself, it will fall to a successful German invasion.

Political Situation: France is at war with Germany and Italy. France may declare war on Japan at the beginning of the Combat Move phase of any of its turns.

Controlling Player: The player controlling France will manage all the events related to France that occur during any power's turn. France will be managed as a separately controlled power, including the French IPC economy. For purposes of simplification, this game doesn't deal with the German installment of the Vichy government in France.

Troop bonus: When the territory France is liberated, the player controlling France places 4 French infantry units on France. This happens only once per game.

Additional Rules

When major industrial complexes are captured, convert them to minor industrial complexes and remove any damage markers in excess of 6 that are on them. They remain as minor industrial complexes until upgraded.

San Francisco is not considered to be a capital, so the United States doesn't lose its unspent IPCs if Western United States is captured by an enemy power.

Optional Rule: Research & Development

Using this rule, you may attempt to develop improved military technology. If you decide to use Research & Development, it becomes the new phase 1 of the turn sequence, bumping the other phases up a number.

Research & Development Sequence

1. Buy research dice
2. Roll research dice
3. Roll breakthrough die
4. Mark developments

Step 1: Buy Research Dice

Each research die cost 5 IPCs. Buy as many as you wish, including none.

Step 2. Roll Research Dice

Roll each of your purchased research dice.

Success: If you roll at least one "6", you have successfully made a technological breakthrough. Continue to step 3.

Failure: If you don't roll a "6", your research has failed.

Step 3. Roll Breakthrough Die

If you rolled a "6" on any research die, choose one of the two breakthrough charts (below and next page) and roll a die to see which technological advance you get. You can only receive one advance each turn. If you have already received the same result on a previous turn, reroll until you get a new technological advance. Once you have received all the advances on a chart, you can't gain any more advances from that chart.

Breakthrough Chart 1

1. **Advanced Artillery.** Each of your artillery units can now provide greater support. One artillery unit can support two infantry and/or mechanized infantry units per attack. Two infantry and/or mechanized infantry units when coupled with one artillery unit have attack values of 2.
2. **Rockets.** Your antiaircraft guns are now rocket launchers. In addition to its normal combat function, during the Strategic Bombing Raid step of your Conduct Combat phase each turn, each of your antiaircraft guns can make a single rocket attack against an enemy industrial complex within 3 spaces of it. This attack does one die roll of damage to that complex. On each turn, only one antiaircraft gun per territory can launch rockets, and each industrial complex can be attacked by only one rocket launcher. Rockets may not be fired over neutral territories.
3. **Paratroopers.** Up to 2 of your infantry units in each territory with an air base can be moved to an enemy-controlled territory 3 or fewer spaces away that is being attacked by your land units from adjacent territories and/or by amphibious assault. If the territory being attacked has an antiaircraft gun, the paratrooper infantry units are subject to antiaircraft fire in the same way as air units. If attacking along with land units from adjacent territories, paratroopers may retreat as normal.
4. **Increased Factory Production.** Each of your industrial complexes can now produce additional units beyond their normal production ability. Major industrial complexes can mobilize up to 12 units, and minor ones can mobilize up to 4 units. Also, when repairing a damaged industrial complex, you can remove two damage markers for the cost of 1 IPC (in other words, half price). The maximum damage that can be applied to your industrial complexes is not increased.
5. **War Bonds.** During your Collect Income phase, roll a die and collect that many additional IPCs.
6. **Improved Mechanized Infantry.** Each mechanized infantry unit that is matched up with a tank can attack at 2.

Breakthrough Chart 2

- 1. Super Submarines.** The attack value of your submarines is now 3 instead of 2.
- 2. Jet Fighters.** The attack value of your fighters is now 4 instead of 3.
- 3. Improved Shipyards.** Your sea units are now cheaper to build. Use these revised costs:

| Unit | IPC cost |
|------------------|----------|
| Battleship | 17 |
| Aircraft Carrier | 13 |
| Cruiser | 10 |
| Destroyer | 7 |
| Transport | 6 |
| Submarine | 5 |











- 4. Radar.** Your antiaircraft gun fire now hits on a 1 or 2 instead of just a 1.
- 5. Long-Range Aircraft.** All of your air units' ranges are increased by one space.
- 6. Heavy Bombers.** Your bombers are now heavy bombers. When attacking, whether in a battle or a strategic bombing raid, roll two dice for each bomber and select the best result.

Step 4. Mark Developments

If your research was successful, place one of your national control markers inside the appropriate advancement box on the research & development chart. Your development becomes effective immediately.

Any number of powers may develop the same technology, but powers can't share their technology.

IPC TRACKING CHART

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IPCs on Hand

Purchases and Repairs

Collect IPC Income

Convoy Losses

























































National Objective

IPCs Carried Forward

AXIS & ALLIES GAME PIECE DIRECTORY

| | Control Marker | Infantry | Aircraft Carrier | Battleship | Cruiser | Destroyer | Submarine |
|---------|----------------|----------|---------------------|---------------------|---------------------|---------------------|---------------------|
| US | | | Wasp | Iowa | Portland | Johnston | Ray |
| UK | | | Illustrious | Royal Oak | Kent | Same as US | Same as US |
| France | | | Same as UK | Same as USSR | Same as USSR | Same as USSR | Same as US |
| China | | | N/A | N/A | N/A | N/A | N/A |
| USSR | | | Same as UK | Gangut | Kirov | Gnevnyi | Same as US |
| ANZAC | | | Same as UK | Same as UK | Same as UK | Same as US | Same as US |
| Germany | | | Graf Zeppelin | Bismarck | Hipper | Zerstörer 1934 | Type VII |
| Italy | | | Same as Germany | Same as Germany | Same as Germany | Same as Germany | Same as Germany |
| Japan | | | Shinano | Yamato | Takao | Fubuki | I-class |

| | | |
|--------|------------------|----------------------|
| Common | | |
| | Antiaircraft Gun | Industrial Complexes |

| Naval Transport | Fighter | Strategic Bomber | Tactical Bomber | Tank | Mechanized Infantry | Artillery |
|---|--|--|--|---|--|---|
|  Liberty Ship |  P-38 |  B-17 |  SBD |  Sherman |  M5 |  105mm Howitzer |
|  Same as US |  Spitfire |  Halifax |  Mosquito |  Matilda II |  Same as US |  Same as US |
|  Same as US |  Same as USSR |  Same as USSR |  Same as USSR |  Same as USSR |  Same as USSR |  Same as US |
| N/A | N/A | N/A | N/A | N/A | N/A | N/A |
|  Same as US |  MiG 3 |  Petlyakov PE-8 |  IL-2 Sturmovik |  T-34 |  ZIS 42 Halftrack |  Same as US |
|  Same as US |  Same as UK |  Same as UK |  Same as UK |  Same as UK |  Same as US |  Same as US |
|  Hilfskruezer |  BF-109 |  JU-88 |  JU-87 Stuka |  Panther |  sdkfz 251 Halftrack |  88mm Howitzer |
|  Same as Germany |  Same as Germany |  Same as Germany |  Same as Germany |  Same as Germany |  Same as Germany |  Same as Germany |
|  Hakusan-Maru |  A6M2 Zero |  G4M2E Betty |  D3A1 Val |  Type 95 |  Same as Germany |  Type 92 Howitzer |

Questions?

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