

Axis & Allies EUROPE



Axis & Allies® EUROPE

GAMEPLAY MANUAL

- **PLAYERS:** 2 to 4
- **AGES:** 12 and up

COMPLEXITY LEVEL

- ☐ Advanced
- ☒ Challenging
- ☐ Moderate

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Gameboard Map
369 Plastic Playing Pieces
Industrial Production Certificates (IPCs)
4 National Reference Charts
National Control Markers
National Production Charts
Battle Board Chart
12 Dice
Plastic Chips (red and gray)

Game Designer: Larry Harris

It is the spring of 1941 and Germany is about to launch Operation Barbarossa. This was Germany's surprise attack on the Soviet Union that ended the Hitler-Stalin non-aggression pact.

Germany already occupies much of Europe. Great Britain's resources must pass through wolf packs of German submarines that prowl the seas. The United States is supplying armaments for the Allies, but will not be entering the war for another six months.

If the Allies can successfully convert their peace-time industries into war machines, Germany's fate will be sealed. On the other hand, if Germany manages to destroy the Soviet Army before the full Allied force comes to bear, the Axis powers may very well win the war.

WHAT'S DIFFERENT ABOUT AXIS & ALLIES® EUROPE

If you already know how to play the original Axis & Allies game, you'll be able to master the learning curve quickly in this game! Following is a brief summary of the major differences between the two games:

1. There are two new types of combat units – destroyers and artillery.
2. Allied IPCs (money) are subject to German naval attacks.
3. Players may not move into or fly over neutral countries.
4. There is no weapons development process.
5. Players may not build new Industrial Complexes.
6. Bombers conducting Strategic Bombing Raids may be escorted by friendly fighters and attacked by enemy fighters.
7. Battleships and submarines have new powers and abilities.
8. If German forces capture Middle East countries, the Allies are forced to pay IPCs directly to Germany.
9. Order of play for each country is different.
10. Each country gets a special cash advance before the game starts.
11. The Soviet Union has special control over Allied units within its home territories.

OBJECT OF THE GAME

To win the war, you must do either of the following:

- *If you are one of the Allied powers* (Great Britain, United States, or Soviet Union), you must occupy Germany and hold it until your next turn. You must also control your home country. (The Soviet player must retain control of Moscow.) In this case, the Allies win as a team, not just the player who controls Germany. (If you also want an individual winner, it is the Allied country with the greatest increase in IPC income.)
- *If you are Germany*, you must occupy Great Britain, United States, or Moscow and hold it until your next turn. You must also control Germany.

STRATEGY—THE BIG PICTURE

At the beginning of the game, Germany is strong militarily, but inferior economically to the *combined* Allied forces. Therefore, Germany should attack swiftly before the Allies can build up their land and sea forces. Great Britain must relentlessly assault Germany to keep the Germans from a concentrated attack on the Soviet Union. The United States must make every effort to produce and send weapons. And the Soviet Union must fend off German assaults.

As you play, you'll discover that you must be a military strategist *and* a clever economist to win. Most territories you capture increase your income and give you the buying power to purchase more combat units. As the game progresses, your ability to attack and the intensity of the attack will be influenced by how much income you have and how many combat units you have in strategic locations.



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GAME SETUP

1. Pick a world power.

4-player Game

Player 1: Germany

Player 2: Soviet Union

Player 3: Great Britain

Player 4: United States

3-player Game

Player 1: Germany

Player 2: Soviet Union

Player 3: Great Britain and United States

2-player Game

Player 1: Germany

Player 2: Soviet Union, Great Britain and United States

Note: If you control more than one world power, you must keep each power's IPCs and weapon units separate from each other. Throughout this manual, world powers are sometimes referred to generically as "countries."

2. Distribute National Reference Charts.

SOVIET UNION REFERENCE CHART									
Starting Income 24 Industrial Production Certificates									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

AXIS AND ALLIES' EUROPE									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

ACTION SEQUENCE									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

Each world power has its own chart. These charts offer a quick reference for combat force setup, unit movement abilities, attack and defense capabilities, and unit costs. Each chart also gives a list of Action Sequences that you follow during your turn. Land and naval combat sequences are also shown.

3. Distribute National Control Markers (NCMs).

Carefully punch out the NCMs from the cardboard sheets. Each power has its own NCMs as shown here.



Soviet Union



Germany



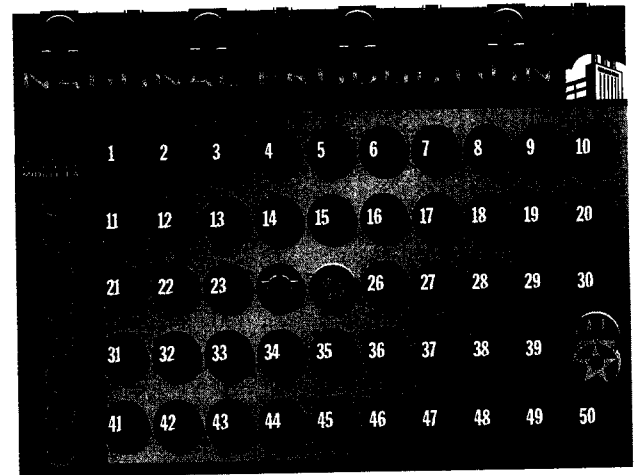
Great Britain



United States

NCMs are used as ownership tokens to show which country owns which territory. This is helpful as territories change hands. NCMs are also used as scoring disks on the National Production Chart to keep track of each country's income (which changes as territories are won and lost).

4. Setup the National Production Chart.



Place one NCM on top of its matching space for each power on the National Production Chart. This indicates each country's starting income, including convoys. Note that the United States and Germany start on the same space.

Appoint one player to be scorekeeper. It will be his job to move the NCMs up and down the National Production Chart as territories change hands.

Note: If the NCMs get mixed up or knocked off their spaces on the chart, it is easy to reposition them. Allied countries each add up the territories and Convoy centers they own (except Middle East countries). Germany adds up all land territories it controls. Players find their total on the chart and reposition their markers. Germany should also count up any Middle East countries it controls and reposition its markers on the separate part of the chart.

5. Plastic chips

Plastic chips are used as substitutes for combat units to save space in overcrowded territories and sea zones. One gray chip represents 1 unit and 1 red chip represents 5 units.

Example: To place seven infantry units on a territory, stack up one red chip, one gray chip, and top it off with one plastic infantry piece.

Important: Stacked chips must always be topped off by the identifying combat unit piece.

6. Place starting units on the gameboard.

Look at your National Reference Chart. It lists the number and type of combat units to be placed in your territories. See the example of Great Britain's setup below.

AXIS AND ALLIES' EUROPE													
UNITED KINGDOM	CANADA	EGYPT	PALESTINE	SYRIA	IRAQ	MALTA	EASTERN MEDITERRANEAN	STRAIT OF GIBRALTAR	NORTH SEA	ENGLISH CHANNEL	DAVIS STRAIT	CELTIC SEA	
4	1	1	1	1									INFANTRY
1	1	1	1										ARTILLERY
1	1	1											ARMOR
1	1												ANTIAIRCRAFT GUN
2						1							FIGHTER
1													BOMBER
													BATTLESHIP
													AIRCRAFT CARRIER
							1	1	1	1	1	1	DESTROYER
								1			1	2	TRANSPORT
													SUBMARINE
1	1												INDUSTRIAL COMPLEX

*Increases each matching infantry to an attack roll of 2.

All players place their units (color-coded by country) in their territories now. Use chips as combat unit substitutes wherever you can to save space.

- Great Britain controls the tan pieces.
- The United States controls the green pieces.
- The Soviet Union controls the brownish-red pieces.
- Germany controls the black pieces.

Note: Antiaircraft guns and Industrial Complexes are not color-coded by country. All countries use the same color.

THE COMBAT UNITS

A detailed profile of each combat unit – how it moves, attacks, how it defends and how it interacts with other units provided in the Combat Units section of this manual on p.

LAND UNITS

INFANTRY



ARTILLERY

Allied 105 Howitzer
German 88mm



ARMOR

U.S. and British Sherman Tank
Soviet T-34
German Panther



ANTIAIRCRAFT GUN



NAVAL UNITS

AIRCRAFT CARRIER

U.S. Wasp Class
British and Soviet Illustrious Class
German Graf Zeppelin Class



BATTLESHIP

U.S. Iowa Class
British and Soviet Royal Oak Class
German Bismark Class



DESTROYER

Allied Johnston Class
German Friedrich Eckholt Class



SUBMARINE

Allied Ray Class
German U-Boat Type VII



TRANSPORT

Allied Liberty Ship
German Danzig Class



AIR UNITS

BOMBER

U.S. B-17
British Halifax
German JU 88
Soviet Petlayakov PE 8



FIGHTER

U.S. P-38 Lightning
Soviet Yak
German Stuka
British Spitfire



INDUSTRIAL COMPLEX

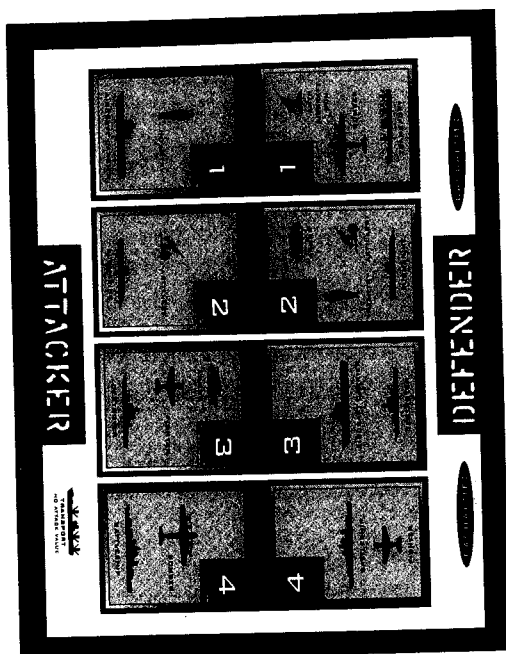


7. Game Dice

The dice are rolled to attack and defend in all combat situations including Strategic Bombing Raids. This is often referred to as "firing."

8. Battle Board

The battle board helps you keep track of units engaged in combat, as well as the dice rolls needed to attack and defend successfully.



9. Money

The scorekeeper should also serve as banker in charge of IPCs (Industrial Production Certificates), commonly known as *money*. IPCs fuel the war effort for all countries. Separate the IPCs by denomination. Distribution of the IPCs is explained in the *Industrial Production Certificates* on page 6.

THE GAMEBOARD

The gameboard depicts Europe, North Africa, the Middle East, and a portion of North America during the spring of 1941. The four major capitals are identified with national symbols representing Germany, Great Britain, the United States and the Soviet Union.

Color Coding

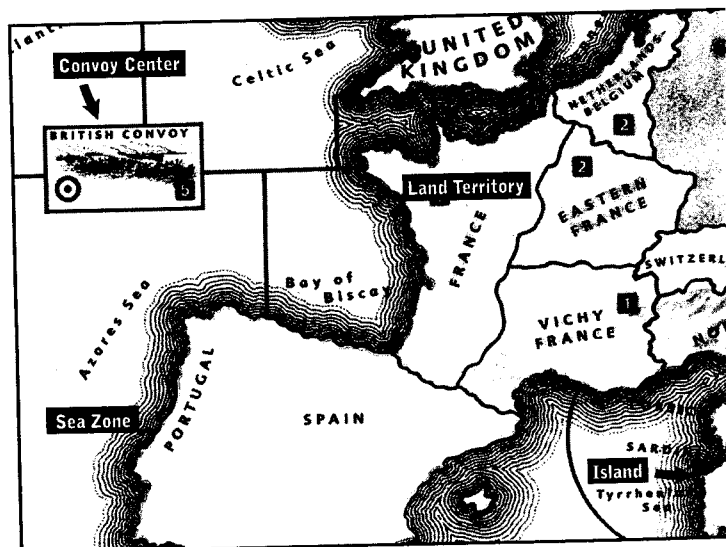
The following countries and territories are color-coded as shown below.

- Germany is brown.
- Other Axis countries are tan.
- Canada, Great Britain (U.K.) and its territories are green.
- Soviet Union homelands are red.
- Territories annexed by the Soviet Union as a result of the Stalin-Hitler non-aggression pact of 1939 are light purple.
- United States is blue.
- Neutral territories are white.
- Middle East countries are yellow.

Land Territories, Sea Zones and Convoy Centers

The map is divided into land territories and sea zones. Boundaries between each of these areas are marked with black lines. Some sea zones contain islands. Islands count as separate land territories, and are not part of sea zones. Moving onto or off an island in a sea zone is considered one movement.

Seven special sea zones contain an image of U.S., British, or Soviet convoys. These are known as Convoy centers and represent the many supply convoys heading to and leaving from Great Britain, the Soviet Union, and the United States. All are subject to attack by German submarines and warships, as explained later.



The number that appears in most land territories and all Convoy centers represents the Industrial Production Certificate value of the area.

Note: Throughout the rules, land territories and sea zones are sometimes referred to generically as "spaces." When you or an ally control these areas, they are sometimes referred to as "friendly."

Middle East Countries

Middle East countries are independent states, but are occupied by Allied forces. The Allies enjoy the oil resources from this area, but these resources are subject to German disruption, as explained later.

Neutral Territories

There are seven white territories on the gameboard. These are neutral territories and players may not move units into them nor fly over them. No naval units may pass through the neutral Turkish sea zone, although air units may fly between the Black Sea and the Aegean Sea.

Movement on the Gameboard

Units are moved between territories and sea zones. Some units may move just one adjacent space per turn, while others may move up to six spaces. Movement occurs during the Combat Movement and Non-Combat Movement portion of a turn. Each unit's movement ability is listed on the National Reference Charts.

Land units and antiaircraft guns may only move between land territories unless being convoyed by naval transports.

Naval units may only move between sea zones.

Air units may move through both land and sea areas, although they may only land in a land territory. (Fighter planes may also land upon aircraft carriers.)

Moving a unit from one adjacent territory or zone to another is counted as a single movement. For example, marching from Germany to Poland is one land movement. Sailing from the South Atlantic to the Central Atlantic is one sea movement.

INDUSTRIAL PRODUCTION CERTIFICATES (MONEY)

The scorekeeper should also serve as IPC banker. IPCs fuel the war effort for all countries.

Special Cash Advance

Before the game starts, after the pieces are on the board, the banker makes a one-time disbursement of IPCs. The Axis player (Germany) receives 12 IPCs to spend or save as he sees fit. The Allied players (as a group) receive 12 IPCs to spend or save as they see fit.

The two sides may buy and place units in territories or sea zones in which they already have at least one unit at this time (unlike the rest of the game where units may only be placed in areas with Industrial Complexes). The Axis player buys and places first, followed by the Allied side.

The two sides may keep any or all of these IPCs and add them to their IPC starting income for the first turn. The Allies may divide the money or give it all to one country. After both sides have had the opportunity to buy and place units, each country receives its starting income as follows:

Starting Income

At the beginning of the first turn, the banker disburses additional IPCs as follows:

WORLD POWER	STARTING INCOME
UNITED STATES	40
GREAT BRITAIN	25
GERMANY	40
SOVIET UNION	24

The remaining money remains in "the bank."

The starting income of each world power is based on how many land territories and Convoy centers it controls.

Note: Place your IPCs next to your National Reference Chart. Players controlling more than one world power should place IPCs for each power partially underneath each respective National Reference Chart.



WHAT TO DO ON A TURN

On your turn, follow the seven-part Action Sequence as outlined below. When you've completed the entire sequence, your turn is over. Play continues to the next designated player who then completes the entire sequence. When every player has completed an entire sequence, a round of play is over. It will take more than one round of play to determine a winning side.

Order of play:

1. Germany goes first.
 2. The Soviet Union goes second.
 3. Great Britain goes third.
 4. The United States goes last.
- This order is repeated throughout the game.

Action Sequence

During a turn, a player performs some or all of the seven parts of the Action Sequence in the following order:

1. Purchase Combat Units.
2. Combat Movement.
3. Resolve Combat.
4. Non-combat Movement.
5. Place New Units on Gameboard.
6. Submerged submarines resurface; damaged battleships are uprighted.
7. Collect Income.

Note that players may choose to do some of these sequence parts or all of them. Players will not always be able to complete all of the Action Sequence.

Each of these sequence parts is explained in detail as follows:

PURCHASE COMBAT UNITS

You may now buy new combat units using IPCs you have on hand. New units are not placed on the gameboard until *Action Sequence 5*. Unit prices are shown on the National Reference Charts under COST. For example, a fighter plane costs 12 IPCs.

Before you begin buying combat units, you should review the Combat Units section beginning on page 20. There you will find a detailed profile of each type of unit – how it moves, how it attacks, how it defends, and how it interacts with other units.

Follow these three steps to purchase combat units:

1. Pick out the units you wish to buy, if any.
2. Total up their cost and pay the bank in IPCs.
3. Place new units in the *Action Sequence 1 Purchases* area located on the lower left of the gameboard. The units remain there until *Action Sequence 5* of your turn.

Note: If you run out of a playing piece, you may still buy that unit. Simply use a piece of paper with the type of unit written on it.

COMBAT MOVEMENT

You may now move units you already have in place into land territories and sea zones that are occupied and/or owned by the enemy. Doing so creates a combat situation. You may move into as many combat situations as you wish during this Action Sequence. However, each attacking unit may only be involved in one battle per turn. At no time may an Allied power attack another Allied power.

The number of spaces each unit may move on a turn is found on the National Reference Charts.

The following movement rules apply to this Action Sequence, but will be explained in greater detail later in this manual.

- Air units involved in *Strategic Bombing Raids* are moved during this sequence. Strategic Bombing Raids are explained on page 15.
- Units involved in *Amphibious Assaults* are moved during this sequence. Amphibious Assaults are explained on page 13.
- You may move units into empty, adjacent, *enemy-controlled* territories to take control of them *without* engaging in combat.

- You may move any of your naval units out of sea zones containing enemy units (as long as your units were in the sea zone at the beginning of your turn), even if the movement prevents combat from taking place. In short, naval units may move from an occupied sea zone to another sea zone, whether occupied or not.
- You may not load or unload land units on a transport ship in a sea zone that contains enemy units. If the transport moves into a friendly or empty sea zone, it may load or unload troops.
- Armor units have a special "blitzing" capability that allows them to move through an empty, enemy-controlled territory and into another adjacent territory. Blitzing is explained on page 21.
- When moving air units during this sequence, you must be sure that all units have a safe landing location or they cannot be moved.
- Any air units that fly over enemy antiaircraft guns during *Combat Movement* are subject to antiaircraft fire. If a unit flies over more than one territory containing enemy guns, it is subject to multiple attacks (one for each territory).

Important: All combat movement must be completed *before* combat situations are resolved.

RESOLVING COMBAT

All combat movement must be completed before combat situations may be resolved. Combat is resolved by rolling dice. This is often referred to as "firing." No new units may be moved into battle as reinforcements once *Resolving Combat* has begun. Each combat situation is resolved separately, territory by territory (or sea zone) in any order determined by the attacker. (Strategic Bombing Raids are conducted first – see page 15 for details.)

Resolving Land Combat

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

1. Put combat units on the battle board.

Both the attacking and defending players place the units involved in a combat situation (one territory) onto their respective side of the battle board. Position units on their matching shapes. The attack and defense strength for each unit is shown on the battle board as well as on each country's National Reference Chart.

2. Antiaircraft (AA) gun fires at each aircraft.

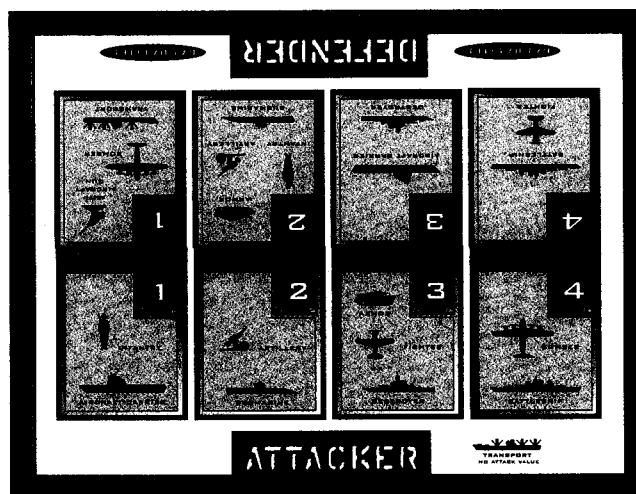
When resolving combat, the attacking player normally goes first. However, when there is an AA gun in any enemy territory being attacked, and the attacking player has aircraft (bombers and/or fighters) in the attacking force, then the defending player may fire AA guns first. Here's how:

- The defending AA gunner rolls one die against each attacking aircraft.
- For each "1" that is rolled, one plane is shot down and immediately removed (plane owner's choice). The plane removed has no chance to counterattack.
- No matter how many AA guns are in a territory, only one die per aircraft is rolled for that territory. The battle then proceeds as described below.

3. Attacker fires.

The attacking player goes first. Note that the battle board is divided into four sections. The attacking player may find it convenient to resolve all combat in section 1 first, then section 2 and so on. However, this is not required.

The attacker rolls one die for each attacking unit.



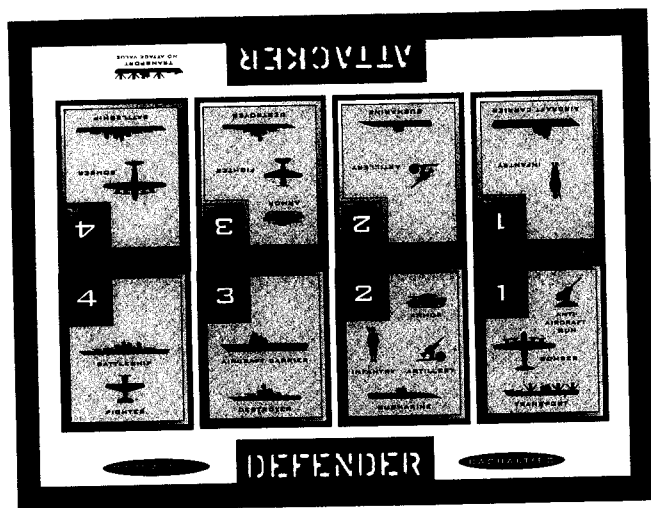
Example: In section 1 of the battle board, each roll of a "1" by an infantry unit scores a hit against the defender's choice of units.

Example: In section 3 of the battle board, each roll of a "3," "2," or "1" by a fighter plane scores a hit against the defender's choice of units.

After all hits (if any) are scored, the defender chooses which of his units will be casualties and moves them to the *Casualties* area on the battle board. These casualties will get a chance to fire back before being removed. (Combat is considered simultaneous, so each defending unit that's hit has one opportunity to return fire.)

Important: Antiaircraft guns and Industrial Complexes may not be chosen as casualties.

4. Defender fires back.



After the attacking player has fired, the defending player rolls one die for each defending unit, including any that were moved to the *Casualties* area. Units in the *Casualties* area still have their normal defensive value: "2" or less for infantry, "2" or less for armor and so on.

Example: In section 2 of the battle board, each roll of a "2" or "1" by a defending infantry unit scores a hit against the attacker's choice of units.

5. Remove all casualties.

After all hits are scored by the defender, the original attacker must remove that many units (original attacker's choice) from the battle board and place them out of play.

After the defender's counterattack, the defender removes all of his units from the *Casualties* area of the battle board. They are placed out of play.

6. Repeat steps 3 thru 5.

Combat continues until one of the following four situations occurs:

A. The attacker retreats. After both the attacker and defender have rolled, the attacker may retreat, thereby stopping that particular battle. The attacking land units may only retreat to an adjacent friendly territory that was under the owner's control at the start of the turn – and from which any of the attacking land units came. The units must all withdraw together to the same territory.

Aircraft may retreat to any friendly land territory, island or aircraft carrier still within movement range and under its owner's control since the beginning of the turn. Retreating planes, however, are still subject to enemy antiaircraft gunfire if they pass over territories with AA guns.

Return the defending units that survived from the battle board to the territory.

Note: Retreating is an attacker's privilege only.

B. The attacker is destroyed. If the defender destroys all the attacking units, the battle is over. Remove all destroyed units from play and return the defending units that survived to the territory.

C. The defender is destroyed. If the attacker hits all the defending units, the battle is over after the defender counterattacks. Remove all destroyed units from play and return the attacking units that survived to the territory.

D. Both attacker and defender are destroyed. If all units are hit during an attack and counterattack, the battle is over. Remove all destroyed units. The defender retains control of the territory.

Resolving Naval Combat

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

1. Put all units on the battle board.

Both the attacking and defending players place the units involved in a combat situation (one sea zone) onto their respective side of the battle board. Position units on their matching shapes. The attack and defense strength for each unit is shown on the battle board as well as on each country's National Reference Chart.

Note that there is a position for an attacking transport ship on the attacker side of the battle board, but there is no attack value assigned to it. An attacker's transport should be placed on the bottom of the attacker's side of the board, as indicated. Even though the transport has no attack factor, it may be selected as a casualty should the attacking force be required to eliminate a unit.

2. Attacking submarines make "first-strike" attack or submerge.

Attacking submarines may usually fire before any other unit during each round of combat. This is called a First-strike attack. (However, submarines may never fire at air units.) To launch a First-strike attack, roll one die for each attacking submarine. For every "2" or less rolled, the defender suffers a hit and chooses a casualty. These casualties are *not* placed on the *Casualties* area of the battle board, but are immediately removed from play. They do not get a chance to counterattack.

Exception to "First-strike attack" rule: The presence of an enemy destroyer in the battle negates all submarines' first-strike ability. (But not their ability to submerge – see below.)

Submarines may submerge instead of attacking. A submerged sub is turned onto its side to indicate this submerged condition. It remains on its side and may not attack or be attacked again this turn. Submerged subs are returned to their upright position in *Action Sequence 6*.

There are a number of other rules that apply to submarines. See *Combat Units –Submarines* section on page 26.

3. Attacker fires.

The attacker now rolls one die for each attacking unit (except submarines that have already attacked or submerged). If the number rolled is equal to or less than the number shown on the attacker's side of the battle board, then the attacker scores a hit.

After all hits are scored (if any), the defender chooses which of his units are casualties and moves them to the *Casualties* area on the battle board. These casualties will get a chance to fire back before being removed. (Combat is considered simultaneous, so each defending unit that's hit has one opportunity to return fire.)

Important: If a transport ship is hit, any units on board go down with the ship. (A unit on board may not be chosen as the casualty.)

Note: There are special rules for fighter planes attacking from aircraft carriers. These rules are explained in the *Combat Units – Aircraft Carriers* section on pages 24–25.

4. Defender fires back and/or submerges.

After the attacking player has completed firing all units on the battle board, the defending player rolls one die for each defending unit, including any that were moved to the *Casualties* area. Units in the *Casualties* area still have the normal defensive value shown on the battle board.

Defending submarines may submerge instead of firing back.

The sub is turned on its side to indicate this submerged condition. It remains on its side and may not attack or be attacked again this turn. Submerged subs are returned to their upright position in *Action Sequence 6*.

Note: Submarines are the only *defending* units in the game that may withdraw from battle.

In addition to their strong attack and defense capabilities, battleships must be hit twice in the same battle to be eliminated. On the first hit, the battleship is placed on its side to indicate the hit. On the second hit, the ship is removed. If it does not receive a second hit during that battle, its damage is "repaired" and it is turned upright at the end of the turn.

5. Remove all casualties.

After all hits are scored by the defender, the original attacker must remove that many of his units (attacker's choice) from the battle board and place them out of play.

After the defender's counterattack, the defender removes all of his units that are in the *Casualties* area of the battle board.

6. Repeat steps 2 to 5.

Combat continues until one of the following four situations occurs:

A. The attacker retreats/submerges. After both the attacker and defender have rolled, the attacker may retreat and/or submerge, thereby stopping that particular battle. The attacking naval units may only retreat back to an adjacent friendly sea zone from which any of the attacking naval units came. They must withdraw together to the same territory. The attacking units may not retreat to a sea zone that contains an enemy unit, even if they came from that sea zone at the start of the turn.



Exception #1: The attacker may retreat to a sea zone in which the only enemy is a submerged submarine.

Exception #2: The attacker may not retreat *from* a sea zone that contains only submerged submarines. In this case, the battle is over.

Exception #3: An attacking sub may submerge in the same sea zone instead of retreating. A submerged sub is turned onto its side to indicate this submerged condition. It remains on its side and may not attack or be attacked again this turn. Submerged subs are returned to their upright position in *Action Sequence 6*.

Note: Retreating is an attacker's privilege only. Return the defending units that survived to their territories.

B. The attacker is destroyed/submerged. If the defender destroys all the attacking units and/or all attacking units submerged, the battle is over. Remove all destroyed units and return the surviving units to the sea zone.

C. The defender is destroyed/submerged. If the attacker destroys all the defending units and/or all defending units submerged, the battle is over after the defender counterattacks. Remove all destroyed units and return the units that survived to the sea zone.

D. Both the attacker and defender are destroyed/submerged. If all units are hit during an attack and counterattack and/or all units are submerged, the battle is over. Remove all destroyed units and return any submerged units to the sea zone.

E. All remaining units are unable to attack each other. If only submarines and aircraft remain in battle, the battle is over as they may not attack each other. Return all units to the sea zone.

COMBAT RESULTS

Land combat: Territory is either held by the successful defender or captured by the successful attacker.

- If the attacker withdraws, the defender holds the territory.
- If the attacker and the defender are both destroyed, the defender holds the territory.
- If the attacker is destroyed, the defender holds the territory.
- If the defender is destroyed, the attacker captures the territory, *as long as the attacker has a surviving land unit*. If planes remain as the attacker's only surviving units, then the attacker does not control the territory.

Naval Combat: Most sea zones are not captured, but fleets are diminished or destroyed. (Convoy centers are special sea zones that can be captured.)

Air Units: You may not capture a territory with air units alone. Attacking planes may not remain or land in a space where a battle just took place.

Capturing a Territory

If you capture a territory, do the following:

1. Remove the defender's marker, if applicable, otherwise add your own. *Exception:* When liberating a former Allied territory, control returns to the original owner, not the liberator.
2. Remove surviving units from the battle board and place them in the newly acquired territory.
3. Adjust the National Production Chart as described below.

Adjusting National Production Chart

Although you do not collect IPCs until *Action Sequence 6*, the National Production Chart (NPC), which monitors income, must be updated as soon as combat is resolved. The control markers on the NPC are adjusted as follows:

In most cases, the successful attacker's National Production level is increased by the value of the captured territory. (In a few cases, the territory has no value.) The losing defender's National Production level is decreased by the value of the lost territory. (*Exception:* When liberating a former Allied territory, the original ally regains these values unless that ally's capital is currently occupied by an enemy. In this case, the liberator does take control of the country and receives IPCs for it until his ally's capital is liberated.)

Any antiaircraft gun or Industrial Complex in the territory remain, but now belong to the attacker. A captured Industrial Complex may not be used until the new owner's next turn.

Note: If a successful *defender* remains in control of the territory, no adjustment of the NPC is necessary.

Battle of the Atlantic NPC Adjustments: These adjustments are explained in the *Battle of the Atlantic* section on page 16.

Middle East NPC Adjustments: These adjustments are explained in the *Collect Income – Middle East* section on page 19.

Capturing an Enemy Capital

Remember, the object of the game is to capture and hold an enemy capital through one turn (while still controlling your own capital). Capturing a capital (identified with the country's national symbol) is done the same way as capturing any other territory. Enemy forces must be eliminated and a land combat unit must occupy the territory. When a capital is captured, the National Production Chart is adjusted accordingly for the capturing player and the losing player. In addition, the capturing player *immediately takes all of the IPCs that the losing player has on hand*. (This is an exception to the normal action sequence rules.)

To win the game, the capturing player must still be in control of the enemy capital and his own capital at the beginning of his next turn.

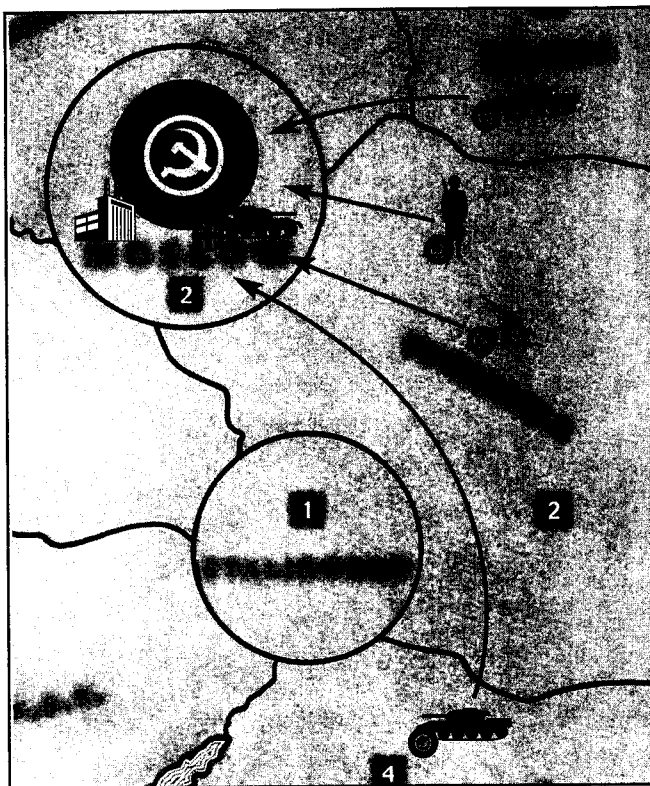
If you are the player whose capital has been captured, you are still in the game. On your turn, you may not purchase units nor receive IPC income. But you may move units and engage in combat. If you regain control of your capital on your turn, you are entitled to your IPCs during your *Collect Income* sequence.

Liberating a Former Allied Territory

If you are an Allied power and you capture a territory (including a capital) *originally owned by another Allied player*, you are not considered the new owner but, rather, the liberator. Your ally becomes the owner again. Remove the German marker from the territory and adjust the original owner's income level on the National Production Chart.

Exception: If the original owner's capital is in German hands at the time that the other territory is captured, then the National Production Chart is adjusted for the player who actually captured the territory. That player may also use an Industrial Complex there until the original owner's capital is liberated. The National Production Chart would then be adjusted again.

Capturing a Capital Example



Germany captured Moscow on its turn. When Moscow was captured, the Soviet player immediately handed over all his available IPCs to the German player.

On the Soviet player's turn, he may not purchase any units. However, he may use the pieces he has on the board. He moves two tanks, an infantry unit, and an artillery unit into Moscow to try to reclaim his capital. Against the one German tank, he succeeds easily.

At this point, the Soviet Union controls the capital again. The IPC income for the Soviet Union is raised by 2, and the German income is lowered by 2. Furthermore, the Soviet player is entitled to receive his IPC income on this turn.

SPECIAL KINDS OF BATTLES

Amphibious Assaults

An Amphibious Assault is an attack on an enemy coastal territory or island by land units that have been moved there by transport ships during *Action Sequence 2 – Combat Movement*.

During *Combat Movement*, the attacker must declare that he is performing an Amphibious Assault and on what territory. He may not redirect it to a different territory during *Action Sequence 3 – Resolve Combat*. Each transport can only unload into one territory – it cannot split its cargo into two different landing territories. However, two different transports in the same sea zone can unload into two different territories, if the player desires.

Land units that are on adjacent territories may also take part in an Amphibious Assault. Air units may also participate, as well as battleships and destroyers in the same sea zone as the unloading transport.

An Amphibious Assault is handled like any other land battle, except that all land units (including those that may have come from adjacent territories) lose their option of retreating. Air units may retreat as normal.

Moving a land unit into or out of a transport counts as that unit's full move. The land unit may not move to additional territories after landing, nor may it move to a territory and then board a transport on the same turn.

Transports that have been in battle may either load or unload (but not both) on the turn during which the battle took place. Transports that retreat from a sea battle during an Amphibious Assault may not unload on that turn.

For more information about transports, refer to the *Combat Units – Transports* section on page 27.

Resolving an Amphibious Assault: Move all combatants to the battle board and do the following:

1. Attacking battleships and destroyers fire first. This is a *one-shot* support attack to provide cover fire for landing units. The attacker rolls one die for each battleship, looking for a "4" or less per die. The attacker then rolls one die for each destroyer, looking for a "3" or less per die. The defender chooses his/her casualties (if any) and moves them to the *Casualties* area of the battle board. (These units may fire during the defender's normal counterattack.)

2. The attacker removes the attacking ships from the battle board and places them back in the sea zone on the gameboard.
3. Defending AA guns fire at any enemy air units as previously described.
4. Attacking land and air units now fire. The defender then counterattacks as usual.
5. Repeat step 4 until one side (or both) is destroyed.
Remember that only attacking air units may retreat.

Naval battle precedes Amphibious Assault: During an Amphibious Assault, if there are enemy naval units in the same sea zone as the amphibious force, *a naval battle must occur before land units may be unloaded*. Air units to be used in the Amphibious Assault must be flown to the territory being attacked before this naval battle takes place. These air units may not also participate in the naval battle. Air units can be sent to participate in the naval battle, but these can't be used in the Amphibious Assault. All the attacking naval units, including transports, must defeat all enemy naval units in the zone before the transports may unload the attacking land units. If a player is forced to eliminate a transport because of battle losses, any units on board are also lost.

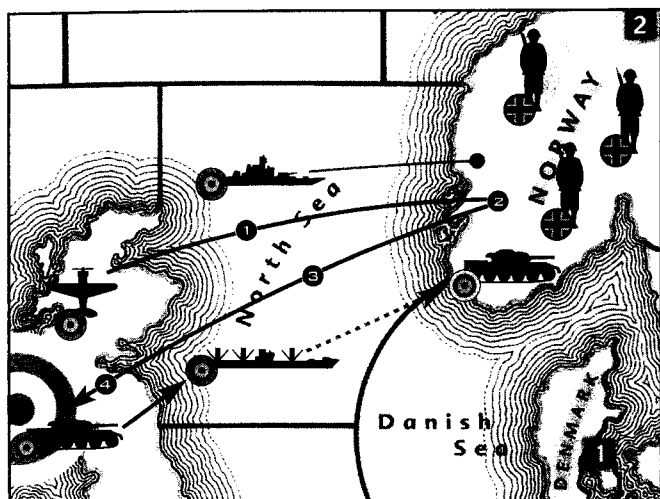
Note: The attacker may not "hold back" some ships from the naval battle to use in the Amphibious Assault.

Once the sea zone is clear, the transports may be unloaded and the amphibious assault begins. Any air units involved in the naval battle may not attack in the Amphibious Assault on the same turn.

Note: After a naval battle, the attacker is allowed to call off the Amphibious Assault. He may not redirect it to another territory.

Naval support exception: If a naval battle occurs before an Amphibious Assault, battleships and destroyers may not exercise their special one-shot support attack. (These units were too involved in the naval battle to provide covering fire.)

Amphibious Assault Example #1



On Great Britain's turn, the British player loads an armor unit into a transport on the North Sea, and unloads it into Norway. The British player also moves a fighter plane into Norway.

The destroyer in the North Sea provides a support shot, since it is in the same sea zone as the unloading transport, and has not participated in combat this turn. One die is rolled, resulting in a "3" – a hit. Germany moves one infantry to the *Casualties* area, although it may still fire this turn. Next, Great Britain rolls for the armor and the fighter. A roll of two "5s" results in two misses.

Next, Germany rolls three dice for the three infantry units in Norway. A "2," "3," and "3" are rolled – just one hit. Britain removes the tank and Germany removes the (already selected) infantry unit. Without a land unit to take Norway, Great Britain decides to retreat. It moves the plane back to the Great Britain, and the battle is over.

Amphibious Assault Example #2



Germany is attempting an Amphibious Assault in Libya. Germany loads two infantry units into a transport in the Adriatic, and moves into the Central Mediterranean, along with a submarine and a battleship.

In the first round of naval combat, Germany rolls a "4" for the sub (which does not have a first shot attack because of the defending destroyer), and a "4" for the battleship, scoring one hit. The destroyer then rolls a "1," scoring a hit. Germany takes one hit on the battleship and turns it on its side.

Now that the sea zone has been cleared of enemy ships, the transport may unload its units into Libya. (As stated in the rules, Germany may not change its plans and unload in Greece, for example.) The battleship, which has participated in combat this turn, may not fire a support shot. Also, the destroyer in the Eastern Mediterranean may not fire a support shot since it is not in the same sea zone as the unloading transport. The transport may not move its second space into the Eastern Mediterranean because no unit may move after it has been in combat. Now the ground battle takes place.

The German player fires for the infantry, rolling a "3" and a "4." The British player rolls a "2," scoring a hit. Germany removes an infantry unit from the board. At this point, Germany would like to retreat, but may not, since land units may not retreat from an Amphibious Assault. Germany fires for the infantry unit, rolling a "1" and scoring a hit. However, the British player also rolls a "1," so both units are removed. Libya, although clear of units, remains in British hands, since there are no German ground forces to claim it.

Multi-player Forces

When Allied units are in the same territory or sea zone, a multi-player force is said to be present. Such forces may defend themselves together, but they *may not* attack together.

Defending together: When Allied units in the same territory (or sea zone) are attacked – and a hit is scored – the defenders mutually agree which unit is chosen as the casualty. If they cannot agree, the attacker chooses. When counterattacking, each defender rolls separately for his units.

Attacking separately: When Allied units in the same territory (or sea zone) wish to attack, each attacker must do so only with his own units and only on his own turn. Each player moves his units into combat on his turn and resolves combat.

Transporting multi-player forces: A country may use its transports to carry units of another Allied country. However, players may only move their pieces on their respective turn. This makes multi-player force transports a three-step process:

1. On your turn, move your land units aboard the Allied transport.
2. The player with the transport moves it (along with your land units) on his turn.
3. You unload your land units on your next turn.

This three-step process is true whether the Allied transport needs to move or not. In other words, the U.S. player cannot board a British transport and unload from it on the same turn, whether the British transport moves or not.

Strategic Bombing Raids

A Strategic Bombing Raid (SBR) is an economic attack against an enemy Industrial Complex (factory), allowing the attacker to "destroy" the IPCs of the enemy. Only bombers may conduct SBRs, although fighter planes may escort bombers as protection.

Here is how a Strategic Bombing Raid is launched:

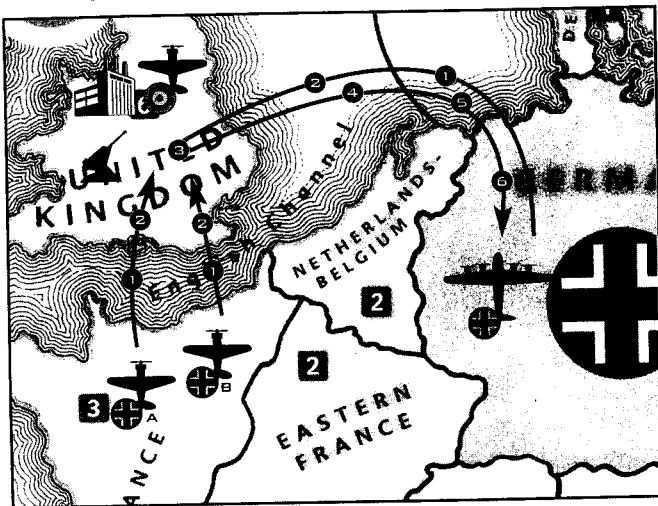
1. **Move and announce:** On the *Combat Movement* sequence of your turn, move your bomber into a territory with an Industrial Complex, and announce that you are making a Strategic Bombing Raid. (Do not use the battle board in this kind of attack.)
2. **Send escorts:** You may send fighter planes along with your bombers as "fighter escorts." These fighters are moved along with the bombers (range permitting) to the target. Any fighters and bombers used in a Strategic Bombing Raid may not also be used in a regular land attack against that territory on the same turn.
3. **Defender declares defending fighter planes.** Any fighters used to *defend* against a Strategic Bombing Raid may not also defend in a regular land attack in that same territory on the same turn.
4. **Defending AA guns fire first:** Before the actual bombing begins, any anti-aircraft guns and fighter planes in the defending territory may *fire first* in an attempt to defend the Industrial Complex. Here's how:
 - A. The defending player fires his AA gun by rolling one die against each attacking aircraft (bombers and any fighter escorts). Each roll of "1" scores a hit and the number of hits is noted.
 - B. The defending player may then roll one die for each of his fighter planes located in the territory being attacked. Each roll of "2" or lower scores a hit and the number of hits is noted. (Note that the fighters defending against a Strategic Bombing Raid defend at "2," not "4.")
 - C. The escorting fighter planes (attackers) then return fire at any defending fighter planes involved in the battle. One die is rolled for each *escorting* fighter. Each die roll of "1" is a hit against the defending fighter planes and they are immediately removed. (Fighter escorts during a Strategic Bombing Raid attack with "1," not "3.")
 - D. The attacking player removes his casualties (attacker's choice of bombers or fighters).

Important: This battle is now over (after one round).

5. **The bombing raid takes place:** After passing through any anti-aircraft fire and any defending enemy fighters, surviving bomber(s) each roll one die. The total rolled on the die (or dice) is the number of IPCs the defender must immediately surrender to the bank. If the owner of the bombed territory does not have enough IPCs to cover the penalty, the owner surrenders as many IPCs as he has to the bank.

During the *Non-combat Movement* sequence, attacking fighter planes and bombers that survived then return to a friendly base within their movement range.

Strategic Bombing Raid Example



On Germany's turn, the German player announces a SBR against Great Britain. The bomber in Germany flies to Great Britain, and two fighters in France also move to the U.K. as escorts.

First, the British player fires the AA gun. Three dice are rolled, one for each plane, resulting in a "1," a "3," and a "4." The AA gun scored one hit and Germany sacrifices fighter A.

Next, the British player sends up a fighter in Great Britain. A "2" is rolled – another hit. The German player responds with his remaining fighter and rolls a "3." This would normally hit, but in a SBR, fighters only attack with a "1." (They defend with a "2.") The German player chooses fighter B as the casualty.

Although the British player has a fighter remaining, combat is over since SBR combat is only one round. The German player rolls one die for every bomber in the raid (in this case, one), and rolls a "6." The British player turns over 6 IPCs to the bank. During the *Non-combat Movement* sequence, the German bomber returns to Germany using its remaining three moves.

The Battle of the Atlantic

Historical background: Great Britain, being an island nation, had to import many of its war resources over great spans of ocean. The United States imported and exported millions of tons of resources via the oceans of the world. The Soviets also relied on imports that were convoyed to its ports and factories. Determined to undermine the Allies' supply chain, German submarines and surface raiders attacked many of these convoys. This was the Battle of the Atlantic.

Convoy centers: Seven of the sea zones on the gameboard are Convoy centers. There are four British Convoy centers, two U.S. centers, and one Soviet center. These centers are where German naval units may attack Great Britain, the Soviet Union and the United States supply routes. Convoy centers are captured or recaptured just like any land territory – a ship *with a combat value* must move into and through an unoccupied center, or move into and battle the enemy in an occupied center. Convoy centers have IPC income numbers as shown on the gameboard. IPCs are paid out as explained in *Action Sequence 7* on page 19.

Note: Convoys are not to be confused with the transport of regular combat units. Those units are carried over the sea zones on transport ships.

Attacking unoccupied convoy centers: During the *Combat Movement* sequence, submarines and ships (with an attack value) may enter or pass through Convoy centers to take control of them. This is effortless if a Convoy center is unoccupied. A German control marker is then placed on the Convoy center (or removed if the Allies are liberating the Convoy center).

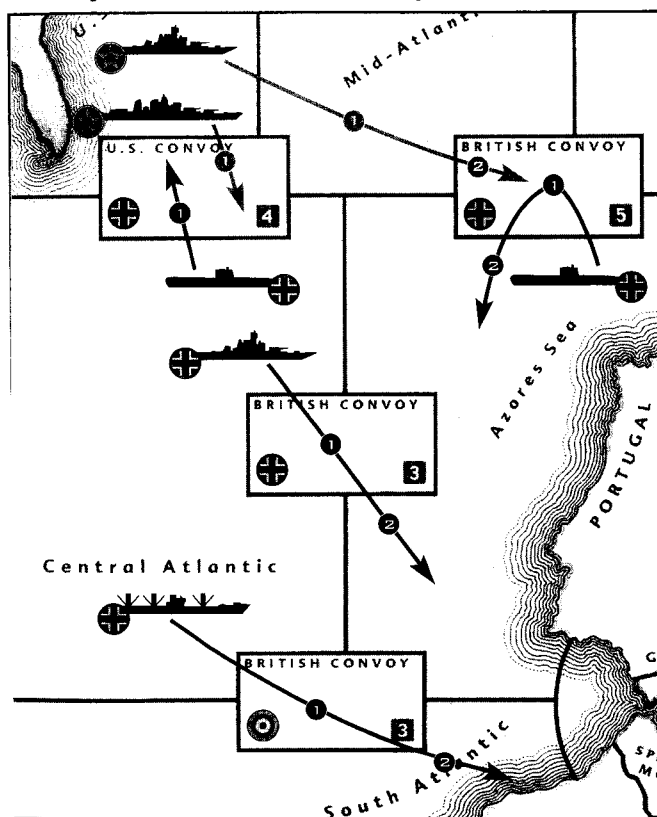
Attacking occupied Convoy centers: Just as an attacking force may not automatically take control of a land territory when the enemy is present, neither may a force automatically claim control of a Convoy center when enemy ships are present. This requires an attack.

If all defending units are sunk and/or submerged, and the attacker has at least one war ship remaining, then the attacker has retaken control of the Convoy center. (Submerged submarines are considered gone from the sea zone for control marker purposes.)

Note: Transports, as non-attacking sea units, may not take control of Convoy centers by themselves, but may certainly be part of a mixed sea unit force.

Placement of control markers: Placing control markers in a Convoy center is similar to placing them in land territories. If Germany takes control of a Convoy center, it places a control marker there. The former owner of the Convoy center loses the indicated income and the National Production Chart is adjusted accordingly. (Germany, however, does not receive that income because the convoy is now considered sunk and unusable.) The Allied player will not regain this income until he (or another Ally) returns to the unoccupied Convoy center or takes back an occupied center by attacking. Upon retaking a Convoy center, the German control marker is removed and the income chart for the original owner is readjusted upward. Germany's income stays the same.

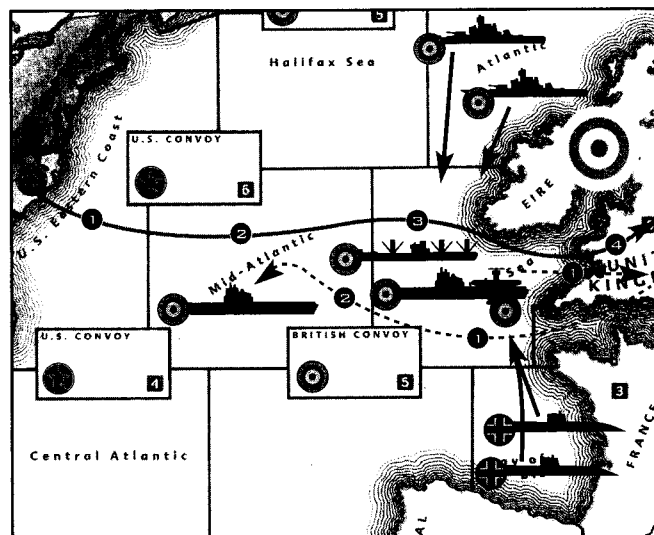
Convoy Center Movement Example



The German player moves four naval units during Germany's turn. A German sub in the Central Atlantic moves into the United States' Convoy center. Another German sub in the Azores Sea moves into a British Convoy Center and back out to its original zone. A German destroyer moves through a British Convoy center and into the Azores. A German transport in the Central Atlantic moves through a Convoy center and into the South Atlantic. However, because a transport has no attack value, it does not take control of the Convoy center. The German player places three German markers on the Convoy centers it now controls, and the IPC chart is adjusted. The U.S. loses 4 IPCs in income, while Great Britain loses 8. Germany's income is not affected.

On the U.S. turn, the American player moves a destroyer from the U.S. Coast sea zone through the Mid-Atlantic to the Convoy center. Since the German sub is no longer there, the center is liberated without combat. The German marker is removed and Britain's income is raised 5 IPCs. Meanwhile, the American battleship moves into the U.S. Convoy center to battle the German submarine there. The battleship misses, while the submarine scores a hit. The battleship is turned on its side. On the next round, both the battleship and submarine score hits. Both pieces are removed. Since there is no American piece left in the zone to reclaim the Convoy center, it remains under German control.

Complex Battle of the Atlantic Example



On Germany's turn, the German player moves 2 subs from the Bay of Biscay into the Celtic Sea, attacking the two British ships there. The subs have first-strike capability and fire two shots by rolling a "1" and a "2" – both hits. The British player immediately removes the transport and the aircraft carrier from the board. The plane may not attack the subs and has only one space to land, so it flies to Great Britain.

On Great Britain's turn, the two destroyers in the Atlantic move down into the Celtic Sea (along with the fighter that landed in Great Britain) to attack the two subs. One destroyer hits and the other misses. The fighter misses with a "6." Germany chooses to submerge one sub (the unhit one), and fire back with the other sub, since it is lost after this turn. The sub rolls a "1" and one British destroyer is removed. Since the other submarine is submerged, the battle is over.

During *Non-Combat Movement*, Britain flies the fighter out to the aircraft carrier in the Mid-Atlantic. That carrier may not move for the rest of the turn since a fighter landed on it during the turn. Germany turns its sub upright at the end of Britain's turn.



Now that only a sub and a fighter remain, neither may attack the other and the battle is over. The fighter completes its transatlantic flight, landing in Great Britain.

1. Any air units that were involved in the *Combat Movement* sequence are considered still in the "air" and must now "land" in a friendly territory within range. Remember that part of a fighter's four-space range and a bomber's six-space range has already been used up during *Combat Movement*.

2. You may also move any, all or none of your units that you did *not* move during the Combat Movement sequence. These movements help you prepare strong offensive or defensive positions, strengthen vulnerable territories, or reinforce units at the front.

Land units may be moved into any friendly territories, occupied or unoccupied within range. They *may not* be moved into enemy-occupied, enemy-controlled, or neutral territories. Antiaircraft guns may also be moved into friendly territories at this time. AA guns in territories captured on a turn may not be moved on the same turn.

Naval units may be moved into any friendly sea zone, occupied or unoccupied within range. They *may not* be moved into enemy-occupied sea zones or enemy-controlled Convoy centers. Transports moved to (or already in) sea zones next to friendly coastal territories may load or unload cargo there.

Air units may be moved into any friendly territories, occupied or unoccupied within range. Fighters (but not bombers) may fly out to land on any friendly aircraft carrier within range. Air units may not land in enemy-occupied, enemy-controlled, or neutral territories. They may not land in territory just captured during your turn. Air units may not fly over neutral territories. Air units flying over countries with AA guns are *not* shot at during *Non-Combat Movement*.

Throughout the war, the Soviet Union operated with a degree of independence from its Allies. U.S. and British equipment on Soviet soil was often controlled by Russians troops. This is simulated in the game as follows:

On his *Non-Combat Movement* sequence, the Soviet player checks for any units belonging to the U.S. or British that are currently in Soviet territories (colored red or light purple). If the Soviet player so chooses, he may take these units out of play and replace them with the Soviet equivalent. Although the Soviet player now controls these units, they may not be moved until the Soviet player's next turn. Although the Soviet player should discuss this maneuver with his Allies, he doesn't have to.

Even if the Soviet player moves these units to Allied territories, they remain Soviet units for the remainder of the game.

Note: Of course, U.S. and British infantryman were not brainwashed into becoming Russians but, rather, Allied equipment and weapons were used to equip Russian soldiers.

On Great Britain's turn, the British player flies two fighters into Soviet territories – one to Leningrad and the other to the Baltic States. On the Soviet player's next turn (during the *Non-Combat Movement* sequence), he decides that the plane in Leningrad should become Russian. After a quick discussion, the Soviet player takes control of the fighter in Leningrad. The Soviet player removes the British plane from the board and replaces it with a Soviet plane. The new Soviet fighter may not be moved on this turn and will remain Soviet for the rest of the game, even if it leaves Soviet territory.



PLACE NEW UNITS

Land and Air units acquired during the *Purchase Units* sequence are now placed in the territory(s) with an Industrial Complex that you have controlled since the start of your turn. Newly purchased fighter planes may not be placed directly on craft carriers.

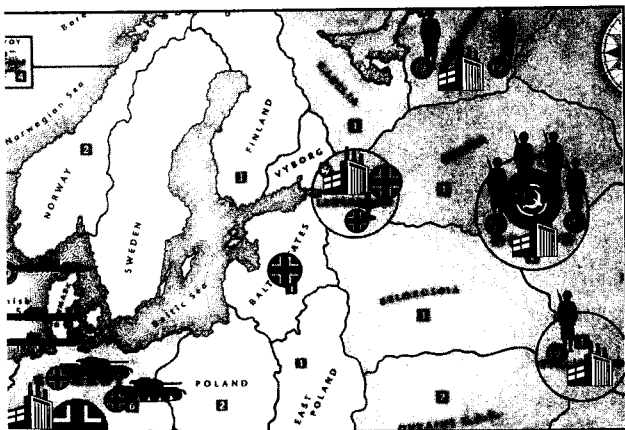
Naval units acquired during the *Purchase Units* sequence are now placed in sea zones adjacent to the territory(s) with an Industrial Complex that you have controlled since the start of your turn. If enemy ships also occupy these sea zones, combat will occur during the *Resolve Combat* sequence of your enemy's turn (unless your enemy moves away during the *Combat Movement* sequence).

You may place as many units as you like in your home territory. You may not place more units in a captured territory with an Industrial Complex than the IPC income of that territory.

Canada

Great Britain has the option of placing some or all of its purchased land and sea units in Canada. It may also place purchased naval units in the sea zone adjacent to Canada. These represent Canadian units involved in the war.

Place New Units Example



Germany purchased a fighter, two armor units, and two submarines at the start of the turn. Germany has also controlled Leningrad since the start of the turn. At the end of Germany's turn, the German player places one unit in Leningrad, since Leningrad is a Soviet Industrial Complex with an IPC income of 1. The two tanks are placed in Germany and the two subs are placed in the Danish Sea. There is a British destroyer in the Danish Sea, which means that the subs and the destroyer may engage in combat on Great Britain's turn (unless the British player moves the destroyer during his *Combat Movement* sequence).

At the start of his turn, the Soviet player purchased seven infantry units. At the end of his turn, he places two infantry units in Archangel, four in Moscow, and one in Stalingrad. The Soviet player is not limited by the IPC income of these areas since they are Soviet territories.

SUBMERGED SUBMARINES RESURFACE. DAMAGED BATTLESHIPS ARE UPRIGHTED.

All submarines and battleships that were tipped on their sides are now turned upright on the gameboard.

COLLECT INCOME

This is the last part of your turn. Collect IPCs from the bank based on your current income level, as shown on the National Production Chart (NPC). This chart must be maintained to indicate the current amount of IPCs for each country, including income payable to the German player for territories captured in the Middle East.

The Middle East

The territories of the Middle East (shown in yellow on the gameboard) operate differently from other land territories. The Middle East consists of independent countries that provide oil and other resources to the Allied forces. During the game, Germany has a chance to control this oil (and the IPCs) by taking over these territories. They are captured or liberated like any other land territory, but the IPCs of this region are tracked differently.

Adjusting IPCs: Whenever Germany captures a Middle East country with an IPC value, the marker on the separate Middle East column (on the left of the NPC) is adjusted. The rest of the chart is unaffected.

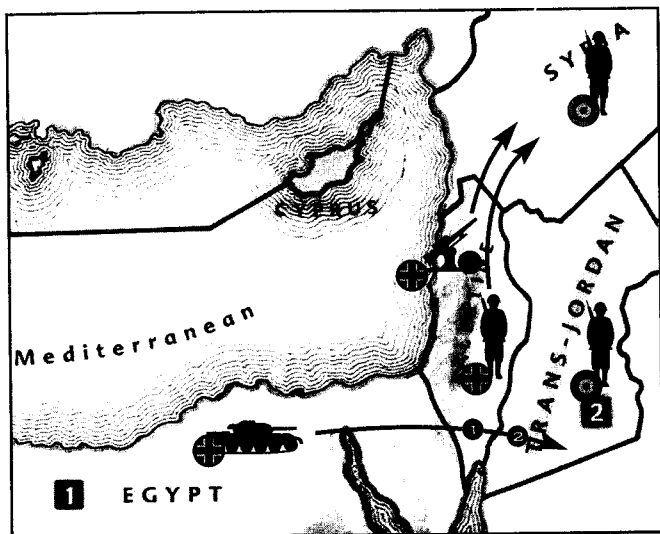
There are eight positions on the Middle East column representing IPC totals. During *Action Sequence 7 - Collect Income*, near the end of Germany's turn, Germany receives the Middle East IPCs *directly from the Allies, not from the bank*. The Allies must decide among themselves who will pay Germany. The costs may be spread out among the Allies, or one country may bear the burden. If the Allies are unable to decide who pays, Germany will choose!



Example: If Germany controlled Egypt (with an IPC value of 1) and Trans-Jordan (with an IPC value of 2), then Germany's Middle East column on the National Production chart would have a German marker on 3. At the end of Germany's turn, the Allies would have to pay Germany 3 IPCs in addition to the money that Germany receives from the bank.

Note: The loss of Middle Eastern countries does not lower the Allied players' income on the chart.

Middle East Movement Example



Here, Germany already controls Egypt. The Middle East IPC marker is on 1. On Germany's turn, an infantry and artillery unit move into Syria while an armor unit moves two spaces into Trans-Jordan. After the battle, Germany has captured both territories. The marker on the Middle East column is moved from 1 to 4. At the end of Germany's turn, the Allies will have to give the German player 4 IPCs in addition to the income Germany receives from the bank. The U.S. agrees to pay Germany 3 IPCs, while Great Britain pays Germany 1 IPC. The Soviet Union, which has German units approaching from the south, pays nothing.

COMBAT UNITS

Understanding the strengths and weaknesses of the various combat units is one of the keys to victory. A detailed description of each unit is listed below.

Note: The attack and defense factors listed with each unit pertain to the number you must roll on a die to score a hit.

ANTIAIRCRAFT GUN



Movement: 1 land territory per turn

Attack factor: none

Defense factor: 1 (only against enemy aircraft)

Cost: 5 IPCs

Antiaircraft (AA) guns are special land units that help defend a land territory against air attacks. AA guns are neutral-colored and are taken over when located in a territory captured by the enemy. They may fire once at any enemy plane flying over that territory during the *Combat Movement* sequence.

AA guns do not attack like infantry, tanks or artillery. They also may not be moved into an enemy-occupied territory as an attacking land unit. AA guns may be moved to friendly land territories and may be transported to friendly coastal territories or islands by naval transports. AA guns that are carried into an allied territory remain in the possession of the country that moved them there. This ownership can be shown by placing a National Control Marker underneath the piece. AA guns in a captured territory may not be moved in the same turn that the territory is captured.

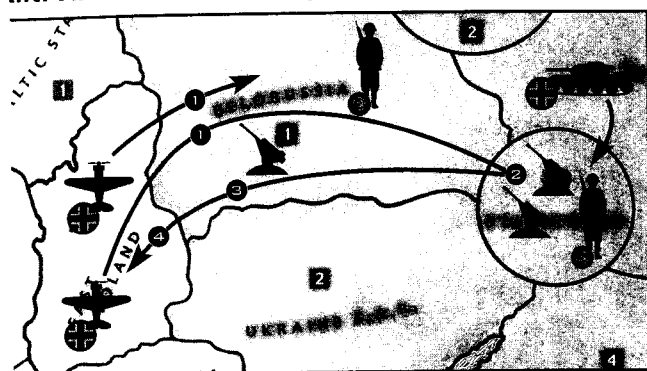
An AA gun in any Middle East territory that's controlled by the Allies may be moved by any of the Allies. However, it can only be moved once per *round*.

Important: When air units fly over an enemy territory on which an AA gun is positioned, the AA gun gets to fire first. Here's how:

- The AA gunner rolls one die for each attacking aircraft. (Dice are rolled together after all planes have flown over or into the territory.) For each "1" that is rolled, one plane is shot down and removed (owner's choice). The planes removed have no chance to counterattack.
- No matter how many AA guns are in a territory, only one die per aircraft is rolled for that territory.
- During the *Non-Combat Movement* sequence, enemy aircraft moving over a territory protected by an AA gun may not be fired upon by the AA gun.



Anti-Aircraft Guns Example



Germany is invading Stalingrad with an armor unit. Germany also sends two fighter planes from East Poland for support. There is an AA gun in Belorussia, which is currently under Soviet control. As the fighters fly over Belorussia, the Soviet player rolls two dice, one for each plane, hoping to roll "1s." The Soviet player rolls a "5" and a "1," scoring one hit.

Fighter A is removed from the board. Fighter B arrives in Stalingrad with the tank, where there are two AA guns under Soviet control. The Soviet player rolls one die for the plane (you only roll one die per plane no matter how many AA Guns are present), and rolls a "4," a miss. Combat then continues, and the lone Soviet infantry unit is wiped out.

During the *Non-combat Movement* sequence, fighter B returns to East Poland. Since this is non-combat movement, the AA gun in Belorussia may not fire at the plane. The two AA guns in Stalingrad are now under German control. They will be used by the German player to hold off any Allied attack to reclaim the Soviet city.

INDUSTRIAL COMPLEX



Movement: 0
Attack factor: 0
Defense factor: 0
Cost: N/A

Industrial Complexes are special land units that do not attack, defend, or move. They may not be built or destroyed during the game. Industrial Complexes serve as a gateway for introducing new combat units onto the gameboard.

Combat units purchased during *Action Sequence 1* may be placed on the gameboard during *Action Sequence 5*, but only in territories with Industrial Complexes that the player has controlled since the beginning of that turn. If you start a turn in control of an enemy territory with an Industrial Complex, you may place units in that territory during *Action Sequence 5*. However, you may only place as many units there as indicated by the IPC value of the territory.

Example: If you control the enemy territory of Stalingrad at the beginning of a turn, you may only place one of your units in Stalingrad at the end of your turn because the IPC value of Stalingrad is 1. Like anti-aircraft guns, Industrial Complexes are neutral-colored and may fall into enemy hands.

Land Units

There are three types of land combat units – infantry, artillery, and armor. These units may only participate in land battles, and only these units may capture a land territory. Land units cost less than other kinds of units. Each has its own strengths and weaknesses.

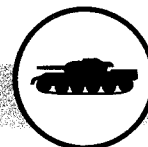
INFANTRY



Movement: 1 land territory per turn
Attack factor: 1 (increases to 2 or less with artillery support)
Defense factor: 2 or less
Cost: 3 IPCs

Infantry units are a good buy for a defensive position because each costs only 3 IPCs, and they defend with a die roll of "2" or less.

ARMOR



Movement: 2 land territories per turn
Attack factor: 3 or less
Defense factor: 2 or less
Cost: 5 IPCs

Armor cost more than infantry, yet they still defend with a die roll of "2" or less. Therefore, as defensive land units, armor are the weaker choice. But as attacking land units, armor are definitely more powerful than infantry. They also have more mobility. They attack with a die roll of "3" or less instead of the weaker infantry attack capability of "1."

You may move a tank through two territories, if the first territory is a friendly territory. However, if the first territory is enemy-controlled, but not enemy-occupied, your tank may "blitz" through it. This is described as follows:



The Blitz:

1. Move the tank into the unoccupied enemy territory.
2. Place a control marker on the territory.
3. Adjust the National Production Chart to show the change.
4. Move the tank into the second territory. The second territory may be an enemy-occupied territory, an enemy-controlled territory, or a friendly territory.

A blitzing tank may also move into the first territory and back to its starting territory on the same turn.

Note: An enemy-controlled territory with nothing but AA guns is still considered occupied, and may not be blitzed through. However, during the *Resolve Combat* sequence, a tank which moved into the territory automatically takes control of the territory without rolling dice.

ARTILLERY



Movement: 1 land territory per turn

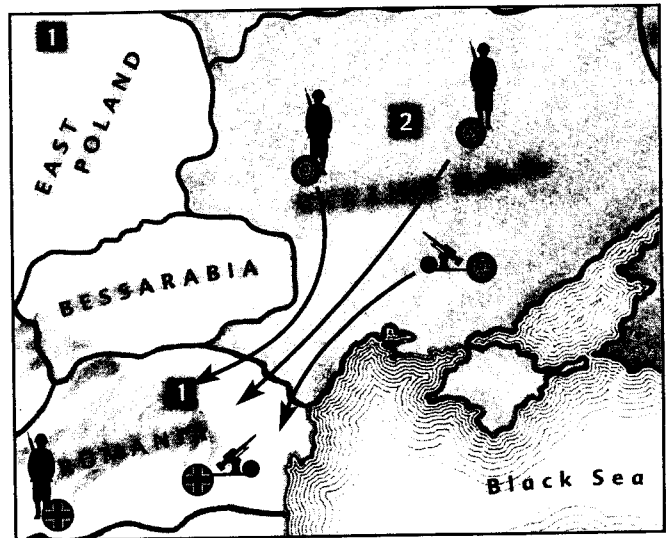
Attack factor: 2 or less (and boosts infantry unit to 2 or less)

Defense factor: 2 or less

Cost: 4 IPCs

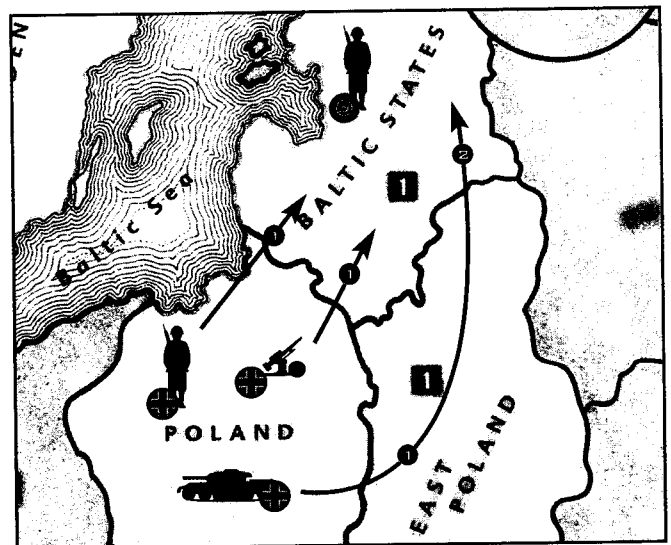
Artillery units attack with a die roll of "2" or less, and defend with a die roll of "2" or less. However, for every artillery unit brought into battle by an attacker, one infantry unit also attacks with a die roll of "2" or less (instead of just "1"). This pairing is on a one-to-one basis. For example, two artillery units attacking with six infantry units would only increase the attack value of two infantry units. The final attack numbers would be four "2s" and four "1s." There are no dice roll adjustments made when artillery and infantry units are *defending* together.

Artillery Movement Example



The Soviet Union is bringing two infantry units and one artillery unit into Rumania to attack the two German units there. The Soviet artillery unit attacks, as does one of the infantry units, both hoping for a roll of "2" or less. The other infantry unit attacks, hoping for a "1," as there is no other artillery unit to pair up with it. The German infantry and artillery units both defend, hoping to roll a "2" or less.

Land Movement Example



A German infantry unit and a German artillery unit both move one territory, from Poland to the Baltic States. The German armor unit performs a blitz, moving through East Poland, a Soviet territory that is currently empty. The German tank captures East Poland without a fight and may join its fellow units for the battle in the Baltic States.

Air Units

There are two types of air units – fighters and bombers. Air units may not capture territories, but may enter combat and then return to a friendly territory. Air units are the only units able to attack and defend both in land territories and sea zones.

BOMBERS

Movement: 6 land and/or sea zones per turn

Attack factor: 4 or less

Defense factor: 1

Cost: 25 IPCs

Bombers may fly the farthest, but they cost more than fighters. Bombers that fly out to attack during *Combat Movement*, must land during *Non-combat Movement*. Bombers may also conduct Strategic Bombing Raids. (See page 15.) They may not do both on one turn.

Bombers must land in a friendly land territory (including an island) within range. They may not land in territories you just captured, nor may they land on aircraft carriers. Bombers may not be sent on “suicide runs” where they go into combat with no place to land afterward.

FIGHTERS

Movement: 4 land and/or sea zones per turn

Attack factor: 3 or less

Defense factor: 4 or less

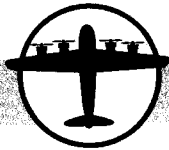
Cost: 12 IPCs

Fighters are very strong defensively, although they have a limited flying range of four spaces. Fighters that fly out to attack during *Combat Movement* (Action Sequence 2), must land during *Non-combat Movement* (Action Sequence 4). Fighters may escort friendly bombers or attack enemy air units during Strategic Bombing Raids. (See page 15.)

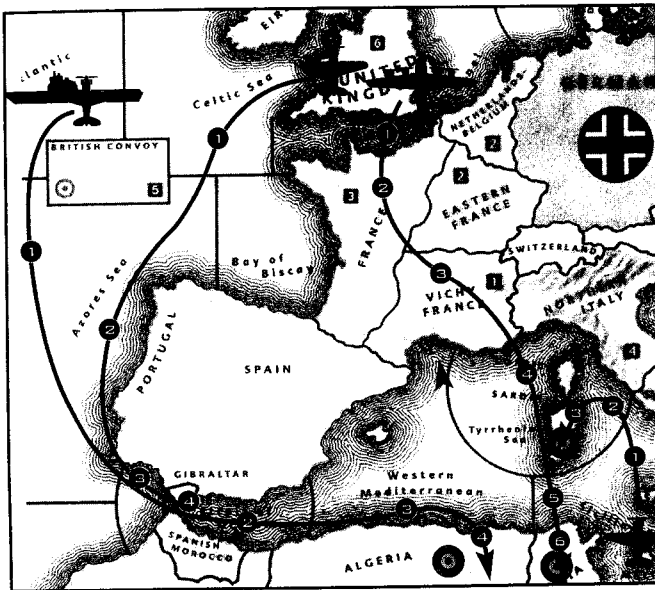
Following are some additional fighter rules:

- Fighters on an island may not defend an embattled sea zone next to them because an island is a separate territory.
- Fighters may not be sent on “suicide runs” where they go into combat with no place to land afterward. However, fighters may be sent on “risky” missions. These are combat movements that need an aircraft carrier to move (or survive) in order to land. If, during combat, the aircraft carrier is lost, then the fighters must finish their movements by landing in another safe territory or carrier within range. If unable to do this, the fighters are lost.
- If you move a fighter its full four-space range into battle with the intent of landing it on a carrier in that battle, then you may not later decide to retreat with other units. If you do retreat your other units, the plane is destroyed. It may not land on the carrier when the carrier retreats.
- Only fighters may land and take off from aircraft carriers. No more than two fighters are allowed on an aircraft carrier. If a fighter on a carrier wants to take off and attack, it must do so from where the carrier is positioned at the start of its turn. When taking off from a carrier, do *not* count the carrier’s sea zone as one space.

Note: There are other special rules for fighter planes aboard aircraft carriers. These rules are explained in the *Aircraft Carriers* section on page 24.



Air Movement Example



Four different British air units are being moved during the *Non-combat Movement* sequence of a turn. A fighter on the aircraft carrier travels one move into the Azores Sea (fighters leaving a carrier do not count the carrier's sea zone as one move), then three more moves, landing in Algeria. The territory in which the plane lands counts as one move.

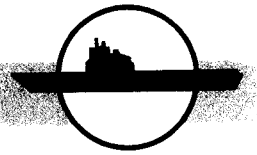
The fighter in Great Britain travels one move into the Celtic Sea. Planes leaving a continent or island must use one movement to travel into a sea zone. The fighter then travels three moves, landing in Gibraltar. The bomber in Great Britain uses all six of its movements to travel to Tunisia.

The fighter in Malta uses three of its movements to travel to Sardinia – one to enter the Sicilian Sea, one to move to the Tyrrhenian Sea, and a third to land on Sardinia. Note that the British captured Algeria, Tunisia, and Sardinia before the start of this turn, allowing Britain's planes to land in these territories.

Naval Units

There are five types of naval units including aircraft carriers, battleships, destroyers, submarines, and transports. Naval units may move either 1 or 2 sea zones per turn. Each type of ship has its own strengths.

AIRCRAFT CARRIER



Movement: 2 sea zones per turn

Attack factor: 1

Defense factor: 3 or less

Cost: 18 IPCs

Cargo capacity: Maximum of 2 fighters

Aircraft carriers have strong defense capabilities. They may attack and defend only in sea zones.

Aircraft carriers may carry (or provide landing spots) for up to two Allied fighter planes. Allied fighter planes may take off and land on a friendly aircraft carrier on their respective turns. Aircraft carriers may be moved during the *Non-combat Movement* sequence to allow fighters to land on them when they would otherwise be out of range.

Aircraft carriers and fighter planes "interact" with each other somewhat differently depending upon whether or not it is the carrier's turn:

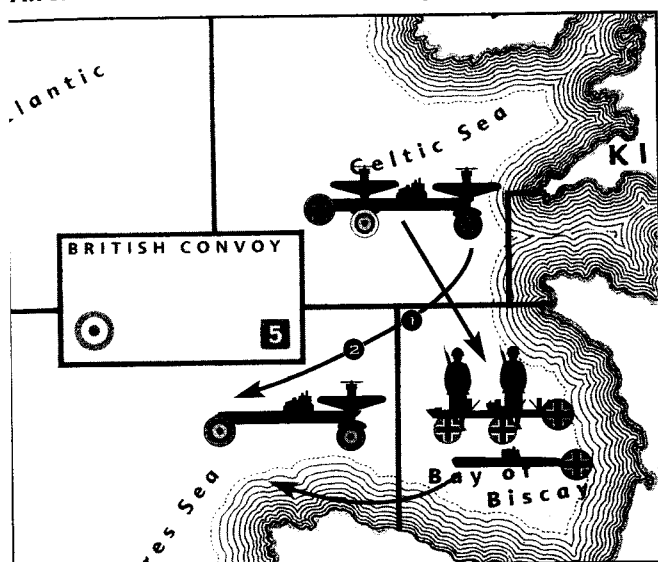
If you own the carrier and it is your turn: You must own the fighter aboard your aircraft carrier in order to move the fighter and/or attack with it. It must also take off before you move the carrier. If the fighter doesn't take off before you move the carrier, the fighter is treated as cargo for the remainder of your turn and may not fly, fight or be used as a casualty. An Allied fighter on your carrier may not take off, as it is not the Allied fighter's turn.

If a fighter lands upon your aircraft carrier during your turn, you may not move the carrier for the remainder of that turn.



If you own the carrier and it is the enemy's turn: If your carrier is defending against an attack, any fighters aboard are allowed to defend, and may be used as casualties instead of the carrier (except against a successful submarine attack). If your carrier is destroyed, your fighters may move up to one space to find a friendly carrier, island or territory on which to land. The landing site must have been controlled by you (or under Allied control) since the beginning of the turn. If your fighters don't find a safe place to land, they are considered destroyed.

Aircraft Carrier Movement Example

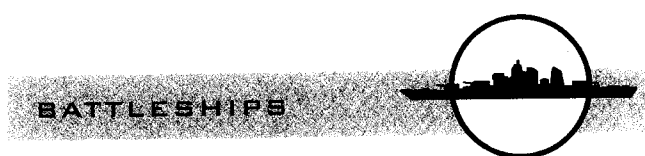


The U.S. player wants to move an aircraft carrier from the Celtic Sea into the Bay of Biscay to attack the German naval force there. A U.S. fighter plane joins the attack by flying to the Bay of Biscay ahead of the carrier. The British fighter aboard may not move, as it is not Britain's turn. It is treated as cargo for the turn.

On the first round, the carrier rolls a "6," missing, but the fighter rolls a "2," scoring a hit. Germany must select a casualty. Since a fighter may not attack a submarine without a destroyer present, Germany must select the transport as a casualty. The two infantry units aboard are also lost. Germany returns fire with the transport and misses with a "2." However, the sub hits with a "2." Since a sub may never attack a plane, the American player must select the carrier as a casualty. The British fighter aboard is lost as well.

In the second round, only the American fighter and the German sub remain. Since subs and fighters may not attack the other, the battle is over and the fighter must find a place to land. The fighter has only moved one space, so it could fly to Great Britain. However, it chooses to land on the British aircraft carrier.

On Germany's turn, the submarine moves into the Azores Sea to attack the British carrier. With its first-strike capability, the sub manages to sink the carrier. (The carrier must be selected as a loss against a sub attack.) The two fighters are considered to be defending in the air, but may not attack the sub. They must now find a place to land that is one space away. Since there is only water and neutral territory one space away, both Allied fighters are lost into the Atlantic.



Movement: 2 sea zones per turn

Attack factor: 4 or less

Defense factor: 4 or less

Cost: 24 IPCs

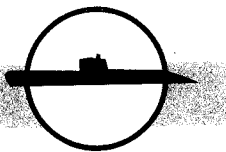
Cargo capacity: 0

Battleships attack and defend in sea zones. These powerful (and expensive) ships attack and defend with a die roll of "4" or less, and must be hit *twice* in the same battle to be destroyed. On the first hit, the ship is laid on its side. It may still attack and defend normally. If hit a second time, the ship is removed. If it does not receive a second hit, it is considered repaired and turned upright at the end of the turn.

Battleships may also support attacks on enemy occupied coastal territories or islands. (See *Amphibious Assaults* section on page 13 for details.)



SUBMARINES



Movement: 2 sea zones per turn

Attack factor: 2 or less (and special "first-strike" ability – see pg 10)

Defense factor: 2 or less

Cost: 8 IPCs

Cargo capacity: 0

Submarines attack and defend in sea zones. They are relatively inexpensive, but they only attack and defend with a die roll of "2" or less.

Following are a variety of rules pertaining to submarines:

- Attacking submarines have a deadly first-strike capability that is negated only by the presence of an enemy destroyer. Defending submarines do not have a first-strike capability.
- Air units may not attack a submarine unless a friendly destroyer is also present in the battle. Submarines may never attack or defend against air units. (But they may submerge.)
- Submarines are the only defending units in the game that may retreat and withdraw from battle.
- If a submarine successfully attacks an aircraft carrier, a fighter plane aboard the carrier may not be chosen as the casualty.
- If an Allied player attacks a German submarine while other Allied naval units are present in the same sea zone – and the German sub successfully returns fire – then the Allies may choose any one of their ships as the casualty.
- Both attacking and defending submarines may submerge to escape combat. They may do so in the same sea zone during the same battle. A submerged sub is turned onto its side to indicate this submerged condition. It remains on its side and may not attack or be attacked again this turn. Submerged subs are returned to their upright position in *Action Sequence 6*.
- Submerged submarines are not considered to be present in a sea zone in which they are submerged. Therefore, transports may move into or through that zone and load/unload during the *Non-combat Movement* sequence.

German Submarines vs. Allied Ships

If one of the Allies attacks a German submarine while other Allied naval units are present in the same sea zone, the combined Allied forces may choose any one of their ships as a casualty if the sub successfully returns fire.

Example

Great Britain's turn: The British attack a German sub that then submerges. At the end of the British player's turn, the sub resurfaces among the British ships.

United States' turn: During the *Combat Movement* sequence, the U.S. moves into the same sea zone as the German sub and attacks it.

Following the U.S. attack on the submarine, the sub may do either one of the following:

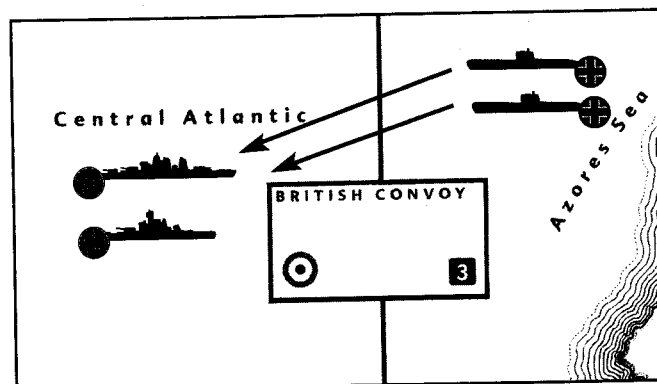
A. If the sub was hit, it may still take a "parting shot" at the Allied ships present.

(or)

B. If the sub was not hit, it may either submerge again or fire back.

Either way, the combined Allied forces must choose one of their ships as a casualty should the sub have a successful hit.

Submarine Movement Example



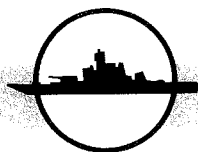
The German player rolls two dice, hoping for a "2" or lower. The roll is two "2s" – two hits! The U.S. player tips his battleship on its side, showing it has taken one hit. He then selects the destroyer as a casualty, moving it into the *Casualties* area. Because of the destroyer present, these hits are not "first shots." The U.S. player rolls two dice, hoping for a "3" for the destroyer and a "4" for the battleship. The destroyer misses with a "5," but the battleship hits with a "4." Germany loses a submarine.



In the second round, the German submarine now gets a first shot because there is no longer a destroyer in the battle. The submarine misses with a roll of a "5." The battleship counterattacks, but misses with a "6." Not wishing to push his luck, the German player decides to submerge the remaining submarine and tips it on its side.

With the sub submerged, the battle is over. At the end of the German player's turn, both the submarine and the battleship are uprighted. On the United States' turn, the combat will resume in this sea zone unless the American moves the battleship out during the *Combat Movement* sequence.

DESTROYERS



Movement: 2 sea zones per turn

Attack factor: 3 or less

Defense factor: 3 or less

Cost: 12 IPCs

Cargo capacity: 0

Destroyers attack and defend in sea zones. They may also support attacks on enemy-occupied coastal territories or islands. (See *Amphibious Assaults* section on page 13 for details.) Destroyers are particularly effective against submarines. They eliminate an attacking submarine's first-strike ability and also allow friendly air units to attack enemy submarines.

If all destroyers in a battle are taken as casualties, then fighter planes lose the ability to attack submarines, and submarines regain their first-strike capability, if applicable.

TRANSPORTS



Movement: 2 sea zones per turn

Attack factor: 0

Defense factor: 1

Cost: 8 IPCs

Cargo capacity: 2 land units
(any combination except with armor units)

A transport may carry land units across sea zones to other land territories and unload them there. A transport may hold one armor unit, or two of any other land unit (including AA guns) in any combination.

Transports unload into a *friendly* territory during the *Non-combat Movement* sequence. When transports unload into an enemy territory during the *Combat Movement* sequence, it is called an Amphibious Assault. (See page 13.)

A transport may move 0, 1 or 2 sea zones, and unload its land unit(s) in the same move. The land unit(s) may be picked up before, during or after the transport moves. During play, units being transported are placed with the transport directly in the sea zone.

Example: A transport could pick up one infantry unit, move one zone and pick up an antiaircraft unit, move into another zone and unload both units in the same move.

Transports may also pick up 2 units from 2 different territories that are adjacent to the same sea zone. The units do not have to be unloaded either – a transport could move up to 2 sea zones and remain at sea with the cargo aboard. However, once a transport unloads, its move is over. It also may not unload in two different locations during the same turn, even if the locations both share the same sea zone. Transports do not have to unload all of their cargo when unloading.

Transports may also carry Allied land units, but this is a three-step process.

1. The Allied units must board on the Allied unit's turn.
2. Then, they move (or stay in place) with the transport on the transport owner's turn.
3. Finally, they are unloaded on the Allied unit's next turn.

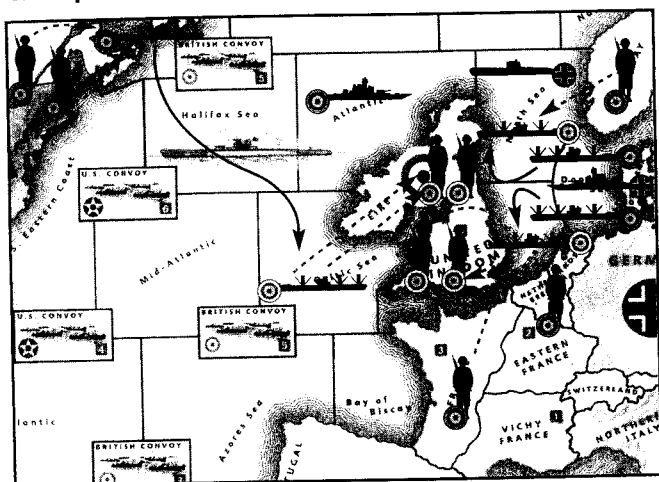
Following are additional rules pertaining to transports and the units aboard:

- Units may load and unload on the same turn, only if the units are from the same country as the transport, and that the transport has not been in combat that turn.
- Moving a land unit into and out of a transport counts as that land unit's full move. The land unit may not move to additional territories after landing, nor may it move to a territory and then board a transport on the same turn.
- A transport may not load or unload its cargo directly to or from another transport.
- A transport that starts a turn with enemy ships in the same sea zone may not load or unload in that sea zone. It may move out of an enemy-filled sea zone and into a friendly or empty zone, where it may load or unload normally. A transport that moves in this way is not considered to have been in combat this turn.



- A transport that has been in combat may load OR unload after combat, but not both. It may not move.
- A transport must unload all units into the same territory. It may not split units into two territories.
- Transports may not attack but may defend in sea zones.
- Any land units aboard a transport that is attacked may not fire back. If the transport is destroyed, the land units aboard also "go down with the ship" and are removed.

Transport Movement Example



On Britain's turn, it uses several transports. The transport next to Canada picks up two Canadian infantry units, moves two zones to the Celtic Sea and unloads the two units into Great Britain.

The two transports next to Denmark start their turn in the presence of an enemy destroyer. Neither may load nor unload in that zone, but both transports may move. One moves into the English Channel, where it picks up two infantry units from two different territories adjacent to the English Channel. It may unload them on this same turn into the same territory (in this case, Great Britain). The other transport moves into the North Sea, along with a British destroyer, where a German sub awaits. The destroyer sinks the sub, ending combat.

Since the transport was in combat (but now has a clear sea zone), it may unload or load units, but not both. An infantry unit in Norway enters the transport but may not be unloaded this turn. The transport may not move again this turn because it has been in combat.

We will be happy to hear your questions or comments about this game.
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