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Setting up Naval Units 11

1.1 Infantry:

Normal infantry units may be built on any territory without the need for factories under the following rules;

1. The territory or area must have a point value.
2. The Territory must have been held by friendly forces at the beginning of the turn.
3. Troops being built may only be Infantry.
4. Infantry pays the normal cost.
5. The placing of Infantry on a non-factory Area is restricted to the point value of the Area.

***EXAMPLE:** Brazil has a point value of three. The owning player may build up to three normal Infantry on Brazil per turn, without having to build a factory.*

1.2 Factories:

Factories may only be built in Areas that have a printed point value. The number of pieces being built, excluding infantry, is restricted to the point value of the Area.

EXAMPLE:

Brazil has point value of three. The owning player may build up to three units of any type and also, place up to three infantry per turn.

1.3 Battleships:

It takes 2 hits to sink a Battleship. Once hit, a Battleship is turned on its side to reflect it's new status. A Battleship that has been hit once may not be used in an attack. It defends on a 3, and moves normally. A damaged Battleship may not perform Shore Bombardment.

Battleships may be repaired. However, they must be in a friendly Land/Sea Area in order to be repaired. The Land/Sea Area does not need to have a factory or a printed strength. Repairs can only be made during the Active players turn and only during the Build Portion of the phase. On the turn that a Battleship is repaired, it may not move; it is considered in Port being repaired.

The roll of 2 D6 and adding both of them together determines the cost of repairing a Battleship. The total of both die is the number of IPC's to repair the ship.

Once sunk, a Battleship may not be repaired. Only a new one can be built.

1.4 Cruisers:

Cruisers have been included in these rules and represent smaller formations of Ships. Cruisers attack on a 2; defend on a 3; and move 2. The IPC Cost is listed for each country on the Reference Charts. Cruisers take 1 Hit to sink. They may not be repaired. Cruisers may perform Shore Bombardment. They Hit on a 2 or less. They may not be used to transport Ground Troops.

1.5 Paratroopers:

Any Major Power at an cost of 4 IPCs may build paratroopers. Paratroopers may only be built on Areas containing a factory. Each Major Power may have up to 4 paratroopers. Paratroopers may be rebuilt if they are eliminated.

Paratroopers may only be dropped from a Bomber. A Bomber can carry one Paratrooper and it may not perform any Bombing Missions for that Turn. Both, the Bomber and the Paratroop Unit must start from the same Area. If a bomber, that is transporting a paratrooper, is destroyed, the paratrooper is also eliminated.

Paratroopers attack on a 2; and, defend on a 2.

1.6 Cost Changes:

Some cost changes have been made for better historical accuracy. By looking at the new Reference Charts, you will find that the basic costs (ranging from infantry to ships) will vary from Nation to Nation. This allows for more historical accuracy based on economic and social conditions for each Nation.

1.7 Technology:

Tech rolls may be made at a cost of 7 IPC's for each Tech Roll. Each player may attempt only 1 Technology, per turn. However, more than one attempt for that Technology may be made. The player must state for which Technology that he is making the attempt for and, immediately, pays the appropriate IPC's to the bank before making the Roll. Regardless of the outcome of the Roll, no money is to be refunded for a failure. The U.S. and Russia may not make Technology Rolls while they are neutral. Industrial Technology does not lower the cost of building Infantry, paratroopers, marines and rangers. Once a certain Technology has been discovered, any player may have that Technology on the very next turn by simply paying 10 IPC's to the bank for developing costs.
EXAMPLE: The U.S. Player makes a Tech Roll of Heavy Bombers on Turn 4. On Turn 5 any player, including the Axis Players, may build Heavy Bombers providing they pay the one time, 10 IPC developing cost.

1.8 Heavy Bombers:

Each Nation cannot have more than two Heavy Bombers. They may be rebuilt if they are destroyed. Heavy bombers attack and bomb using three dice instead of one.

Heavy Bombers must be replenished after each use. It cost 5 IPC's to re-arm a Heavy Bomber. Heavy Bombers are replenished at the start of the player's turn, when the IPC's are spent, and need not be at a factory.

Heavy Bombers are treated as normal bombers, if the 5 IPC point cost for re-arming is not paid.

Heavy Bombers may be used to transport two (2) Paratroop Units without having to pay the re-arming cost. However, the Heavy Bomber may only perform one Mission at a time. They cannot be used for a Bombing Mission and on the same Turn be used to transport Paratroopers.

1.9 Anti-Aircraft Guns (A/A guns):

A/A Guns may also be used as Anti Tank guns, but never as both in the same round. When used as Anti Tank Guns, tanks rather than air units are targeted. The defending player must declare how his A/A guns are to be directed before the start of combat. Any number of A/A guns may be used in an Area at a time. A/A guns may be destroyed in order to satisfy a loss.

1.10 Artillery:

A/A guns may also be used as Artillery when attacking. A/A Guns may move and fire as artillery. When used as artillery, A/A guns attack on a 1 and destroy only infantry and are treated as normal units.

A/A guns always defend as Anti Air or Anti Tank Guns and may not defend as artillery.

1.11 Rockets:

Rockets may be used as long-range artillery. However, you must have Rocket Technology in order to do so. Rockets, unlike normal artillery, may attack or defend from an adjacent Area. They may attack or defend in the same Area or be one Area away.

Rockets attack on a 2. They may only be used to destroy infantry and are treated as normal units. Rockets may move and fire. Rockets firing from an adjacent area may not be destroyed to satisfy a loss. Only if, they are in the same area as the attacking/defending units can they be destroyed to satisfy a loss. Rockets may either function as long range artillery or as rockets during a turn, but never both.

MULTI NATIONAL FORCES

2.1 Allies:

On the Allied side, only American, British and French Units may share the same Area. The use of a Multi National Force, other than these, for making an attack is prohibited. No Allied Units are allowed to share the same Area with a Russian or Chinese Unit. Any time an Allied Unit shares the same Area with a Russian Unit, any or all Allied Units are considered interned and removed from play. The Russian player immediately collects from the bank one (1) IPC for each unit removed. This reflects any salvageable material that the Russians can use.

French Forces are considered as British Forces at all times. The British player conducts the French and British turns simultaneously and a combined force can be used to make an attack.

When attacking a Multi National Force, the attacker always has the option to declare which defending side will remove casualties first.

2.2 Axis:

Japanese and German Forces may share the same Area. However, they may only defend as a Multi National Force. They may not attack as a Multi National Force.

When attacking a Multi National Force, the attacker always has the option to declare which defending side will remove casualties first.

LEND LEASE

3.1 America:

The U.S., until it is at war, may only give aid to the Allies in the form of money. The U.S. player may give Lend Lease to any Allied player. However, any money being paid to an Allied player is subject to Axis intervention. One Axis player rolls 1 D6 for each Allied player receiving Lend Lease.

- On a roll of 1: all money to that country is lost and returned to the bank.
- On a roll of 2: half the money is lost (round up).
- On a roll of 3: one third of the money is lost (round up).
- On a roll of 4-6 all money is safe.

The U.S. player may only make one attempt to each Nation per turn and only if that Nation is at war with an Axis Nation. While neutral, Russia for example, could not receive U.S. Lend Lease. The U.S. player may never spend more than half of his National Production on Lend Lease (Round up).

3.2 Britain:

Britain may only give Lend Lease to the French and Minor Allies. The amount may never exceed 10 IPC's. It is subject to Axis intervention and a die roll, as in 3.1 for each attempt.

3.3 All others:

No other Nations may give Lend Lease to another Nation.

STRATEGIC MOVEMENT

4.1 Railroads:

Strategic Movement is in the form of Rail Capacity. Each Nation has its own Rail Capacity.

Strategic Movement takes place during the **Non-Combat** portion of the turn. Rail Movement is unlimited, provided that the owning player can trace a line that is un-interrupted by an enemy unit, does not cross a Neutral border, cross a Sea Area, or an Ocean area. The Suez Canal, Panama Canal, or the Turkish Straits do not block rail movement.

Only units that did not move in the turn sequence are eligible to use Rail Movement.

ORDER OF BATTLE

5.1 Sequence of play:

The order of Battle for each game turn is determined for each Nation as follows:

1. **GERMANY** (Has two impulses on the first turn only.)
2. **BRITAIN** and Minor Allies.
3. **JAPAN** (May use two impulses as a surprise attack.)
4. **RUSSIA**
5. **UNITED STATES** and China.

GERMANY

6.1 Declaration of War:

Germany starts the game by being at war with Britain, France and Poland.

Germany may declare war on the U.S., Russia and China at any time at no IPC cost. Germany may invade any neutral country at any time and does not pay any IPC cost for invading neutrals, except Switzerland. (See Switzerland 6.12)

6.2 Axis Germany:

Axis Germany consists of the combined Countries of Germany, Italy and Romania. Romania, due to map board restrictions, includes Bulgaria and Hungary. There are some restrictions as to the use of these Axis Minors, however, the restrictions do not affect the IPC's that Germany is to receive.

There are some penalties that the Germans suffer during **First Time** Invasions by the Allies of these Axis Minors. However, those penalties are suffered only once and are not suffered during later attempts.

6.3 Italy:

German forces in Italy, Libya and Italian East Africa may not be moved, or attack until France has been conquered. They may defend normally. They are activated immediately on the turn that France falls. Should France fall on Germany's first impulse, Italian units may be moved and used in the second impulse for any attack. The first time that Italy has been conquered by an Allied player, the German player must pay 4 IPC's to the conquering player and 3 German Infantry Units must be eliminated. The German player decides which Infantry is to be eliminated.

6.4 Romania:

Axis forces in Romania may not be moved, or attack until Germany declares war on Russia. They may defend normally. Additional forces may not be built there, unless at war. German Units may pass through freely, provided their movement does not end in Romania. Once Germany is at war with Russia, the restrictions no longer apply.

If at war with Russia and the first time that Romania is conquered, the German player must pay 3 IPC's to the conquering player and 2 German Infantry must be eliminated. The German player decides which Infantry is to be removed. This penalty is not suffered if Romania is Neutral.

6.5 German Surrender:

Germany does not surrender as long as Italy remains active. If Germany is conquered; the German player must pay half of his IPC's immediately to the conquering player. The German player must also eliminate four Infantry. The German player decides which units are to be destroyed.

6.6 German-Russian Treaties:

Until Germany declares war on Russia, or the beginning of game turn 5, Germany receives an additional 5 IPC's per game turn. This represents vital resources that were important to the German war effort.

6.7 German Influence:

FINLAND:

If, Finland has not been conquered by the Russian player by the end of Game turn 1; Finland and all of her troops are then under immediate German control. Russia may not, until at war with Germany, make another attempt to attack Finland. As long as Finland remains Neutral, all Finnish Infantry defends on a 3.

SPAIN:

On the game turn that Germany receives 50 or more IPC's, the German player may attempt to influence Spain in joining the Axis. The German player rolls 1 D6, and on a roll of 1-2 the attempt is successful. On a successful roll, Spain and all of her armies and territories immediately join the Axis, at no cost.

Only one attempt per game turn may be made.

Note: Use German counters for Spanish Troops and adjust the IPC level accordingly.

When adding up the IPC total, the free IPC's that Germany receives from Russia and Sweden do not count as the total.

TURKEY:

On the game turn that the German player receives 55 or more IPC's, Germany may attempt to influence Turkey in joining the Axis. *Apply Spanish rule.*

IRAQ:

On the game turn that Germany conquers Egypt, Germany may attempt to influence Iraq in joining the Axis. *Apply Spanish rule.*

SWEDEN:

Historically, Sweden supplied Germany with vital resources and as long as Sweden has not been conquered by an Allied player, the German player receives 2 IPC's, per turn, from Sweden.

CHILE and ARGENTINA:

The German player may foil any attempt by the U.S. from using its influence on these two countries by making it more expensive for the U.S. player, and at a greater **risk!**

The German player waits until the U.S. player attempts Economic Conquest of either, or both countries and pays any number of IPC's to the bank. The U.S. player must then match the additional IPC's or give up the attempt, in which case all the money from both sides is forfeited.

***EXAMPLE:** Chile is worth 2 IPC's; the U.S. player must pay 4 IPC's for the attempt. The German player decides he will spend 2 IPC's and pays the bank. The American player must now pay an additional 2 IPC's or give up the attempt. If, the American player pays the 2 IPC's, he may then proceed with the attempt, but with a greater risk. On a roll of 1-2 the attempt is successful and the American player adds Chile to his Territories, however on a roll of six Chile joins the Axis.*

Germany may do this at any time the U.S. player makes an attempt to influence Chile, or Argentina. Should the German player not attempt to influence, then the U.S. player may make a normal influence roll and not risk losing Argentina and Chile to the Germans.

6.8 Hitler Assassination:

The German player may make one roll on 1 D6 in an attempt to Assassinate Hitler.

- On a roll of 1-2 the attempt is successful and Germany gets a permanent 5 IPC increase per turn for the remainder of the Game.
- On a roll of 3-5 there is no result.
- On a roll of 6 the German player must immediately destroy and remove from play 2 infantry units and 2 armor units. The German player decides which units are to be eliminated.

The assassination attempt may only be made once. The German player decides, if, and when to make the roll. The roll does not have to be made, nor, is there a turn limit when the roll must be made. It can only be made during the Build Phase of the German players turn.

6.9 SS Panzers:

Beginning on the fifth game turn, the German player may build 4 Armor units as SS Panzer. SS Panzers can only be built on Factory Sites and cost an additional 1 IPC. SS Panzers have an attack factor of 4 and defend on a 5. They may be rebuilt if they are destroyed.

6.10 SS Panzergrenadiers:

Beginning on the third game turn, the German player may build 6 Infantry as SS Panzergrenadiers. SS Grenadiers may only be built on Factory Sites and cost an additional 1 IPC. SS Grenadiers have an attack factor of 2, defend on a 3 and move at 2. They may be rebuilt if they are destroyed.

6.11 German U-Boat Pens:

For a cost of 6 IPC's the German player may build and place one U-Boat pen. The pen must be built on a factory site and on a coastal area. Once placed the pen may not be moved. The pen has a permanent A/A capacity that is used to defend subs and other naval units from attacking aircraft. The pen may only be used against attacking aircraft.

Combat is treated like a normal A/A gun, except that the pen defends on a 2. Each hit scored by attacking aircraft causes one loss to a submarine. A hit scored by attacking aircraft on an empty pen, damages the pen. It takes 2 hits to destroy a pen. A damaged pen may be repaired at a cost of 3 IPC's. Any number of pens may be built, but only one may be placed on an area.

Only the German player may build sub pens and he may use other colors that are available.

6.12 Switzerland:

When invading Switzerland, the German player must pay the bank 10 IPC's. The German player is not allowed to use tanks in his attack. All Swiss infantry defend on a 3.

6.13 German Blitzkrieg:

In order to simulate German surprises and earlier successes, the German player starts the game with two impulses. The German player must use his two Impulse Moves on the first turn. It may not be used thereafter or in any other game turn. Beginning on game Turn Two Germany resorts to normal game sequences.

FIRST IMPULSE:

1. German player pays for builds.
2. German player makes his moves.
3. German player makes his attacks.
4. If France falls on the first impulse, resolve Vichy Rule immediately.
5. German player makes any non-combat moves with only those units that did not previously move.
6. German player places his builds. If the German player declared war on Russia he may place any number of builds in Rumania. If France fell on the first impulse then the German player may place units in Italy and Italian territories.
7. End of first impulse.

SECOND IMPULSE:

1. German player may move any or all of his pieces again. If France fell on the first impulse the German player may use and move Italian pieces and attack.
2. German player makes any additional attacks.
3. German player makes any additional non-combat moves with any unit that did not move during the second impulse.
4. The German player now adjusts the IPC level accordingly and collects his money from the bank.
5. End of second impulse.

6.14 German Rail Capacity:

Germany has a Rail Capacity of 4. The German player may rail any four Land Units. German

Rail Capacity may only be used in Europe and Asia.

JAPAN

7.1 Declarations of War:

Japan starts the game by being at war with China. The Chinese conflict is not a declaration of war against the U.S., Britain (and her Allies), nor Russia.

Japan may attack any Major Power on any turn, except Russia. Japan may attack any Neutral country that it wishes and does not have to pay any IPC cost when attacking a Major Power or a Neutral country.

7.2 Sino-Soviet Pact:

Japan may not attack Russia until the sixth game turn. If Russia declares war on the fifth game turn and attacks, all Japanese Infantry defend on a 3 for that turn.

7.3 Thailand:

Japanese Forces in Thailand may not move or attack unless Japan is at war with a Major Power.

If attacked first, Japanese Units defend normally. The Japanese player may not place builds in Thailand until Japan declares war on a Major Power.

7.4 Influence:

FRENCH INDO-CHINA:

Japan may attempt to influence French Indo-China if a Vichy government has been established there. If, a Vichy Indo-China exists, Japan may pay 2 IPC's to the bank and roll 1 D6. On a roll of 1-2 the attempt is successful, and all forces in French Indo-China come under Japan's control. Replace Vichy Forces with Japanese Forces. Japan may only make one attempt per turn.

7.5 Sneak Attack:

Japan may do 1 two-impulse attack which may come at any turn but it can only be used only once. There is no game turn limit as to when it is to be used and it may be postponed indefinitely. Follow the same two impulse sequence as described in Germany (See 6.13).

7.6 Banzai Attack:

The Japanese player can make three separate Banzai Attacks per turn at no additional cost. All participating Infantry Units attack on a 2 for one round of combat only.

Once a Banzai Attack has been declared the Japanese player must see the attack to a conclusion and he is not allowed to call off the attack.

Example: The Japanese player attacks a Chinese country with 5 infantry. He chooses to use a Banzai Attack on his first round of combat, all his infantry attacking this country hit on a 2 or less for that round of combat.

7.7 Kamikaze Attack:

The Japanese player may perform one Kamikaze Attack per turn on a target of his choosing at no additional cost. The fighter or bomber performing the attack may use up all of its movement to reach the target and gets one round of combat and attacks on a five or less. The Kamikaze Fighter or Bomber is then destroyed and removed from play.

If a hit occurs, the target chosen by the Japanese player must be destroyed and removed from play. Or in the case of a Battleship, one hit of damage must be inflicted immediately.

7.8 Home Defense:

All Japanese infantry defending the Island of Japan defend on a 3.

7.9 Japanese Surrender:

Japan surrenders when an Allied player successfully occupies Japan. All surviving Naval, Air, and Ground Units may continue fighting and attempt to retake Japan during the next Japanese turn phase. If no such an attempt can be made, or fails any surviving Japanese forces are removed from play and Japan must surrender all IPC's to the conquering player.

7.10 Rail Capacity:

Japan may rail any two (2) ground units anywhere in Asia.

BRITAIN, EUROPEAN ALLIES

8.1 Declarations of War:

Britain starts the game turn by being at war with Germany. Britain may not attack Japan unless attacked first by the Japanese, or until game turn 6.

When Britain invades a Neutral Country the British player must roll 1 D6. The roll is successful if it is higher than the printed IPC level of that Neutral Country and combat occurs. If the roll is equal to or less, the attempt is unsuccessful. If the attempt fails, the British player must retreat all of the participating units to the nearest British held Area and pay the bank 5 IPC's. The British player is then never allowed to invade that Neutral Country again.

Until Britain is formally at war with Japan the British player may not hinder Japanese movement on the high seas or place any Naval Unit on any Japanese Land/Sea Area containing a Factory.

Until Britain is at war with Japan no British units are allowed in the East Indies to bolster Dutch defenses.

8.2 Conquest of Britain:

Whenever Britain is conquered by the Axis; the British player must pay 10 IPC's to the Axis player and drop his IPC level by 8. The British player then announces a Government in Exile, and establishes a new Capitol either in, Canada, Australia, South Africa or India. Upon the establishment of a new Capitol, the new Area, which is chosen, the new area becomes worth twice its printed value. Britain is only conquered if these four Commonwealth countries are also conquered.

8.3 Poland:

If the German player does not conquer Poland at the end of the first game turn, Poland falls under British control and British pieces are used to replace Polish pieces. The British player is then allowed to build there and adjusts his IPC level accordingly.

8.4 France:

The British player controls all of France and her Colonies and Minors unless an sixth or seventh player is active. However, all French money must be kept separately, and is to be used only to build French Troops in Free French Territories or other Minors. The British player may use British money to build French Forces, however this can only occur as Lend Lease and is subject to Axis intervention. France is also eligible for U.S. lend lease. (See 3.1)

8.5 Fall of France, and Vichy France:

When an Axis player conquers France, the British player gives the conquering player 3 IPC's from the French money and lowers France's IPC level accordingly.

The British player then rolls 1 D6 for each French Fleet in the Atlantic and Mediterranean. On a roll of 1 the French Fleet joins the Axis. On a roll of 2-4 the fleet is scuttled and removed from play. On a roll of 5 the fleet becomes Vichy French and immediately moved to the nearest Vichy Land/Sea Area. On a roll of 6 the fleet is Free French, but under British control and French pieces are replaced with British pieces. The British players then use the same steps to resolve the fate of the French Fleet in the Mediterranean.

The British player then rolls 1 D6 for each French Territory that is not already controlled by the Axis. On a roll of 1-3 the Territory becomes Vichy, and on a roll of 4-6 the Territory remains Free French.

THE FRENCH TERRITORIES ARE:

Morocco, Algeria, French West Africa, French Equatorial Africa, Madagascar, Syria, French Indo-China, the Mauritius Islands, the Fiji Islands and the Society Islands.

The German player then places German Control markers on all Vichy Territories in Africa, the Middle East and Indian Ocean and removes any non French Forces from play, and adjusts his IPC level accordingly.

The Japanese player would then do the same for French Indo-China and any Islands in the Pacific Ocean.

The British player will then make the adjustments on the French IPC level, subtracting the points for any Territories that France may have lost. No IPC payments are made for lost Territory.

8.6 Treatment of Vichy Territories:

Although the Axis players get IPC's each turn from the Vichy Territories, they are never allowed to build troops there, nor may the Axis troops pass through Vichy Territory. If a Vichy Territory is attacked by an Allied player and not captured the Axis player would then replace the Vichy units with his own and be allowed to build. However, this only affects those Territories that are attacked and not captured by an Allied Player.

Vichy Territories recaptured by British, Free French or U.S. Forces resort to Free French.

If, for any reason any Vichy Territory is attacked by an Axis player, all Vichy Territories, unless occupied by an Axis player resort to Free French.

Vichy troops defend at normal no matter who is attacking. Vichy forces may not move during the game. Vichy naval units never block a sea zone.

If an Allied player captures a Vichy Territory and the Territory contains a Vichy fleet the fleet then becomes Free French.

8.7 Belgium:

Belgian IPC's may only be used by the French player and French Units are used to represent Belgian Units.

THE BELGIAN COLONIES ARE:

Belgian Congo.

8.8 The Netherlands:

The French player uses the Dutch IPC's and French units are used to represent Dutch and Belgian units. The Dutch Fleet in the Pacific may not be moved until Japan is at war with a Western Power, or turn 5.

THE DUTCH COLONIES ARE:

Dutch East Indies, Java, Borneo-Celebes and New Guinea.

8.9 British Influence:

SAUDI ARABIA:

Whenever an Axis player conquers Egypt, Britain may attempt to influence Saudi Arabia. The British player pays the bank 1 IPC for the attempt and rolls 1 D6. On a roll of 1-2 the attempt is successful and Saudi Arabia joins the British Commonwealth. Only one attempt per turn may be made.

On a successful attempt, adjust the IPC level and place the appropriate amount of troops there using British pieces.

8.10 British Home Defense:

Whenever Britain is invaded all British Infantry defend on a 3 and all fighters defend on a 5. This is only good in the British **Home Country**.

8.11 Rail Capacity:

Britain Has a Rail Capacity of 2. It may be used to transport any two (2) ground units in Asia, Africa and Europe.

The U.S. player is allowed to use British Rail Capacity.

UNITED STATES and CHINA

9.1 Declarations of War:

The U.S. may not attack an Axis Player prior to game turn 6 unless it is attacked first. Certain attacks by the Axis can prompt the U.S. into the war earlier as explained below. The *Japan-China* conflict has no bearing on an American entry into the war. However, China is eligible for Lend Lease.

The U.S. is immediately at war with Germany and Japan if Germany attacks any Country or Territory in North and South America or if Japan attacks any British, French, Belgian and Dutch Territories.

The U.S. may not invade a Neutral Country. Instead, the U.S. may attempt to persuade Neutral Countries to join the U.S. through the use of Economic Aid. (See 9.2)

While neutral the U.S. Player may not hamper or interfere with Axis Naval or ground units. The U.S. player while neutral cannot place U.S. Units in Britain, Africa, Canada, Australia, Asia or any Area that is not his.

No U.S. fleet movement is allowed in any Land/Sea Area that contains an Axis Factory. For all intents and purposes the Axis player can always choose to ignore and pass through any U.S. fleet while the U.S. is neutral. While the U.S. is neutral the U.S. player may not close off the Panama Canal to an Axis player.

9.2 Conquest Through Economic Aid:

1. Conquest through Economic Aid is limited to the Western Hemisphere.
2. The U.S. player announces which Minor country, or Countries he wishes to gain.
3. The U.S. player then pays the Bank twice the IPC value of the Country.
4. The U.S. player then rolls 1 D6. On a result equal to or less than the printed IPC value of the country the roll is successful and that Country belongs to the U.S. player, including any Armed Forces. Refer to the Minor Country Chart for the Armed Forces, and use U.S. playing pieces. The U.S. may place builds there. Adjust IPC levels accordingly.
5. The German player may intervene in Argentina and Chile. (See German Influence 6.7.)
6. The U.S. may make one attempt per country each turn.

9.3 National Guard

The First time that either the Eastern U.S., Western

U.S., Alaska or Hawaii are attacked by an Axis player, the U.S. player automatically activates the National Guard at no cost. Up to six Guard units may be placed. They may only be placed in the Eastern and Western U.S. Once activated, they are treated as normal infantry.

9.4 Marines and Rangers:

Beginning on Game turn 5, the U.S. player may designate 4 Infantry during any amphibious invasion as either Marines or Rangers at no additional cost. Marines and Rangers attack on a 2. Units designated as such, revert back to normal Infantry after the attack.

9.5 Armored Infantry:

Beginning on game turn 5, the U.S. player may build up to 6 Infantry as Armored Infantry at an additional cost of 1 IPC each. They must be built on a factory site. Armored Infantry has a movement of 2, attack on a 2 and defend on a 3. Units destroyed may be rebuilt.

9.6 Transports:

Beginning on game turn 5, the U.S. player may designate at no additional cost 2 transports to carry 1 Infantry, and 1 Armor, at any time. For transport purposes, an Armored Infantry Unit counts as an Armor Unit.

9.7 Peace Time Production:

Until the U.S. is at war or game turn 6, the U.S. only receives 17 IPCs per turn. Until it is at war the U.S. may only give aid to the allies in the form of Lend Lease and only to those Allies that are at war with the Axis.

9.8 Surrender:

The U.S. surrenders when an Axis player has conquered both the Western and Eastern portions. The Axis receives an immediate victory if they conquer the U.S.

9.9 Rail Capacity:

The U.S. has a Rail Capacity of 6 and it may be used to rail British Troops. Rail Movement is restricted to the Western Hemisphere.

9.10 China:

The U.S. player must keep all Chinese money separate from U.S. money. Except for Lend Lease, no U.S. money can be used to build troops in China. All Lend Lease is subject to Axis Intervention (see 3.1). No Chinese money is allowed to be used for U.S. builds.

The U.S. may have up to 1 Fighter aircraft in China. This unit is considered to be an all-volunteer force and in no way reflects U.S. and Japanese relations if it is destroyed. This unit is considered to be a Chinese Unit. This unit is the only American Unit that is allowed in China. If destroyed, the U.S. player may transfer another "Volunteer" fighter to China.

No other U.S. troops may be built or enter, China. The U.S. may not build a factory in China.

9.11 Chinese Infantry:

When attacking, all Chinese Infantry may or may not attack. The U.S. player rolls 1 D6 for the results.

TABLE: (Round up)

On a roll of 1: The attack is called off.

On a roll of 2: Only 20% of the infantry participate.

On a roll of 3: Only 40% of the infantry participate

On a roll of 4: Only 60% of the infantry participate

On a roll of 5: Only 80% of the infantry participate

On a roll of 6: All but one infantry participate

Chinese Infantry may never attack outside of China, except for Manchuria and Korea. (Which the Chinese believe, for some reason, is theirs.) Only Chinese Infantry is required to make the participation roll. The U.S. Volunteer Unit, or any other Chinese Unit does not have to make the roll.

CHINESE INFANTRY:

1. Cost 2 IPC's
2. Moves normally
3. Attacks on 1.
4. Defends on a 2 or less.
5. Requires a committal roll when attacking.
6. Chinese Infantry may not be used in a Multi National Force.

9.12 Chinese Rail Capacity:

China has a Rail Capacity of 2 and it is strictly limited within China. The U.S. may use Chinese Rails.

RUSSIA

10.1 Declarations of War:

Russia may not attack Germany or Japan, until game turn 5, or unless Germany attacks first.

CHINA

Russia may attack China and not be at war with the U.S.

ROMANIA

Russia may attack Romania prior to game turn 5. However, Russia must pay Germany 25 IPC's in Reparations immediately.

FINLAND

Russia may attack Finland only on the first game turn. The Russian player must remove twice the number of casualties that are inflicted.

Russia may attack any Neutral Country at no IPC cost. Russia may not receive Lend Lease until at war with an Axis Power.

While Neutral, the Russian player may not hinder or impede Axis Naval movement or builds.

10.2 Limited production:

Until it is attacked by Germany, or until Game turn 5, Russia only gets 16 IPC's per turn regardless of the IPC level. Attacking a Neutral Country, Finland, Romania, or China does not put Russia on a wartime level; only an attack by Germany or Japan can.

10.3 Russia, Friend or Foe?:

Russia is unique and that it is actually an un-cooperative Ally and in reality a separate player. In truth the Game could be called Axis, allies & Russia. Historically it was the Russians who gained vast territories and major concessions from the Allies as well as a defeated Axis.

The Russian player never liberates a country or a colony for an Allied player. The Russian player must keep whatever he recaptures or conquers.

10.4 Russian Purges:

On the first game turn that it is attacked, Russia is limited to only one counter attack. This attack may come from one or more Area, but only one Area may be attacked. However, Russia does get an immediate bonus of 20 IPC's. This is a one-time bonus; Strategic Bombing may not reduce it!

Units purchased with these 20 IPC's are placed on the board before the combat movement portion of the Russian player's turn; they may move and be used in combat.

10.5 Russian Factories:

Russian Factories may move. They are allowed to move 2 areas and not build, or move 1 area and do 1 build. The movement of Factories cost 1 Rail Capacity per factory. Russia may self-destruct any factory he owns at any time.

10.6 Conquest of Russia and Scorched Earth:

Russia never surrenders. If, Russia falls into Axis hands the Russian player designates a new Capitol. The new Capitol must be in an un-conquered area. The new Capitol is then worth 8 IPC's and the old area is worth 1 IPC. Regardless of the distance, the Factory is moved to the new Capitol. However, the Russian player may make no Rail Movement for the turn on which the Capitol is moved.

If no suitable site is found for a new Capitol, the factory is destroyed. The Russian player is then limited to building only partisans (see 10.7) until regular Russian troops, partisans, or another Allied player liberates an area.

The Axis players receive no IPC's from the Russian player.

10.7 Partisans:

Russia and only Russia is allowed to build Partisan units. Partisans cost 1 IPC. They may not move. They may not attack. Partisans defend on a 1.

Partisans may only be placed on vacated areas under Axis control, but never outside of Russia. Only 1 Partisan unit may be built per area per turn. Whenever, an area has three Partisans, they may link up to form one normal Russian Infantry, but never a Guards Unit.

Partisans block Axis rail movement.

Partisans may be used to recapture Russian Territories. (Use Russian control markers placed under an infantry unit to represent Partisans.) Partisans are removed from play whenever a normal Russian unit enters that area.

10.8 Russian Guards:

Beginning with Game turn 5, the Russian player is allowed to build up to 4 infantry as Guards. Guards cost an additional 1 IPC each. They must be built at a factory. Guards attack on a 2 and defend on a 3 and have a movement allowance of 2. They may be rebuilt if destroyed.

10.9 Rail Capacity:

Russia has a Rail Capacity of 3 per turn and it is limited to Asia. Russia may only use 1 Rail Capacity in Europe.

11. SETTING UP NAVAL UNITS

On the map there are several Land Areas with 2 or more Sea Zones. When setting up for the following Areas these rules apply.

Great Britain: The British player may place his naval units in either Sea Zone.

Eastern Australia: British Naval units may not be placed on the southwest coast Sea Zone.

Italian East Africa: The German player may not place his naval in the Red Sea.

Western United States: The U.S. player may not place his naval units in the Gulf of Mexico.

Karelia: The Russian player must place his naval units on the North Sea Zone.

OPTIONAL RULES

I. Vlasov's antibolshevik Russians:

On the first turn that Germany attacks Russia and destroys six (6) or more Land Units of any type, then the German player immediately receives one (1) Infantry Unit that can be placed either in Poland or Romania. If Germany destroys ten (10) or more Russian Land Units, then Germany receives two (2) Infantry Units that may be placed in either Poland or Romania.

II. The Atom Bomb:

Only the five Major Powers may attempt to develop, construct, and deliver atomic weapons.

1. Successful development requires the country to successfully develop Atomic Technology on three separate (but not necessarily consecutive) technology acquisition rolls. Each roll is made on a separate turn. The cost of each roll is determined by section 5 below.

2. Atomic Technology is unlike other technologies in that it is not transferable for 10 IPCs (see 1.70) to all other players once a player possesses it. However, once the First atomic Weapon is dropped operationally, all other countries may acquire Atomic Technology by successfully rolling only one Atomic Technology attempt instead of three. Test detonations do not count as "operational" uses of Atomic Weapons.

3. To construct Atomic Weapons the player using the technology must purchase each weapon. Atomic Weapons can only be produced at Industrial Complexes. A single country may purchase no more than three atomic Weapons in a single turn. The first weapon purchased by each country is always used as a test detonation; this weapon has no effect on game play, but it must still be paid for. *Note: Test detonations do not require a heavy bomber for conducting a test. The players simply state that they are conducting a test of the first weapon.*

4. Only Heavy Bombers can deliver Atomic Bombs. Heavy Bombers may only carry one Atomic Weapon. The cost of rearming the Heavy Bomber (5 IPCs) must be paid in addition to the cost of the Atomic Weapon itself.

5. Costs for each player as follows:

Country	Per Attempt	Per Weapon
United States	6 IPC's	6 IPC's
Great Britain	7 IPC's	6 IPC's
Russia	10 IPC's	9 IPC's
Germany	7 IPC's	7 IPC's
Japan	9 IPC's	10 IPC's

6. Each Atom bomb detonated on a Land Area inflicts 20 IPC's worth of damage, destroying a minimum of at least

three playing pieces. Units are destroyed in the following order: Infantry, U.S. Marines and Rangers, fighters, bombers, SS Panzergrenadiers, Soviet Guards, armored infantry, armor, SS Panzers, AA guns, submarine pens, and industrial complexes.

If a submarine pen is destroyed, all submarines contained within the pen are lost as well; the IPC values of the submarines in a pen do not count towards the Atomic Bomb's total damage inflicted.

Other than submarines in pens, no other naval units located in sea zones adjacent to land areas, which are subjected to an Atomic Attack, are effected by the Bomb.

If the target area contains an industrial complex, no units may be built at that complex for one full turn. Any units on a territory that survived an Atom bomb attack may not move for one full turn. If attacked during this turn they defend at half of their normal value. On the turn immediately following the detonation, any Land Units that moved into or through a Land Area in which an Atomic Bomb was detonated, attack at half their value for that turn, but defend normally.

Areas which have been subjected to Atomic Attack lose 5 IPC's of their value immediately; on the next turn following they regain 1 IPC. On the turn following they regain an additional 2 IPC's. The 5 IPC's lost can never be fully restored in the game once the Bomb has been dropped on an Area. A minus 2 IPC penalty is always applied to the Area. *Note: Areas of 2 IPC's or less would never be productive again.*

The IPC penalty of bombed countries may be represented with control markers placed on the country upside down. The number of upside down control markers on the country would be equal to the IPC penalty to that country.

7. Each single Bomb detonated in a Sea zone inflicts 20 IPC's worth of damage, or a minimum of three playing pieces. Units are destroyed in the following order: Transports, cruisers, fighters on carriers, air craft carriers, battleships and submarines. Any Land Units on transports are lost and do not count towards the Bomb's IPC total damage. Sub pens and submarines in pens are not affected. Units, which survive an Atomic Bomb, suffer no further restrictions and move, attack and defend normally. Sea detonations have no further restrictions.

8. If units of several countries are present in a Land Area or Sea Zone, that suffered an Atomic Attack, the damage inflicted must be suffered equally by all the countries involved. If a country is assessed more damage than it has troops: then, any residual damage would go to the country with the extra troops.

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