Dedicated to the memory of:

James Arthur Rader

1942 ~ 2014

Who sparked my interest in history and the Universe

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Fatal Alliances - The Great War

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"I only know that I fired twice, or perhaps several times, without knowing whether I had hit or missed."

Gavrilo Pincep, 1914

1   Introduction

Fatal Alliances III ("FA") is a First World War strategic level game based on **World in Flames** ("WiF") by Australian Design Group. Up to six players will manage the economies and conduct the military operations of the major powers involved in that conflict, either as a member on the Central Powers (Germany, Austria-Hungary and the Ottoman Empire) or as one or more of the Allies (The Commonwealth, France, Russia and the USA).

The **Fatal Alliances game** consists of:
- this rule book;
- one 11" x 17" Production Circle;
- one 11" x 17" full-color game chart;
- one 11" x 17" Setup Chart;
- one 8.5" x 11" Morale Chart;
- one 8.5" x 11" 2d10 Combat Results Table;
- 2 large and one smaller full-colour map covering most of the world (West Europe & Africa, East Europe & the middle east, Asia, the Pacific and America);
- 1680 counters representing all the armies, navies and air forces of World War I (counter sheets 1-6); and
- 2 ten-sided dice.

Everything you need to play the game.

1.1   Rules

We have arranged these rules in sequence-of-play order. They consist of standard rules required to play the game, and optional rules you may add if you like.

Optional rules are generally in the same place as the standard rule they modify. They are separated from the standard rules by being framed in colour. All optional rules are exactly that and each option may be played in part or full provided all players agree.

Rules which are specific to **Fatal Alliances** but do not apply to **World in Flames** are shown with a grey background. If you're a World in Flames veteran, you might find it easiest to skip to these sections.

1.2   Scale

1.2.1   Units

In **Fatal Alliances** each land unit represents a division (XX), corps (XXX), army (XXXX) or army group (the HQs, XXXXX). Except for divisions, these are all considered corps sized units.

A surface naval unit represents a squadron of 4 to 6 destroyers attached to either 2 battleships or battle cruisers, or 4 heavy or light cruisers.

Each SUB represents 30-50 submarines. Each convoy point represents about 125,000 tonnes of merchant shipping. Each naval transport represents about 125,000 tonnes of troop transports and another 125,000 tonnes of support merchant ships while each AMPH represents an equivalent tonnage of lighter invasion-suitable craft.

An aircraft unit represents a small number of aircraft in 1914, gradually increasing to 200+ aircraft by 1918. Each counter consists of a variety of types, but with the predominant aircraft being that depicted on the counter.

You are limited by the number of units included in the game except for convoy points. If you run out of these just use any numbered marker to show cps.

1.2.2   Time

Each game turn is two months. Each impulse varies depending on the season but is usually 2-4 weeks.

1.2.3   Map

There are 2 map scales used in Fatal Alliances. Each hex is approximately 100km on the West and East Europe maps, and 600km in the rest of the world. These are respectively referred to in the rules as the European and World scale hexes.

1.3   Markers

There are also several types of markers including general play markers, damage, strategic bomb hits, morale, saved build points, initiative, impulse, US entry, offensive, year, and turn markers.

2   General Concepts

This section lumps together general gaming terms that may already be familiar to you. If you have played **World in Flames** before you can probably skip them for now because they are much the same as previous editions.

2.1   Terrain

Terrain and its effects are summarized on the bottom of the World map. The rule here explains some more general concepts.

2.1.1   Hexes & hex-dots

As in many games, the land portions of the maps are divided into hexagons (called "hexes"). Hexes regulate unit location and movement.

A "coastal hex" is a hex which contains both land and sea. We have printed the sea portion of coastal hexes in a lighter shade of blue to distinguish them.

Each hex has six sides ("hexsides"). Certain terrain features (e.g. rivers) conform to hexsides and affect combat, and sometimes movement, across that hexside. An all-sea hexside is a hexside with no land at all.

Some World map scale hexes are contained within the grey borders on the European maps (e.g., Eritrea or Murmansk). All hexes on the World map are World scale hexes.

Two hexes are adjacent if:
- they share a common hexside;
- they are on either side of the join between the European map and the World map and share the same number. They are actually connected via the hexside on the World map bearing the same number as the hex on the European map.
- they are off-map hexes connected to each other by a rail line or a grey communication line; or

A unit in a hex that contains both mainland and an island occupies both the island and the mainland.

Unlike other games, the hexes stop at the coastlines. Hexes at sea are replaced by hex-dots - each hex-dot is at the centre of what would otherwise be a hex. When moving an aircraft across hex-dots, or when counting hexes, just imagine you are moving from hex to hex. The use of hex-dots is partly aesthetic but also serves to show that the presence of land units is not permitted.

Some hex-dots are "large" hex-dots. Only large hex-dots are adjacent to World scale hexes. So, you may only move between a hex-dot and a world-scale hex if the hex-dot is large. Large hex-dots

can also be adjacent to normal hexes or normal hex-dots.

The map has both regular and oil resources. Both resource types are treated the same in **Fatal Alliances**.

2.1.2   Sea areas

The seas are divided into areas by dark blue lines (called sea area borders). Each sea area is individually named (e.g. 'RED SEA'). Each sea area contains a sea-box which regulates movement and combat at sea. Two sea areas are adjacent if they share a common sea area border or if they are directly connected by a blue communication line.

The larger numbers in the sea boxes (0-4) are the search number for the sea zone. The smaller numbers in the top left of each box (0, 0*, 1*, 2*, None) are shore bombardment modifiers (see 11.12.2), which also modify notional unit strength during invasions.

Some sea areas are connected by dashed blue lines. These are the same as dark blue lines except that it costs zero movement points and range for naval units to cross a dashed sea boundary (see 11.3.2).

2.2   Zones of control

A zone of control ("a ZoC") is the effect a land unit has on the hex it occupies and adjacent hexes. A ZoC affects supply (see 2.4), the placement of reinforcements (see 4.2), garrison values (see 9.2), rail movement (see 11.8), land movement (see 11.9), notional units (see 11.12.1), retreat after combat (see 11.12.5), reorganisation (see 11.14.1), partisans (see 13.1.3), the transport of resources and build points (see 13.5.1), and breaking down (see 21.1).

Most land units have a ZoC into their own hex and into all adjacent hexes. Partisans only have a ZoC into their own hex. Units that invade (see 11.11) temporarily lose their ZoC. Divisions and artillery only ever have ZoCs into their own hex.

ZoCs *don't* extend:

*   into, or out of, World scale map hexes;
*   into the notional hexes represented by hex-dots;
*   across alpine hexsides;
*   across all-sea hexsides;
*   across lake (except when frozen), or straits, hexsides;
*   into a major power or minor country hex that the unit is not at war with (unless there are units in the hex that the unit projecting the ZoC is at war with); or

Naval and aircraft units don't have a ZoC (even in the hex they occupy).

2.3   Stacking

There is a limit on the number of units that may occupy each hex. This is called the stacking limit of the hex.

2.3.1   Limits

Units that can't co-operate (see 19.1) can't stack together in the same hex. They may stack together in the same sea-box.

Stacking applies at the *end* of every step and advance after combat (see 11.12.5). If any units are overstacked then, the player controlling the hex must destroy enough of the overstacked units (including the pilot) to comply with the stacking limits. You must destroy face-up units before face-down units.

2.3.1.1   Land unit limits

Up to 2 land units may stack in a European map hex, or 4 land units in a World scale hex. You may stack an extra land unit (3rd or 5th), provided it is division sized.

Option 1: (In-hex reserves) You may stack an additional land unit in each hex in reserve (except as a result of retreat, advance after combat or invasion). When attacking out of a hex, you may never attack with more units than you would be able to without this rule in an impulse (land units that conducted ground strikes count as having attacked for this purpose). When defending an ovestacked hex, you must choose one unit not to participate in combat (must be a corps if there is an extra corps in the hex; selected immediately before the final odds are calculated). This unit does not contribute any positive or negative modifiers to the battle and cannot

take losses, but would still suffer any R or S result.

Units invading (see 11.11) have a stacking limit in addition to the defending units' limit. This limit is applied to the combined number of invading units.

There is no limit to how many land units being naval transported (see 11.3.4) may stack in a sea-box.

2.3.1.2   Aircraft limits

The stacking limits for aircraft not flying a mission are:

Aircraft Stacking	
Terrain	**No.**
Major port or city hex	3
Minor port hex	2
Mountain, desert mountain or swamp hex	0
Any other hex	1
Each HQ in hex	+1
Each engineer in hex	+1

If several limits apply (e.g. a city in a mountain hex), the highest is used and all modifiers are cumulative (e.g. up to 6 aircraft could stack in a swamp city if you had two HQs and an engineer there).

Aircraft stacking limits are doubled in a World scale map hex. Apply the HQ and engineer benefit *after* doubling.

Note that if an air unit is stacked with an HQ and the HQ moves, leaving the air unit overstacked, it must be immediately destroyed (2.3.1).

The US 'Aeromarine' flying boat unit with the vertical blue stripe may only based in a coastal or lake hex. It may not fly when the lake is frozen (but could still be railed).

2.3.1.3   Naval unit limits

Up to 4 naval units may stack together in a friendly controlled minor port. Every 2 (or remaining 1) convoy points is 1 naval unit.

There is no limit to the number of naval units that can occupy a friendly controlled major port (exception: see 19.2, foreign troop commitments) or a sea-box.

Both sides' naval units can occupy the same sea-box, even in the same section.

2.3.1.4   Combinations

Stacking limits for land, aircraft and naval units are independent (e.g. you could stack an HQ and INF corps, any number of naval units and up to 4 aircraft in a major port).

2.4   Supply

Units need to be in supply to operate effectively.

2.4.1   When to check supply

You need to check the supply status of a unit before it moves, flies, sails or reorganises units.

You also need to check the supply status of land units during combat declaration (attacking units) and at the moment of combat (both sides).

Units at sea are always in supply.

2.4.2   Tracing supply

To be in supply, a unit must be able to trace a supply path back to a primary supply source.

A primary supply source for a unit is:

*   any friendly city in the unit's unconquered home country (or even conquered for territorials of that country); or
*   for a Commonwealth (CW) unit, any friendly city in another unconquered CW home country; or
*   any friendly city in an unconquered home country of a major power the unit co-operates with (see 19.1).

If the unit can't trace a supply path directly to a primary supply source, it may trace it via one or more secondary supply sources

instead.

A secondary supply source for a unit is:
- an HQ the unit co-operates with (see 19.1); or
- the capital of a co-operating (see 19) minor country aligned (see 9.6) with your major power; or
- the capital of a major power or minor country, *conquered* by the unit's major power or a major power the unit co-operates with.

A secondary supply source of the tracing unit must be able to trace a supply path either to a primary supply source or via another secondary supply source. That other secondary source must also be able to trace a supply path either to a primary source or via another secondary source, and so on. There can be any number of secondary supply sources in this chain *but it must end up at a primary supply source* of the unit tracing the path.

A city can only be a supply source for a unit if it has not been controlled by the other side at any time in the turn.

A supply source may supply any number of units.

2.4.2.1   Supply paths

You trace a supply path *from* a unit *to* a primary supply source.

If you are tracing a path from a secondary supply source to a primary supply source, it is a *railway supply path*.

If you are tracing any other supply path, it is a *basic supply path*.

A supply path, basic or railway, can be up to 4 hexes long if the hex you are tracing *from* has fine weather, up to 3 hexes if it is in snow and up to 2 hexes in rain, storm or blizzard.

Each World scale map counts as 4 hexes.

Each desert, or desert mountain, hex your supply path enters counts as 1 extra hex (i.e. counts 2 in Europe).

Regardless of weather, terrain, and map scale, you can always trace supply to an adjacent supply source connected by land.

2.4.2.2   Railway supply paths

A hex a railway supply path enters, by moving along a railway or road, does not count against the hex limit. A hex it enters across a straits hexside also does not count against the limit, so long as the hexes on either side of the straits are railway hexes.

The non-rail hexes can occur anywhere along the path. Although you will mostly use them to trace supply from an HQ to the railhead, they can be handy for re-routing around an enemy unit that's blocking a vital rail link.

2.4.2.3   Overseas supply paths

Any part of a basic or railway supply path may be traced overseas. You may only trace supply overseas once for each unit attempting to trace supply, regardless of how many secondary supply sources are used between the tracing unit and the primary supply source.

The sea portion of a supply path does not count against the maximum number of hexes permitted in the path. The port hex you trace the overseas supply path *into* does count against your 4 hex limit. However, it always counts as only 1 hex, regardless of what map it is on or what terrain it contains.

To trace a basic supply path overseas, the unit must be in a coastal hex or trace the path via a port. To trace a railway path overseas, the secondary source must be in a coastal hex or trace the path via a port.

Option 2: (limited overseas supply) You may only trace a supply path overseas if each sea area you trace it through contains at least one of your, or a co-operating major power's, convoy, TRS or AMPH.

From the coastal hex or port, you trace the supply path via any number of consecutive sea areas to a friendly controlled port which is a supply source itself or from which you can continue the supply path overland to a supply source.

You cannot trace a supply path into a sea area that contains:
- an enemy SCS (or, in fine, rain and snow, an aircraft with an air-to-sea factor);

- unless it also contains a surface naval unit controlled by you or a co-operating major power at war with that enemy unit (**option 2**: must be a convoy, TRS, or AMPH).

You can't trace a supply path between sea areas if one of your SCS couldn't move between them (see 11.3.3).

You cannot trace an overseas supply path either out of, or into, an iced-in port (see 8.2.1) if the weather in that hex is snow or blizzard.

2.4.2.4   Limits on supply paths

You can't trace *any* supply path:
- into an opponent's ZoC, unless the hex contains a friendly land unit;
- into a hex controlled by another major power if you are neutral or it doesn't agree;
- into a hex controlled by a neutral country other than yours;
- across an alpine hexside;
- across a lake hexside (except when frozen);
- across an all-sea (not straits) hexside (except as an overseas supply path); or

Option 3: (limited access across straits) A unit may only trace supply across a straits hexside if no enemy units capable of blocking supply are present in *any* adjacent sea zone, *or* you can trace supply through *any* adjacent sea zone.

2.4.3   Neutral basing and overseas supply

Any friendly-controlled city or port hex can provide primary supply for up to 3 *surface* naval units OR 1 non-notional land or air unit per impulse and end of turn step (designated on an impulse/end of turn basis). However, you can't trace to the city or port–the unit(s) must be actually located in the hex.

Active major powers can base (and get supply for) up to 3 *surface* naval units in a neutral port, but you can only do this for one port controlled by each major or minor power (e.g., basing in Portugal would prevent you from also basing in Angola), and *up to 3 neutral ports in total*. Only Auxiliary Cruisers may base in the US. Ignore any other ships in the port, even if they are on the other side. If the neutral country joins the other side or restricts access (see Politics, 15), treat it as if your naval unit was overrun.

Damaged ships which can only return to neutral ports are destroyed instead of being placed in the repair pool.

Note that neutral basing may trigger a US Entry action (if based there during the US Entry step; see 13.2.3.1).

2.4.4   Out of supply

2.4.4.1   Land units

A land unit that is out of supply:
- can't attack;
- must be turned face-down if you move it (even by naval transport);
- and *face-down* defends with 2 combat factors if it is a white-print corps sized unit or 1 if not (face-up units defend with their normal strength); and
- can't provide HQ support (see 11.12.3).

Out of supply land units still have their normal movement allowance and still exert a ZoC.

2.4.4.2   Aircraft units

Aircraft that are out of supply may only fly rebase missions.

2.4.4.3   Naval units

If you move a naval unit that is out of supply, subtract 1 from its movement allowance (not range) and turn it face-down (or put a CP used marker on it if it is a convoy point) when you finish its move (even at sea).

Emergency HQ supply (option 4)

A face-up HQ may provide emergency supply to non-HQ units it co-operates with for this impulse only (even if later in the impulse the HQ is turned face-down). Each HQ may provide this benefit to as many units (including notionals) as the HQ's reorganisation value. These units

must be able to trace a basic supply path to the HQ providing supply.

You may announce it any time (even in your opponent's impulse) prior to the end of land combat (see 11.12) but must announce the HQ providing emergency supply before any unit can gain this benefit. Turn the HQ face-down at the end of the land combat step (if not already).

An HQ may not provide emergency HQ supply during the impulse(s) it is surprised (see 17).

2.5   Control

2.5.1   Entities

There are 2 national entities in the game ~ home countries and territories. Home countries have capital cities, territories do not.

A home country consists of every hex that a MAR could reach from the capital of that home country without crossing a red political boundary or entering a hex containing the name of another country.

When crossing an all sea hexside to reach a hex, that hex would not be considered part of the home nation if it could be part of another home nation or *named* territory *without* crossing an all-sea hexside. Exception: Sicily is part of the Italian home nation for all purposes.

In Fatal Alliances III, there are also areas marked as potential home country. These areas are treated as part of the home country if controlled by that country (e.g., each hex of Alsace-Lorraine is treated as French home country if controlled by France, and West Galicia is treated as part of Poland if controlled by Poland). Additionally, there are potential home countries which don't exist yet but can be formed later (e.g., Ukraine; see 20.3).

Where a hex could belong to 2 home nations, it is owned by the home nation with the nearest (in terms of hexes, not hexdots) capital (e.g. Lemnos is part of Greece, not Turkey).

A territory is either:

- similar to a home country but without a capital, and includes every hex that an INF could reach from any city or port within the territory (e.g. Gibraltar, Papua); or
- an island that is not part of a home country (e.g. Truk is a territory, but Sumatra is not because it is part of the Netherlands East Indies).

2.5.2   Initial control

The maps show the 1914 political boundaries. Major powers and minor countries consist of a home country except for the Commonwealth which has 6 (the UK, Canada, India, South Africa, Australia and New Zealand). *All references to major power home countries include all 6 Commonwealth home countries unless otherwise stated.*

Some major powers and minor countries also control (either aligned, see 9.6, or conquered, see 13.6.1) other minor countries and territories. Minor countries and territories aligned to a country in 1914 are marked on the map after each country's name.

Some sea areas are marked as being 'controlled' by a country. This means that in 1914, most of the island territories in that sea area were controlled by that country. Similarly, island territories are controlled by a country if they lie astride a sea border between sea areas are *all* marked as controlled by that country.

Any exceptions have their controlling major power after their name.

Note that even though major powers may control minor countries and territories (see 9.5, 9.6 & 13.6.1), it is the minors and territories themselves that control hexes in that minor country or territory (unless enemy controlled).

2.5.3   Changing control

Control of a *hex* changes when:

- an enemy *land* unit (except for partisans ~ see 13.1.3) enters it and clears it of all enemy units, if any (see 11.9.1, 11.9.6 & 11.12.5);
- a territory, minor country or major power is conquered (see 13.6.1), liberated or reverted (see 13.6.3);

Enemy home country and territory hexes occupied by a minor country land unit are instead controlled by its controlling major power provided both are at war with that enemy. If a minor country controls enemy home country or territory hexes and the minor's controlling major power comes to war with that enemy, then those hexes immediately become controlled by the minor's controlling major power.

All other enemy hexes become controlled by the country controlling the land unit entering the hex. If more than one major power is entering the same enemy hex, the major power with the most land combat factors moving into the hex gains control. If they have equal factors they must agree which of them will gain control or they cannot enter the hex.

Control of a *home country* or *territory* changes when:

- it is allocated (see 9.5) or aligned (see 9.6); or
- it is conquered (or re-conquered, see 13.6.1), liberated or reverted (see 13.6.3);

2.5.4   Units in hexes changing control

Whenever a hex changing control leaves a unit illegally stacked, it is removed from the map and placed on the production circle to arrive as a reinforcement (see 4.2) in 2 turns.

2.6   Fractions

These rules frequently require a calculation that produces a fraction. When you have to do this, round to the *nearest* whole number, half rounding up.

Rounding a negative number up moves you closer to zero (e.g. if the fraction is -1.5, it rounds to -1).

Round a number immediately before:

- looking the number up in a table;
- comparing it to a dice roll or to a fixed value;
- calculating range for an aircraft flying a mission; or
- spending build points.

Note: you never round up garrison values (see 9.2) or land combat factors.

2.7   Dice & breaking ties

World in Flames uses 10-sided dice. A roll of 0 is a 10.

Whenever more than one player on the same side is eligible to perform an action or take a loss and they can't agree, they each roll a die, highest roll's choice.

2.7.1   Re-rolls

Some rules allow dice to be re-rolled and/or modified. You may re-roll modified dice (which would again be modified) and modify re-rolled dice (if not already). You may not re-roll, re-rolled dice nor modify modified dice.

3   The Turn

After you have set up your game, you play a series of two-month turns until the game is over.

Both sides perform a series of activities in every turn. There are 3 stages at the start of the turn that everyone takes part in. Then there is a sequence of impulses that each side performs alternately. After those impulses are over, there are a few more stages for everyone. Then the turn is over and you start a new turn (easy isn't it?!?).

3.1   Sequence of play

The sequence of play in a turn is:

A.   REINFORCEMENT STAGE

B.   LENDING RESOURCES STAGE

C.   INITIATIVE STAGE

D.   ACTION STAGE

Repeat D1 through D3 until the action stage ends.

D1   Determine weather

D2   First side's impulse

Every major power on the first side performs these steps:

D2.1   Declare war (and call out reserves and activate minors)

D2.2   Choose action

Choose either a *pass*, a *naval*, an *air*, a *land* or a *combined* action.

D2.3 Perform actions

The major powers that didn't pass perform these steps in this order (their action choice will limit what they can do ~ see action limits table):

(a) Naval air missions

(b) Naval movement

(c) Your naval combat

(d) Opponent's naval combat

(e) Strategic bombardment

(f) Ground strike missions

(g) Rail movement

(h) Land movement

(i) Debark land units at sea

(j) Invasions

(k) Land combat

(l) Air rebases

(m) Reorganisation

D2.4 End of action

Roll to end the action stage. If it doesn't end, advance the impulse marker the number of spaces shown on the weather chart for the current weather roll. If it ends, move on to stage E - the end of turn.

D3 Second side's impulse

If the action stage didn't end, repeat the steps in D2 for the second side. If the action stage doesn't end after the second side's impulse, go back to D1.

E. END OF TURN STAGE

Both sides perform these steps in this order:

E1 Partisans

E2 US entry

E3 Return to base

E4 Final reorganisation

E5 Production and strategic warfare

E6 Morale

E7 Peace

E7.1 Conquest

E7.2 Allied minor support

E7.3 Liberation

E7.4 Surrender

E8 Victory check

E9 Political Actions

4 Reinforcement Stage

This is the stage when new units and markers you built in earlier game turns (see 13.5) will arrive on the map.

4.1 Force pool changes

You will see when you read the set up rules (see 24.1) that you have to place your units into separate force pools. You build units from your force pools. Having force pools for each of your unit types lets you select the type of unit you want to build. You usually return units that are destroyed, to your force pools.

You will add units to your force pools as the game goes on (usually on each new year based on the dates indicated on unit backs), or as certain events occur.

4.1.1 Annual additions

Add new units to your force pools in the January/February reinforcement stage each year.

Also add new entry markers to the common entry marker force pool and new partisans (see 13.1) to the partisan force pool at this time.

The units and markers you add are those with this year marked on their counter. For example, in Jan/Feb 1915, you would add all units with "1915" on their back and all markers with "1915" on their front (this is their availability year, see Unit description chart).

4.1.2 Special additions

Neutral major powers *can't* have MIL units. When you go to war your reserve units (including MIL) may be placed on the map (see 9.7) while the remainder are added to your force pool.

4.2 Reinforcements

The production circle has 6 slices, one for each turn in a year. Your units and markers in the current turn's slice now arrive as reinforcements. The side with the initiative from last turn places its reinforcements first.

4.2.1 Where do reinforcements go?

Put your face-down naval units face-up into the construction pool. Put all your other reinforcing units face-up on the map.

Put your on-map naval reinforcements into a *port* you control in the unit's home country. You may place 1 of your major power convoy points (in total) a turn in any *one* aligned country (or other home country outside the United Kingdom (UK) in the case of the Commonwealth).

Increase your pilots on the available pilots track by the number of pilots you built (see 16.4.2).

Increase your offensive point total by 1 for each reinforcing offensive point you receive this turn (see 18).

MIL must be placed in the city named on the counter. If you lose control of the city, then whenever the unit is in the force pool or production circle, remove it from the game instead. If you retake the city, put the unit back in your force pool.

Territorials belonging to a territory may be placed in any city or port in that territory. The German 'Pacific' territorial may be placed in any 1914-German-controlled port touching the Pacific Ocean.

All remaining reinforcements must now go into a *city* you control in the unit's home country.

You can't put a reinforcement on the map if it would violate the stacking rules (see 2.3). You *may* put a unit in a port or city that is in a ZoC.

If you can't place an aircraft or land (not naval) unit reinforcement anywhere without breaking the stacking rules, you may put it in a hex you control (not in an enemy ZoC) in the unit's home country next to a city where you could have placed it except for the stacking rules (e.g. if Kiev is fully stacked you may place a reinforcement Kiev MIL in an adjacent hex provided it's not in an enemy ZoC). Only 1 unit per city may be placed in this fashion each turn.

If you can't place a reinforcement in any city (or adjacent hex), put it back on the production circle to arrive next turn. An aircraft may only be placed on the map if there is at least one of your pilots available on the available pilots track (or the setup; see 16.4.3). Place any additional aircraft in the reserve pool. These can be set up when you have a spare pilot available.

Each fort may be placed in any European-scale hex you control and oriented any way you like provided (even in an enemy ZoC). Forts may be upgraded by adding fort hexsides to an already existing fort (e.g. you could have a 1-hexside fort covering Paris and then increase it to a 3-hexside fort by building a 2-hexside fort and placing it in Paris). When upgraded, the original fort hexsides must still be retained in the final orientation of the upgraded fort.

4.3 Destroying and scrapping units

After you have placed reinforcements, each *active* major power may destroy any land or aircraft units it controls. You may destroy aircraft without the pilot (add the pilot to the pilot track).

When a unit is destroyed, or old enough, you may scrap it (*permanently* remove it from the game, see 13.5.5).

When you destroy your own units, they don't count as losses for morale purposes (see 14), unless they are located in an enemy ZoC.

5 Lending Stage

In this stage, you can announce (in whole numbers) that you are giving resources and/or lend leasing build points (see 13.5.4) to another major power on the same side this turn.

You may only give and/or receive resources (or build points) if you are an active major power (exceptions: Trade agreements ~ see 5.1, US entry options ~ see 13.2.2).

You may not announce you are *giving* more than 1 resource and 1 build point in *total* (apart from trade agreements, see 5.1) if *any* city in your current home country (the UK's current home country in the case of the Commonwealth) is currently enemy controlled.

You may not announce that you are lending more than half your controlled resources, or more than half as many build points as you produced last turn.

Some Allied major powers need US entry options to be chosen before resources or build points can be lent or given to them (see 13.2.2).

You cannot give resources to a major power in the same turn as it is giving resources to you. However, you may give resources to a major power in the same turn as *another* major power gives resources to you. The same restrictions apply to lend leasing build points. You may however give build points to a major power in the same turn you receive resources from that major power or vice versa.

How you transport resources is described later (see 13.5.1).

If during production (see 13.5) it is possible for you to deliver the promised resources (or build points) then they must be delivered. If you cannot meet the promise you made (e.g. because the convoy points were not set up, were destroyed, or a railway line cut), you still cannot use them yourself this turn.

5.1 Trade agreements

Trade agreements are agreements automatically in place between countries at the start of each game. They continue until either country involved in the trade agreement is completely conquered or as specified below.

5.1.1 Bulgaria

A neutral Bulgaria must supply Germany with 1 resource each turn.

5.1.2 Cuba

A neutral Cuba must supply the USA with 1 resource each turn.

5.1.3 Italy

A neutral Italy must supply Germany with 1 of its resources each turn, and Austria-Hungary with 1 of its resources each turn.

5.1.4 Netherlands

A neutral Netherlands must supply Germany with 2 resources (1 from the Netherlands, one from Dutch Guyana), each turn. These are shipped by Dutch convoys not represented on the map).

5.1.5 Norway

A neutral Norway must supply Germany with 1 resource each turn.

5.1.6 Persia

A neutral Persia must supply the CW with 1 resource each turn.

5.1.7 Rumania

A neutral Rumania must supply Germany with 1 resource each turn.

5.1.8 Spain

A neutral Spain must supply whoever controls Paris with 1 resource each turn.

5.1.9 Sweden

A neutral Sweden must supply Germany with 3 resources each turn.

5.1.10 Venezuela

A neutral Venezuela must supply the CW with 2 resources each turn.

5.1.11 USA

A neutral USA must supply Germany with 3 resources each turn. It must set up and maintain a chain of 3 convoys per sea area through the East Coast, North Atlantic, Faroes Gap, and North Sea. While active, the CW can seize the American trade (US Entry action 26) if it has a surface naval unit in the North Sea, and Germany does not,

during the production step. Note that this is similar to a search and seizure, 13.5.1.3, except it is performed by the CW which is on the same side as the USA.

The US can reduce the number of convoy points as it restricts trade (see 13.2.2), and can base convoys (only) in neutral ports touching these sea zones using neutral basing (2.4.3), even while neutral.

5.2 Shipment

Where possible, resources (and build points) are transported by rail (see 13.5.1). If this isn't possible, the recipient must provide the convoys required to receive them (exception: USA-Germany, see above) where the giver can't or won't. If neither the giver nor the recipient can provide the convoys, then the recipient does not receive the resources (or build points).

6 Initiative Stage

In this stage you work out which side has the initiative. This affects who has the first impulse and who goes first in various other activities. Once you have the initiative, you keep it until this stage of next turn.

6.1 Determining initiative

Each side rolls a die. The space the marker occupies on the initiative track will give one side or the other a modifier (except in the middle space).

The side with the higher *modified* roll wins the initiative. If tied, the side that has the initiative from the previous turn loses.

The initiative track will indicate if you can demand a re-roll. If any active major power on a side demands a re-roll, move the marker one space towards the other side's end of the track. Both sides now re-roll (with the new modifiers).

Turn the marker to the side that has won the initiative.

Example: You check the initiative track and see that the marker is in the left most column, indicating that the Central Powers side gets a +2 modifier and that they can re-roll. The Allied die roll is not modified and they won't be able to re-roll.

6.2 Effect of Initiative

The side that won the initiative now decides which side has the first impulse of this turn. That side is called 'the first side'. Note: who goes first *doesn't* affect who has the initiative.

Usually, you will want to go first because there is always something you 'just have to do immediately'. However, you might let the other side go first if you want to move the initiative marker toward your end of the track ~ if they go first and last in the turn, it moves towards you. This can be important if you want to secure the first move in a later turn.

If all players on the side winning initiative can't agree who goes first, the active major power from that side with the highest production (in build points including bonuses, see 13.5.3) last turn decides.

7 The Action Stage

The action stage forms the core of the game and will occupy you for most of each turn. There will be a series of impulses, alternating between the two sides. After each impulse, you roll a die to see if it was the last impulse. If it was, you move on to the end of turn stage. If it wasn't, the other side has an impulse. The side whose impulse it is, is called the 'active side'.

8 Weather

If you are taking the 1st impulse in each pair of impulses, you roll a die to determine the weather for that pair. If the result from the last roll (even if it was from the previous turn), was asterisked, add 1 or 2 to the roll, depending on the number of asterisks.

Cross reference the *modified* roll with the turn on the weather chart. This gives you the weather in each weather zone.

Example: In the 1st impulse of a July/Aug turn, you roll an 8. The weather roll in the last impulse of the May/Jun turn was 1, which

has 2 asterisks. Therefore, you add 2 to your die roll, for a modified result of 10. The weather in the northern monsoon zone is storm. The weather is fine in all the other zones. This weather will apply to your, and your opponents, impulse.

8.1 Weather zones

The weather zones are marked on the map. They are:

Arctic zone
North temperate zone
Mediterranean zone
North monsoon zone
South monsoon zone
South temperate zone

A hex is in the weather zone it lies in. A sea area is in the weather zone its sea-box lies in. The Baltic Sea is in the north temperate zone.

Each off-map sea area lists the weather zone it is in. The sea area and all off-map hexes in that off-map area are in that weather zone. The off-map hexes on the Asian map are in the weather zone of their adjacent sea area.

8.2 Weather effects

8.2.1 Terrain modifications

8.2.1.1 Deserts and desert mountains

Desert and desert mountain hexes in a weather zone in blizzard suffer the effects of snow instead. In a weather zone in storm, these hexes suffer the effects of rain instead. In a weather zone in rain or snow, they have fine weather instead.

8.2.1.2 Swamps

Swamp hexes are treated as forest in snow or blizzard.

8.2.1.3 Lakes

Lake hexes are frozen in snow or blizzard. Treat a frozen lake hex as clear. Land units on a lake hex when it unfreezes are placed on the production circle to arrive as reinforcements in 2 turns.

Lake hexsides are frozen if the hex on each side of the hexside is in snow or blizzard. Treat a frozen lake hexside as a river hexside.

8.2.1.4 Iced in Ports

An iced-in port is closed if the weather in the port is snow or blizzard. During the end of turn stage (see 13.) use the last impulse's weather to determine if the port is closed.

You can't transport resources (or build points), nor trace an overseas supply path, into or out of a closed port.

Naval units (and their cargoes) moving into a closed port must immediately stop and are then turned face down. Naval units in a closed port may not move or reorganise (even during final reorganisation).

8.2.2 Turn length

The result on the weather chart will also give you a circled number. If your last impulse test die roll (see 12.) doesn't end the turn's impulses, advance the impulse marker that number of boxes on the impulse track (if it's already at the end, it stays there).

8.2.3 Other effects

Weather also affects supply range (see 2.4.2), naval searching (see 11.4.4), naval combat type (see 11.4.6), land movement (see 11.9.2), invasions (see 11.11), shore bombardment (see 11.4.2), land combat (see 11.4.4) and air missions (see 16.2.3).

9 Declaring War

In this step, your major powers may declare war on major powers from the other side or on unaligned minor countries. There are restrictions on some major powers declaring war (see neutrality pacts ~ 9.2, US & CW Entry ~ 9.4).

The side conducting the impulse performs these actions in the following order:

1. Provided you satisfy the prerequisites you may break one or more of your neutrality pacts (see 9.2).
2. Major powers announce which major powers on the other side they are declaring war on (see 9.3) or attempting to declare war on (see 9.4). This may cost political points (see 15).
3. If the US is attempting to join the war, she rolls to see if the attempt is successful (see 9.4).
4. Major powers announce which neutral minor countries they are declaring war on (see 9.3 & 9.4). This may cost political points (see 15).
5. Roll a die for the US entry action effect of each declaration of war (see 13.2.3).
6. Allocate control of minor countries declared war on this step (see 9.5).
7. Each major power may voluntarily align one minor country this step (see 9.6).
8. Roll a die for the US entry action effect of each voluntary alignment (see 13.2.3).
9. Active major powers and minor countries may call out their reserves (see 9.7).

9.1 Neutral major powers

A major power is a 'neutral major power' if it is not at war with *any other major power*. If it is at war with at least 1 major power, it's called an 'active major power'. (Exception: China, the Ottoman Empire, and Italy are major powers but treated as minors until activated, and Japan is treated as a minor in some ways, see 15.)

A neutral major power can't co-operate with any other major power (see 19.)

Only units controlled by a neutral major power may enter hexes in that major power while it remains neutral.

Units controlled by a neutral major power may only enter or trace supply into hexes controlled by that major power, by a minor country aligned with it, or by a minor country it is at war with. They may also go, and trace supply, across the sea.

Each naval *unit* a neutral major power moves (rather than each task force) counts as 1 naval move.

Neutral major powers must always pick either *a pass or a combined* action (exceptions: Austria-Hungary in 1914, see 10.1 and 13.2.2 US entry option 50).

9.2 Neutrality pacts

Neutrality pacts make it harder for major powers to declare war on each other. Major powers from opposing sides *automatically* enter into a neutrality pact when they come to peace through an accepted conditional surrender (see 14.3).

9.2.1 Effect of neutrality pacts

After you enter into a neutrality pact with a major power, units controlled by other major powers on your side *cannot* enter hexes that are part of your common border with that major power if they are at war with that other major power. If they are in the common border already place them on the production circle to arrive as reinforcements in 2 turns.

Your *common border* with another major power consists of every hex you (or your aligned minor countries) control within 3 hexes (World map: 1 hex) and/or hexdots of a hex controlled by the other major power (or its aligned minor countries).

You may only declare war on a major power you have a neutrality pact with by first breaking the pact in your declaration of war step. Once you have broken a pact, you and the other major power can declare war on each other without restriction. You could even declare war in the same step.

You may choose to break a neutrality pact with another major power by having the required garrison ratio.

You may declare war on a major power you don't have a pact with during any friendly declaration of war step (the USA, CW, Italy, Ottoman Empire, Japan, and China are subject to further limits ~ see 9.4 & 15.3).

9.2.2 Garrison ratio

You may break a neutrality pact, starting 3 full turns *after* its signing, *provided* you have a modified garrison value on your common border at least twice that of your opponent.

To work out your garrison value with the major power you want to attack:

1. Work out your units' total garrison value (there are no entry markers in Fatal Alliances as in WiF).
2. Work out the other major power's (modified) garrison. Only units of the major power you are trying to break a pact with count.
3. Compare your total to the other major power's total.
4. If your total is at least *twice* that of the other major power, you may break the pact.

9.2.3 Garrison values

You only count the garrison values of your land and aircraft units (not including those of your aligned minors) on the common border with the other major power.

Each unit's garrison value is:

Garrison Value	
Unit	**Value**
Any division	0.5
MTN unit	2
Partisan	0
Other land or aircraft unit	1

Double the *defensive* value of your *units* from the 4th to the 9th turn after the neutrality pact was made. The defensive garrison value is unmodified from the 10th to 12th turn. Starting on the 13th turn, you may always break a neutrality pact, even if you don't share a common border.

9.3 How to declare war

All major powers on this side announce which major powers on the other side they are declaring war on this impulse. They then all announce which neutral minor countries they are declaring war on this impulse. Each declaration of war costs 3 political points, except compulsory ones during the campaign.

You can't declare war on

- any country on your side; or
- a country you are already at war with; or
- a minor country or territory controlled by another major power.

Each declaration of war on a major power or neutral minor country could trigger a US entry effect (see 13.2.3).

China, Japan, Italy, and the Ottoman Empire are brought into the war by political shifts, but their entry works the same as any other declaration of war (e.g., surprise, political point cost, etc.).

Any major power that declares war on any Central Power country is automatically at war with every *active* Central Power country. Any major power that declares war on any Allied country is automatically at war with every *active* Allied country. E.g., Italy cannot declare war on Austria-Hungary without also being at war with Germany (and, for example the Ottoman Empire and Bulgaria if and when these become active on the Central Powers side).

If any Central Powers country declares war on the CW or USA while they are neutral, they automatically join the Allied side.

The only exception to this is a Japan declaring war on Russia or China (see 15.3.1).

9.4 US and CW entry

The USA can't declare war on *a minor country* unless it has reached the US entry level that allows it to do so (see 13.2.2, US entry option 48).

9.4.1 The entry and tension pools

The US has an entry pool and a tension pool. The CW only has an entry pool (and uses US entry markers). Your entry/tension level is equal to the unmodified value of markers in the pools (see 13.2).

9.4.2 Attempting to enter the war (USA)

Announce your attempt to enter the war against the Central Powers. Then on the "It's War" table, cross index your entry level with your tension level against it to find the war number. Now, roll a die:

- If it is less than or equal to the war number, your declaration has succeeded. Turn all your entry and tension markers over so your opponent can verify your result and then return them to the pool. You must go to war with all active major powers on the Central Powers side (except Japan if it is only at war with Russia or China, see 15.3.1). This costs 3 political points.
- If it exceeds the war number your attempt to declare war fails. You don't have to turn any markers over but you have to return 1 entry marker *and* 1 tension marker to the common marker pool (chosen randomly).

Add 3 to the roll if you have not yet chosen US entry option 40 – Introduce the Draft (see 13.2.2), and subtract 1 for each Allied major power that has surrendered or gone to revolution.

9.4.3 CW Entry

The CW can't declare war on the Central Powers until it has accumulated 18 points of entry (see CW entry chart), but thereafter, declaring war does not require a die roll. Note that the CW draws an entry marker at the end of each Allied impulse (even pass), not each turn (and draws an extra marker per impulse for a declaration of war on Belgium, see 13.2). Once the CW draws up to 18 entry, they return all chits to the pool and may declare war on the Central Powers without restriction. (This still costs 3 political points.)

9.5 Allocating minors

You now allocate control of minor countries declared war on this step to a major power on the other side, in order of declaration (see 20.2). The minor country is now aligned with that major power (see 9.6) who immediately sets up their units (see 20.5).

9.6 Aligning minors

Some major powers may also voluntarily align minor countries under certain circumstances (see Politics, 15). Each major power may only voluntarily align one minor country in each friendly declaration of war step.

When you align a minor country (regardless of whether it was declared war on or you aligned it voluntarily) you set up and run its forces (see 20.5). The minor country is at war with everyone its controlling major power is at war with (as well as the major power that declared war on it, if any).

9.7 Calling out the reserves

Each major power and many minor countries have reserve units that may now be called out *provided* they are at war with a major power.

During *your* impulse you may call out reserves of such major powers and minor countries you control that have 'Res' on the back of their counter. If a reserve unit has a particular major power named on its back, you may only call it out while you are to war with that major power.

You don't have to call out all eligible reserves at your first opportunity. Any you don't call out are available while you are at war with a major power.

When you call out your reserves put your eligible reserve (and any MIL, see 13.6.5) units that have previously been removed from the game back into your force pools. Then move your eligible reserve units (and any MIL there) from the reserve pool to the map in the same manner as reinforcements (see 4.2) except that they are set up *face-down*. From now on treat these reserves just like any other units.

10 Choosing Actions

You must choose an action for each major power on your side. Each type of action will affect what that major power can do in the rest of the action stage. You may choose one action type in one impulse and a different type in the next impulse of the same turn.

10.1 Action types

The actions you may choose from are:

- **pass** (good for ending the turn faster);
- **naval** (good for moving and fighting naval units);
- **air** (good for flying aircraft missions);
- **land** (good for moving land units and fighting land combats); or
- **combined** (lets you do a bit of everything).

If you are a neutral major power, you must choose either a pass or a combined action (exceptions: see 24.3.1 and 24.4.7).

10.2 Activity limits

What your major power can do in an impulse depends on what action you chose for it. If you picked a pass action, it can't do any further activities this impulse.

If you chose a land, air, naval or combined action, you can do a number of activities depending on the action type. The allowable activities table tells you what activities can be done for each action type.

A tick in a box on the table means you may do an unlimited number of those activities. An empty box means you can't do that activity with the action type you chose.

A letter in the box cross-references to a column on the major power activities limits table. This tells you how many moves, missions and combats you can do.

10.2.1.1 What counts against a limit

Each aircraft unit that flies counts as 1 air mission (except ground support, fighter escort, and combat air patrol; see 16.2).

Each land unit moved during the land movement (see 11.9), debarking at sea (see 11.10), invasion (see 11.11) step counts as 1 land move.

Each aircraft or land unit that moves by rail counts as 1 or more rail moves (see 11.8).

Each land attack (including invasion) against a hex, even against a 0 strength defender, counts as 1 land attack.

Each neutral naval unit moved counts as 1 naval move. Each task force of active surface naval units, or all active subs, that move counts as 1 naval move (see 11.3.1).

The limits on air missions if you choose a land, naval or combined action is a limit on the *total* number of air missions you can fly in the impulse. Which missions you fly is up to you. However, ground support, combat air patrol, escort and intercept missions *don't* count against your mission limits.

Minor country actions count against their controlling major power's limits.

11 Implementing Actions

Major powers that didn't pass perform the various activities listed at D2.3 in the sequence of play. The order your side does these activities is important, so please follow it carefully.

11.1 Passing

When a major power passes, it can't do anything else during the rest of the impulse (exception: its units will fight if a naval combat occurs but their major power can't try to start a naval combat).

11.2 Naval air missions

Naval air missions allow aircraft to patrol a sea area or to return from patrolling a sea area.

Note: There is no naval air interception in **Fatal Alliances III**.

Unlike most other air missions, you don't fly a naval air mission against an enemy target. You may fly it into a sea area whether there is an enemy unit there or not. You may also use a naval air mission to move an aircraft already at sea into a lower section of the sea-box or to return it to base.

Only face-up aircraft with air-to-sea factors (not *) can fly a naval air mission (meaning no fighters can fly to sea).

You may not fly a naval air mission *into* a sea-box section in storm or blizzard.

11.2.1 How to fly a naval air mission

To fly a naval air mission into a sea area, fly the aircraft from its base to any hex-dot in a sea area. Put the aircraft into a section of the sea-box in that sea area. If it has no movement points left after flying to the hex-dot, it can only go into the 0 section. If it has 1 unused point, it can go into either the 0 or the 1 section. If it has 3 points left (i.e. 1+2), it can go into the 0, 1 or 2 section. If it has 6 points left (i.e. 1+2+3), it can go into the 0, 1, 2 or 3 section. And, if it has 10 or more points left it can go into any section.

To use a naval air mission to move an aircraft into a lower section of the same sea-box, simply put it into any lower numbered section. This does not cost movement points. The unit will be able to return to base further (either in a later mission or in the return to base step) because it starts from a lower section.

To fly a naval air mission from a sea area, take the aircraft from its section of the sea-box and put it on any hex-dot in the sea area. Fly it back to any friendly controlled hex within range and turn it face-down. Reduce its range by the same number it would have cost to enter the section it came from (i.e. 10 from the 4 section, 6 from the 3 section, and so on).

Unlike all other air missions:

(a) your opponents can't fly any aircraft in response to your naval air mission;

(b) naval air missions don't result in an immediate combat (although naval combat could occur during the naval combat step ~ see 11.4 and 11.5); and

(c) at the end of the mission, you don't return the unit to base. Instead, it stays at sea until you abort it in combat, or return it to base in another naval air mission or during the return to base step (see 13.3).

11.3 Naval movement

Naval moves allow naval units to move through, or patrol, sea areas and to enter, or leave, ports. Only naval units can make naval moves.

11.3.1 Definition of 'naval move'

Each group of units you move is called a *task force*. A task force may contain any number of surface naval units or any number of SUBs. You can't have surface naval units and SUBs in the same task force.

You make 1 "naval move" with surface naval units every time you:

(a) move a task force of *face-up* surface naval units (plus, of course, any units they are transporting) from *one* port, to any *one* destination (either to one port or the *same* section of a sea-box); or

(b) move a task force of *face-up* surface naval units from *one* section directly to *any one* lower section of the same sea-box; or

(c) return a task force of *face-up* surface naval units from *one* section of a sea-box to *one* port (see 13.3).

Example*: It would count as 1 naval move if you moved 6 naval units from the USA to the 0 section of the Caribbean sea but as 2 moves if instead you put 3 of them into the 0 section and 3 into the 1 section.*

Subs move in exactly the same manner as surface ships except that you may move *any* number of your subs from *any* number of ports and/or sea-boxes to any number of ports and/or sea boxes for 1 "naval move".

If the moving units belong to a *neutral* major power, each *unit* (including subs) you move (not each task force) counts as 1 naval move.

Each naval unit may only make 1 naval move in an impulse.

11.3.2 Moving naval units

You may move your naval units through a series of adjacent sea areas and ports.

Each naval unit has a range and a movement allowance. The range

determines how far the unit can move; the movement allowance determines how effective it will be when it patrols a sea area.

11.3.2.1   How do units move?

You may only move a naval unit if it is *face-up* in a sea-box or in a port.

You may move your naval units individually or in a task force. To move naval units in a task force, they must all start the step in the same port or sea-box section. Co-operating (see 19.) major powers and/or minor country units stacked together may move together (provided the owning players agree of course).

Example: 2 Commonwealth SCS sail with a US TRS from London to the North Sea. This would count as 1 naval move for each major power.

You may split a moving task force in any sea area or port it passes through. Each time you split a task force from the main force, you use a separate naval move (exception: SUB task forces ~ see 11.3.1). The task force you split off can't move any further.

Example: 2 Commonwealth SCS sail together from Alexandria to the Eastern Mediterranean. It is not possible for one to move into the Red Sea while the other enters the Central Mediterranean. One could stop in the Eastern Mediterranean while the other continues on to either of those adjacent sea areas. That would then count as 2 naval moves. Alternatively, you could move them separately to the Red Sea and the Central Mediterranean. That would also count as 2 naval moves.

11.3.2.2   Into and out of port

When you move a unit out of a port, you must spend its first point to move it into a surrounding sea area (e.g. naval units in Amsterdam must move directly into the North Sea). Where a sea area border enters a port hex, naval units may enter any surrounding sea area.

Similarly, a naval unit can only move into a port via the surrounding sea area. It could continue moving but, if it ends the naval move in port, turn it face-down (for convoy points, use a "CP used" marker instead).

11.3.2.3   Sea areas

When a moving unit or task force enters a sea area, it can either stop there and patrol or, if it has enough movement points and range, it may continue moving into an adjacent port or an adjacent sea area.

11.3.2.4   How far can units move?

A unit must stop moving when you have spent its entire movement allowance or it has reached the limit of its range, whichever happens first.

You spend 1 point of a unit's *range*:

- for each sea area and port it moves into (except crossing dashed lines).

You spend 1 point of a unit's *movement allowance*:

- for each sea area and port it moves into (except crossing dashed lines);
- if it starts the movement out of supply;
- if it starts the impulse in a port with naval units controlled by another major power; and
- for each point of the (unmodified) search number of the section you put the unit into.

Option 5: (In the presence of the enemy) It costs a surface naval unit 2 points of its movement allowance (not range) to enter a sea area that contains an SCS controlled by an unsurprised (see 17.) major power it is at war with. This does not apply (i.e. you pay normal costs) when returning to base nor if, *at the start of the impulse,* the sea area contained a friendly SCS. Additionally, if you or a cooperating major power controls a major port on the sea area, you don't pay presence for that area (but you still might have to for the next area if it contains an enemy unit). You only need to pay a maximum of one additional movement point regardless of how many such sea areas you enter.

11.3.2.5   Protected Sea Zones

Some sea zone boundaries are marked with a mine symbol to indicate that they are "protected". If one side controls the port with the mine symbol, the movement of the other side is restricted. The boundary between the Scandinavian coast is a protected sea zone if either side controls Oslo. The Baltic sea is protected by both Kiel and Copenhagen (add them together if you control both).

If you want to sail surface ships past a protected sea zone boundary, or into or out of a neutral port bordering on the protected sea zone boundary, roll a die for each ship. On the value of the mine field or lower, that ship takes an 'X' result immediately as it crosses the boundary (meaning it can be sunk or damaged, depending on its roll vs. its defense value). The Baltic and Gelibolu minefields also affect SUBs.

You cannot trace supply past enemy-controlled protected sea zone boundaries with values of 5 or higher.

11.3.2.6   How does a unit patrol?

When a naval unit stops in a sea area, it is patrolling. To show this, you must put it into that area's sea-box. You may put it in any section of the sea-box which has a (unmodified) search number less than or equal to the unit's unused *movement allowance*. [This is different from the system used for naval air missions.]

A unit can only be in one section of a sea-box at a time. Other units could be in the same or different sections of the sea-box.

Convoy points can only 'patrol' in the 0 section of the sea-box, even if they have unused movement points.

If a unit started its naval move out of supply (see 2.4.2), turn it face-down when it reaches a sea-box section.

11.3.3   Naval movement restrictions

1.   You can't move naval units between the Eastern Mediterranean and the Red Sea, or between Suez and the Eastern Mediterranean if a major power you are at war with controls any of the hexes adjacent to the Suez Canal.

2.   You may only move naval units between the East Pacific and the Caribbean Sea if Panama's controlling major power has conquered (see 13.6.1), or is at war with, the USA and lets you; or, if none,

- the USA has not closed the Panama canal (see 13.2.2), or the USA has closed the Panama canal but lets you.

11.3.4   Naval transport

11.3.4.1   Transport capacity

A face-up TRS may transport aircraft or land units when it moves. The transport capacity of a TRS is 1 corps sized *or* aircraft unit.

Alternatively a TRS may carry (in total) any 2 divisions or artillery.

AMPHs have the same transport capacity as TRSs except that they *can't* transport ARM, MECH, CAV, artillery, or aircraft.

Embarking and transporting land or aircraft units does *not* count against limits on the activities of land or aircraft units (debarking at sea does, see 11.10).

You may transport 1 non-motorized infantry class division on each SCS. The division can embark on, and debark and invade from the SCS, as if it were a TRS. An SCS cannot shore bombard while transporting a unit.

11.3.4.2   Embarking

You may only embark a unit if it is face-up. Embarkation does not count as a land move (see 11.9) or rebase mission (see 11.13).

You may always embark a unit from a friendly port in the sea area. You may only embark a unit from a non-port coastal hex in the sea area if the unit being embarked is an HQ, or the embarkation hex contains an HQ. MAR units, infantry class *divisions*, and units embarking on AMPHs are not subject to this restriction.

A TRS or AMPH may embark units it starts *its* move stacked with, or it may embark them when it moves through the port they're in.

Alternatively, a TRS or AMPH with unused transport capacity may end its move in a sea area and immediately embark (after any interception attempts ~ see 11.3.5) units in a port or coastal hex in that sea area. Note that some hexes like Brest (hex W2031) are in two areas and units could be picked up from Brest provided the TRS or AMPH carrying them is in the English Channel or Bay of Biscay.

If a unit you embark is out of supply, immediately turn it face-down. This means it can't debark at sea or invade (see 11.10 and 11.11).

11.3.4.3 Debarking in port

If a TRS or AMPH ends its move in a port, any cargo debarks automatically at the end of its naval movement. This does not count as a land move (see 11.9) or rebase mission (see 11.13).

The cargo debarks face-down if:
- it is already face-down; or
- the TRS or AMPH started the step at sea.

All other cargo debarks face-up.

The TRS or AMPH is then turned face-down.

11.3.4.4 Debarking at sea

Face-up land units may debark from a *face-up* TRS/AMPH at sea during the debark land units (see 11.10) or invasion step (see 11.11). *Face-up* aircraft may debark from a *face-up* TRS at sea during the aircraft rebase step (see 11.13). The TRS or AMPH is then turned face-down.

11.3.5 Interception

Interception is a way of bringing enemy naval units to combat before they end their move. You may try to intercept a task force of enemy naval units as soon as it *enters* a sea area containing at least one of your face-up naval or aircraft units. However aircraft may not attempt to intercept a sea area in storm or blizzard.

You can't try to intercept:
- a SUB task force; or
- aircraft units flying into or through the sea area; or
- units moving from one section into a lower-numbered section of the same sea-box; or
- a task force only containing naval units you are not at war with, or are surprised by.

11.3.5.1 How to intercept

If you want to try to intercept, announce whether you are committing your SUBs to the attempt. This is an all or nothing choice - you commit all your SUBs or none at all. Your aircraft and surface naval units are always committed to every interception you attempt.

You must now turn a unit (except an aircraft in storm or blizzard, or a convoy) face-down. If you can't turn a unit face-down, you can't intercept. You may turn a SUB face-down even if you don't intend to commit your SUBs.

As long as that face-down unit remains in the sea-box, you may make further interception attempts in that sea area against other task forces during the same impulse without having to turn over another unit. If that unit is in the sea-box during naval combat, it also allows you to attempt to start a naval combat there without having to turn another unit face-down (see 11.5). If the face-down unit aborts or is destroyed, you would have to turn over another unit to make another interception attempt or to start a combat in that sea area.

To find out if the interception succeeds, roll a die. You succeed if you roll the modified search number (see 11.4.4), or less, of the *highest* section that contains one of your committed units at war with at least one moving unit. If your roll is higher than that modified search number, your interception attempt fails. Some weather will modify the search numbers, as will the presence of naval aircraft (see 11.4.4).

Subtract 1 from your search roll if the fleet you're attempting to intercept contains more than 10 ships.

11.3.5.2 Interception attempt fails

If the interception attempt fails, the moving force continues as if nothing had happened.

11.3.5.3 Successful interception

If the interception attempt succeeds, the moving player has 2 choices:
(a) stop the move in that sea area; or
(b) try to fight through.

Any units which stop, go into the sea-box like any other naval move (see 11.3.2). There is no interception combat, but there may be naval combat in that sea area in the naval combat step (see 11.4). If you are returning to base (see 11.3.1 (c) and 13.3) you cannot stop in the sea area. Instead you must try to fight your way through.

11.3.5.4 Fighting your way through

If you want to fight your way through, put your task force into *one* section of the sea-box (as if it was ending a move there).

Now start the normal combat sequence (see 11.4.1). The only differences are in the first round:
- your opponent's interception roll counts as his/her search roll; and
- your opponent has already announced whether his/her SUBs were committed; and
- although you determine which of your units take part by making a search roll as usual, the units in the task force are always included (even if there are other units in their sea-box section which aren't).

After the first round, the combat continues *exactly* like any other combat. It is quite possible for your moving task force to be excluded from later combat rounds.

11.3.5.5 End of interception

The interception combat ends as soon as either side has no units at war with any units of the other side in any section of the sea-box, or the search rolls fail to produce a combat.

You may then either leave the task force where it is, or move it, or part of it (splitting it would be an extra naval move ~ see 11.3.1) with its remaining range and movement allowance.

Reduce the task force's remaining movement allowance (not its range) by the (unmodified) search number of the section you put them into (to fight through).

11.3.5.6 Scapa Flow

The Royal Navy was based at Scapa Flow to prevent the German fleet from breaking out into the Atlantic. If the CW is attempting intercept a German task force containing more than 2 ships in the North Sea or Faroes Gap that is not returning to base (or task force of any size if it would mean that more than 2 ships would avoid interception in the sea zone), the CW player may immediately move face-up SCS based in Scapa Flow into the respective sea zone(s) (before the intercept roll).

11.4 Naval combat

11.4.1 Combat sequence

After you have made all your naval moves, you can, if you wish, initiate naval combat. A side may only try to initiate combat *once* in *each* sea area each naval combat step (there may be any number of interception combat attempts during naval movement).

You can't try to initiate naval combat at all if you chose a land or pass action. However, your units may take part in any combat that another major power initiates.

Choose a sea area and initiate a combat there. You may only choose an area if it contains at least one unit from *each* side that are at war with each other.

11.4.1.1 Combat sequence

The combat sequence has these steps:
1. Initiate a combat in the sea area.
2. Both sides (active side first) commit SUBs.
3. Search for the enemy. If neither side finds the other, the combat is over.
4. Determine type of combat (air, surface or submarine).
5. Resolve combat.
6. Both sides may voluntarily abort the combat (active side first).
7. If both sides remain, start again from step 2. If not, the combat is over.

When the combat is over, go on to the next sea area.

11.4.2 Initiating a combat

To initiate a combat in a sea area you must turn face-down one of your face-up units at war with another major power's units in that

sea area, and announce that you will initiate combat there. If you chose an air action this impulse, the unit chosen must be an *aircraft*.

You can't choose a convoy point to initiate combat. You also can't choose the cargo on a naval unit but if you choose a naval unit carrying cargo, turn its cargo face-down as well.

You may not choose an aircraft in storm or blizzard. You may turn a SUB face-down even if you don't intend to commit them to the combat.

You don't need to have moved a unit into the sea area in the impulse to initiate combat and you can still pick an area even if you fought an interception combat there.

You only need to turn a unit face-down to *initiate* the combat, not to fight each round in the combat.

If you have no eligible face-up units in the sea area that you can turn face down, you can't initiate a combat there.

11.4.3   Committing units

Units not at war with any units from the other side in this sea area may not be committed to combat (exception: US entry options, 13.2.2). Aircraft in storm or blizzard also may not be committed to combat.

You *must* commit every other non-SUB unit in the sea area to combat. You have a choice whether or not to commit your side's SUBs. If you do, you must commit *all* your side's eligible SUBs in the area. The active side decides whether to commit SUBs first. If more than one player on the same side has subs included in the combat, the player from that side with the most sub factors included decides whether their side's eligible subs will be committed to combat this round.

11.4.4   Searching

Each side rolls a search die and compares the result to the search numbers in the sea-box sections its committed units occupy.

During fine, rain, and snow increase your *search number* in each sea-box section by:

- +1 if at least one friendly committed NAV (naval aircraft) or seaplane carrier is present (a NAV is any aircraft with its counter art oriented down and to the left, including some balloons and Zeppelins).

Subtract 1 from your search roll for every 10 enemy convoy points (or part thereof) in the sea area. This modifier does *not* apply to interception attempts or during storm or blizzard. This modifier does apply *after* the first round of an interception combat.

Add 1 to your search roll in a sea area in rain, snow, storm or blizzard.

You can commit additional *face-up* non-convoy units in the sea box to increase your search (even for interception) by turning them face-down before rolling. You can either turn 4 units face down to subtract 1 from your search roll, or 10 units face down to subtract 2. Both sides may do this, but the modifier only applies for a single search roll.

If both side's modified search roll is higher than the highest modified search number in the sections occupied by one of its committed units, there is no naval combat. Go on to the next sea area.

If either side's modified roll is less than or equal to the modified search number of a section occupied by one of its committed units, then a naval combat will occur.

If a combat occurs, each of your committed units is included if your modified search die roll was less than or equal to the modified search number of the section it is in.

11.4.4.1   Only one side succeeds

If only your side has units included, then you must pick at least one (or more if you prefer) section containing committed enemy units. Only those enemy units are also included in the combat.

Just because you choose to include the enemy units in a particular section in the combat doesn't mean that your own units there are also included. They must have been included by your own search

roll.

Example*: A Commonwealth SUB and several surface naval units are in the North Sea at the start of a Central Powers impulse. Heinz wants to slip his German fleet into the Atlantic past this Allied blockade, so selects a naval action for Germany and moves the fleet out of Kiel into the North Sea.*

The weather is storm, so the search roll will be increased by 1 and seaplane carriers and Zeppelins have no search benefit.

Jeremy declares an interception attempt, turns a unit face-down and commits his SUB to combat. He rolls a '2'. Therefore, his units in the 3 and 4 section are included. Those in the 0, 1 and 2 sections (including the SUB) fail to intercept and are ignored for now.

Heinz decides to fight through, hoping to be able to continue moving after the interception combat, and places his task force into the 2 section. There are already other German ships in the 2 and 3 sections that Heinz moved out in a previous impulse.

Heinz rolls a '5'. The other units in the sea-box are not included in the first combat round (they would have been if Heinz's roll was low enough for them to succeed in their search), so only the moving units will fight.

The players now fight a combat round. After the round, both sides again make search rolls to see which units will be included in the next round.

In the second round, Heinz rolls a 2 so that only the German ships in the 3 section are included (i.e. the intercepted units are excluded because they are in the 2 section of the North Sea).

In the third round, both sides fail to find each other. The interception combat is over and the intercepted units can continue moving. Their movement allowance is reduced by 3 (1 to move into the sea area and 2 to be placed into the 2 section). Their range is only reduced by the 1 spent to reach the sea area.

Instead of moving them on, Heinz could choose to leave his fleet in the North Sea, in which case they would stay in the 2 section of the sea-box. If they do this, they could fight again in the normal (non-interception) naval combat late this step.

11.4.5   Surprise points

Your search rolls will also determine the number of surprise points you have available. You can spend surprise points to improve your chances of success in the combat, or even to avoid combat entirely.

You get surprise points equal to the sum of:

- the *modified* search number in the *highest* section of the sea-box that contains a unit you have included in the combat; and
- your opponent's *unmodified* search roll

If your major power was surprised in this impulse (see 17.), you get no surprise points.

Work out the difference between your surprise points and your opponent's. Whoever has the most may spend that difference. If there is no difference, or if you have the least, you can't spend any points.

Spending surprise points

You may spend your excess surprise points in these ways:

Spending Surprise Points	
Benefit	**Cost**
Avoid combat	3
Choose combat type	3
Select target (either side)	3 per target
Increase your column on naval combat chart	2 per column
Decrease opponent's column	2 per column

If you have 3 or more points and want to avoid combat, announce it now. The combat will be over and you go on to the next sea area.

You may spend points on the other benefits as you go. For instance, when you get to combat type, you would announce whether you wanted to spend points on choosing the type, when you get to combat, announce how many points you want to spend shifting columns, and so on.

If you spend 3 points to select a target, you may only select a *naval* unit that was included in the combat (you can't select a cargo separately from its TRS or AMPH). You may spend these points at any time before the die is rolled against this target.

11.4.6   Choosing combat type

Determine the type of naval combat you will fight this round. A naval air combat involves each side's aircraft attacking the opposing naval units. A surface action pits each side's naval units against the other in a gunnery/torpedo duel. A submarine combat pits one side's SUBs against the other's escorts and convoys.

You can have one type of action in one combat round and a different type in the next.

11.4.6.1   The choice

Both sides will fight the same type of combat. You make the choice according to this priority:

1. You may choose the combat type if you spend 3 surprise points. You must choose a type of combat which involves actual units (e.g., you may not choose a sub combat if there are no subs included).
2. You may choose to make it a submarine combat (active side decides first) if you have a SUB included and your opponent has any convoy points included.
3. If it isn't a submarine combat, it is a surface combat (unless either side spent 3 points to make it a naval air combat or avoid combat).

11.4.7   Surface naval combat

At the start of *each* surface naval combat round both sides secretly decide how many of their committed naval units they are screening from combat this round, either to protect them from damage or prevent the other side from excluding their units from combat based on speed (see below). Convoy points must always be screened. When both sides have decided, their choices are revealed simultaneously.

After announcing screened units, you may exclude any of your SCS from combat if they are faster than the slowest *unscreened* SCS on the opposing side, unless the other side spends 3 surprise points per point of speed difference to include those units. E.g., if you have a 5-speed battlecruiser, you could exclude it from combat with a 3-speed pre-dreadnought unless the side with the pre-dreadnought spent 6 suprise points (doing so would automatically also include any of your 4-speed ships).

To determine the combat results, work out the total attack factors of each side's unscreened surface naval units and SUBs included in the round. Screened units do not add their attack factors to their side's total, but *do* still count towards the total number of 'enemy ships'.Find your own total in the surface row of the naval combat chart. That will determine the column where you find the results you inflict on your opponent.

You may *increase* your column by spending 2 surprise points per column. You may *decrease* your opponent's column by spending 2 surprise points per column. You can't move off the right-hand end of the naval combat chart. If you are moved off the left-hand end, you inflict no result on your opponent.

To obtain your combat results, cross reference the final column with the row containing the number of 'enemy ships' your opponent has taking part this round. A *ship* is a naval unit, or 2 convoy points, included in the combat.

Combat is simultaneous - both sides should work out the results they inflict before anyone implements them. However, the active player rolls for the damage of the defending player's naval units first.

11.4.7.1   Combat results

The combat results are:

Naval Combat Results	
Result	**Effect**
X	The unit (and any cargo on it) is immediately destroyed; (i.e., placed in the force pool; both ship and cargo count for morale loss).
D	The unit is damaged. Put a damage marker on the unit. If the unit is already damaged it (and any cargo on it) is destroyed instead. A damaged unit only has half its printed attack, AA and ASW factors. Its defence factor is 1 higher. Its range and speed are not affected. At the end of combat in this sea area (not each round), all damaged units must abort.
A	Your unit aborts. At the end of the combat round turn the unit (and any cargo) face-down and return it to base according to the return to base rules (see 13.3).
1/2 A	No effect unless the same unit suffers two '1/2 A' results in one round of combat. Two '1/2 A' results become an 'A' result.

You must implement all 'X' results first, then all 'D' results and, finally, all 'A' results.

For each combat result, you select targets by alternating, with the owner selecting first (i.e., the owner selects the 1st, 3rd, 5th, etc., and the opposing side selects the 2nd, 4th, 6th, etc.). However, screened units may not be chosen as targets this round (except by spending surprise points, see 11.4.5) until every non-screened unit on that side has been destroyed or aborted.

You may choose the same unit to suffer more than one result, unless it is already destroyed or has suffered an 'A' result.

Roll a die for each target. If you roll the target's defence value or less, it suffers the result. If you roll more than its defence value, it suffers the next worse result - an 'X' becomes a 'D'; a 'D' becomes an 'A' and an 'A' becomes a '1/2 A'.

Damage results carry over from round to round (use the damage markers to indicate the affected units). All '1/2 A' results lapse at the end of each round (damage control parties have fixed the problem).

'X' and 'D' results happen immediately.

You only implement 'A' results (including unsuccessful 'D' results and double '1/2A' results) at the *end* of this *round* of combat. All units aborting to the same port can abort together or in separate groups as you wish. If an aborting unit was damaged, put it into the repair pool after it successfully aborts. Put any cargo on a damaged and successfully aborted naval unit onto the production circle to arrive as a reinforcement next turn.

11.4.7.2   Convoys

Every 2 (or remaining 1) convoy point(s) counts as a ship for resolving combat. An 'X' result destroys 2 convoy points, a 'D' result destroys 1 convoy point, and an 'A' result aborts 1 convoy point. (Note: Convoy point markers can be broken down into change at any time). If there are convoys controlled by more than one major power on the same side, an 'X' can be applied to destroy one from each power.

11.4.8   Naval air combat

In blizzard or storm there is no naval air combat. If you have spent surprise points to choose a naval air combat (see 11.4.6) in blizzard or storm go directly to step 7 of the naval combat sequence (voluntary aborts ~ see 11.4.1).

In other weather, bombers resolve the air-to-sea combat. This consists of anti-aircraft fire first and then an air-to-sea attack.

Total the target units' anti-aircraft factors. Locate this total on the anti-air row of the naval combat chart. This determines a column.

Unlike in **World in Flames**, you can't spend surprise points to shift AA fire in **Fatal Alliances III**.

Cross-index the final column with the number of enemy bombers. The result will be in the form "+X/Y". Y is the number of dice you roll. X is the number of dice that count. If X is positive, you count the highest of the dice. If X is negative, you count the lowest.

For every 10 points in the total, destroy 1 enemy bomber. If there are 5

points left, abort 1 enemy bomber. For every remaining point in the total, 1 further air-to-sea factor does not press the attack.

In all cases the actual unit (or factor) lost or aborted is chosen by the owning player.

Anti-aircraft fire is affected by surprise (see 17.1).

11.4.8.1 The air-to-sea attack
The air-to-sea factors that survive anti-aircraft fire press the attack using the air-to-sea row of the naval combat chart. With this change, you then determine the outcome in the same way as you do for surface combat (see 11.4.7).

In the air-to-sea attack, both sides alternate picking targets to suffer a result. The attacking player has first pick.

Unlike in **World in Flames**, you can't spend surprise points to shift air-to-sea results in **Fatal Alliances III**.

11.4.9   Submarine combat
Submarine combat allows you to attack enemy convoy points. If each side has both SUBs and cps included, there will be 2 separate combats (active side's SUBs resolving their combat round first).

For each submarine combat, add up the non-SUB side's ASW factors:

- 1 for each SCS included (2 for each SCS in 1917 or later);
- 1 for each 3 convoys included (each 3 CPs also count for 1 surface factor if any enemy submarines are included in surface combat); and
- 1 for each aircraft air-to-sea factor.

The non-SUB side uses these factors to attack the SUBs. You do this in the same way as a surface naval combat except that you use the ASW row of the naval combat chart and only count the SUBs as 'enemy ships'.

The SUBs also attack in the same way as a surface naval combat except that they use the SUB row of the naval combat chart and only enemy naval units in the '0' box count as 'enemy ships'.

Losses inflicted by the non-SUB side can only be taken on the SUBs that attacked them (owners choice). For every 3 surprise points you spend, you may select the target SUB instead of the owner (see 11.4.5).

Losses inflicted by the SUB side can only be taken on naval units in the '0' box (unless a player spends 3 surprise points to inflict them on another included target). Every odd loss (1st, 3rd 5th loss etc) must be convoy points (unless a player spends surprise points to pick another target). However, every even loss can be any SCS also in the '0' box of the owner's choice instead of losing convoy points, if the owner so desires (again unless surprise points are spent to pick another target). Once there are no further convoys to suffer losses, all remaining losses inflicted by the subs are ignored.

11.4.10   Multiple naval combat rounds
After each round of naval combat, any unit at war with another unit in this sea area may abort (the active side deciding first). If *any* unit on a side chooses to abort, all units at war with another unit in this sea area on that side must also abort, except subs which didn't commit to combat. Do this just like the units are returning to base (see 13.3) and then place any damaged naval units (and their cargoes) that successfully return to base, onto the Production chart as if they had aborted during combat (see 11.4.7, Combat Results).

If any units at war with each other remain in this sea area, go back to step 2 in the combat sequence (see 11.4.1) and run through the sequence again. This continues until one side has no units at war with any units on the other side in this sea area, or until the search rolls don't produce another combat.

11.5   Opponent's naval combat
After your side has resolved combat in all their selected sea areas, any major power on the other side can try to initiate combat (see 11.4.2) in any *other* sea areas your side moved a non-SUB unit into or within (but not through) in your naval air missions step or your naval movement step, *provided* that unit is at war with at least one other unit in the sea area. Your opponents can't pick an area that has

already been selected this impulse.

Your opponent simply points to areas, one by one, and, in each of them, turns a unit face-down and follows the sequence in 11.4.1. If a unit your opponent turned face-down during the naval movement step in an interception attempt (see 11.3.5) is still in the sea area, he or she may attempt to start a naval combat there without turning another unit over.

11.6   Strategic bombardment
Strategic bombardment missions allow aircraft to attack enemy production and morale.
To strategically bombard:
1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected attacking bombers and escorting fighters to the target hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. surviving bombers attack the target hexes;
7. return all remaining aircraft to base and turn them face-down.

11.6.1   Target hexes
A target hex can be any enemy controlled hex that contains a useable (see 13.5.2) factory.

11.6.2   The bombing
After any air-to-air combat (see 16.3) total the strategic factors of all surviving bombers. Halve these factors attacking a hex in rain or snow.

Locate the total on the strategic bombardment table and roll a die. Cross-reference the roll with the (modified) strategic bombardment factors. That number of production points will be lost from the factory owner's production point total (see 13.5.3) for the turn, and also the morale effect (see 14.1). Record the number of hits with bomb markers. You can't lose more production points from a hex in a turn than could be produced in that hex. Note that strategic bombardment may have both US Entry (see 13.2.3.1) and morale effects (see 14.1).

11.7   Ground strike (and artillery spotting)
Ground strike missions allow bombers and artillery to attack enemy land and aircraft units on the ground. If you are successful, the enemy units will be more vulnerable to attack by land units.
To ground strike:
1. your opponent flies combat air patrol to potential target hexes;
2. you designate all artillery and fly all your selected attacking bombers and escorting fighters to the target hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. surviving bombers attack the target units.
7. return all remaining aircraft to base and turn them face-down.

ART can only ground strike adjacent hexes (see 21.4). You announce which hexes the artillery are ground striking during step 2 above. All ground strikes are designated before any are resolved.

11.7.1   The strike
After any air-to-air combat (see 16.3), *each* bomber and ART attacks *each* face-up enemy land, fort, and aircraft in the hex.

Roll 1 die for each attack. If the result is less than or equal to the aircraft's/ART tactical factors, the ground strike is successful. Turn the target unit face-down. Weather (see 16.2.3), entrenchments (see 21.6), and terrain (see 16.3.3.1) may affect tactical factors. Spotters can be used to cancel the defender's entrenchment bonus (see 21.6).

When the defending units are surprised (see 17.1) (or an HQ offensive is used on an ART during a land action, see 18.3.2), roll an extra die against each target (cumulative). If any roll is less than or equal to the modified tactical factor, the ground strike succeeds.

11.8   Rail movement

Rail movement lets you quickly move land and aircraft units over long distances.

11.8.1   How to rail move

You may rail move a unit or factory if it is at a station. A *station* is any city hex, port hex or hex with an HQ. Every rail hex is a station when railing an HQ.

You may move the unit or factory (see 21.1) from one station to any other station, over any distance. However, you may only move along railway lines (i.e. each hex you enter must be connected by a railway line to the hex you leave). Your side must control each hex you enter.

Your rail move can only enter or leave a hex in an opponent's ZoC if it is a station containing a friendly land unit both before and after the rail move. Its move must stop when it enters an opponent's ZoC.

A unit can rail move across a straits hexside if there is a rail line in the hex on both sides of the straits. Only 1 unit a side can rail move across each straits hexside in a *turn*.

11.8.2   Units

You may only rail move a unit if it is *face-up*. After ending its rail move, turn the unit face-down.

Rail moves do *not* also count as a land move or an air mission.

Normally each unit you move by rail counts as 1 rail move. It costs an extra rail move (cumulative) to (a) rail move a land unit in an air impulse or air unit in a land impulse; or (b) rail move a unit between the Eastern European map and World map a total distance of more than 40 European scale hexes (10 world scale hexes), even if only part of your rail move ventures onto the other map. You may not rail from the Western European map to the World map.

11.9   Land movement

Land movement is the normal way land units move around the maps. Only face-up land units can make a land move.

You may only move a unit once in each land movement step.

11.9.1   How to move land units

You may move your land units one by one, or stack by stack, as you choose. You must finish moving the unit(s) you are moving before you may start moving another unit. Co-operating (see 19.) major powers and/or minor country units stacked together may move together (provided their owners agree of course).

If you move a stack of land units together, each unit in the stack uses up 1 land move. You may drop units off from the stack in any hex it enters but you can't pick up other units as you go.

A unit making a land move moves from its starting hex to an adjacent hex. Then it may move to another adjacent hex, and so on until it runs out of movement points.

Each unit has its movement points printed on its counter. Each hex it enters will use up 1 or more of those points depending on:
*   which map it is on;
*   what the terrain is in the hex, and sometimes on the hexside it crossed to enter it, (see the terrain effects chart);
*   what the weather is in the hex (see 11.9.2); and
*   whether the unit is motorised or not (see 11.9.2).

Sometimes a unit will have unused movement points but not enough to enter the next hex. You may always move the unit into that next hex but you must then turn it face-down.

You may move a unit which starts its move out of supply but you must turn it face-down when you finish moving it.

A unit must always end its move when it *enters* an opponent's ZoC. You may move a unit which starts its move in an opponent's ZoC, directly into another (even a ZoC of the same unit).

Whenever a land units enters an enemy hex and clears that hex of enemy units, if any, the hex changes control (see 2.5.3).

11.9.2   Terrain & weather

11.9.2.1   Terrain effects

The movement point cost for a land unit to enter a hex and cross certain hexsides is listed on the terrain effects chart (see World map).

ARM and MOT use the motorised cost on the terrain effects chart to enter each hex. All other land units use leg movement costs (see map).

11.9.2.2   Weather

Double the movement cost of land units moving into a hex during rain, storm or blizzard.

All terrain and weather effects are cumulative.

11.9.2.3   Special hexes and hexsides

Moving into an opponent's fort hex this step permanently destroys the fort.

Land units (except MTN) may not cross an alpine hexside. MTN units may cross an alpine hexside at the cost of +1 movement point, but may not trace supply across them.

Land units (except MAR) may not move across an all-sea hexside. They may only cross a lake hexside if it is frozen (see 8.2.1). MAR units may cross an all-sea or unfrozen lake hexside at the cost of +1 movement point, but may not trace supply across them. Units may move and trace supply across straits hexsides.

These modifiers are cumulative and occur *after* you apply any weather effects.

11.9.3   Enemy units

You may only move a land unit into a hex containing a unit from the other side if you do so by invasion (see 11.11).

11.9.4   Neutral major powers

You can only move a land unit of a neutral major power into any hex controlled by:
*   that major power and its controlled minor countries; or
*   a minor country it is at war with.

11.9.5   Active major powers

You may move a land unit controlled by an active major power into any hex controlled by:
*   that major power and its controlled minor countries; or
*   another active major power on the same side (or its controlled minor countries); or
*   a major power or minor country it is at war with.

There are some exceptions:
*   land units can't move into the home country of a non co-operating major power on the same side unless they satisfy the foreign troop commitment limit (see 19.2) on entry;
*   minor country land units can't move into another minor country aligned with their side unless they satisfy the foreign troop commitment limit on entry; and
*   no units (land, air or sea) can ever enter a country controlled by another major power on their side without their permission.

11.9.6   Overrun

Land units can sometimes destroy (or capture) enemy air and naval units and markers during movement.

11.9.6.1   Overrunning aircraft units

If an opponent's land unit moves or advances after combat into a hex containing your aircraft (and clears all land units there, if any)
*   destroy all your face-down aircraft (this does not destroy the pilots unless they are surprised); and
*   rebase your face-up aircraft (see 11.13) and turn them face-down. Exception: even face-up aircraft and pilots are destroyed if the units overrun are surprised (see 17.1)

11.9.6.2   Overrunning naval units

If an opponent's land unit moves or advances after combat into a port containing your naval units (and clears all land units there, if any), they must rebase. Before they do, roll for each face-down or surprised naval unit there.

If you roll 5 or higher you keep control of the unit. If you roll a 1,

the overrunning major power (the UK in the case of the Commonwealth) takes control of it until destroyed (except partisans which destroy naval units they overrun). Place it in the Repair pool. On a roll of '2' ~ '4', it is destroyed. Captured naval units don't count for morale.

The owner then immediately returns to base (see 13.3) all naval units surviving the overrun that they kept control of, and then turn them face-down. They may not embark units during this move. They may be intercepted as they rebase and must attempt to fight through from the '0' box if intercepted. If they can't reach such a base within *double* their range (ignoring their movement allowance), destroy them instead.

11.10 Debarking land units at sea

You may only debark from a face-up TRS or AMPH (or SCS for divisions).

Each face-up land unit in a sea area (being naval transported ~ see 11.3.4) may only debark into a friendly controlled coastal hex (subject to co-operation, see 19.), or a coastal hex occupied by a co-operating partisan unit, in that sea area.

Turn the debarking unit face-down unless it debarks into an ice free port, onto a friendly HQ, off an AMPH, or is an infantry class division, MAR, or HQ.

Each land unit which debarks in this step counts as 1 land move. A debarking unit must end its move in the hex it debarks in. If that hex costs it more movement points than it has, turn the unit face-down.

Debarking units are *always* in supply in the impulse they debark.

Turn the TRS or AMPH face-down at the end of the step that a unit debarks from it.

11.11 Invasions

Invasions allow land units to attack enemy held coastal hexes from an adjacent sea area.

INF class units may invade from a TRS or AMPH. INF class divisions may also invade from an SCS. Halve the combat factors of all invading non-marine units.

You may only invade an enemy controlled coastal hex that has at least 1 all-sea hexside touching upon the sea area where the TRS/AMPH is located *and* the coast to be invaded must also touch upon that sea area.

You may only invade with *face-up* units. They must invade from the 1, 2, 3 or 4 section of the sea-box and must be controlled by a country at war with the owner of the hex being invaded.

You may not invade a hex in storm, snow or blizzard.

To invade, move your land units from their TRS/AMPH onto the target hex. Put part of each invading unit over the all-sea hexside it is attacking across (this matters for forts and fort hexsides, see 11.12.1).

Invading units are in supply for the rest of the impulse.

Invading units have no ZoC into the invaded hex until it is empty of enemy (including notional, see 11.12.1) units. They have no ZoC into adjacent hexes for the *impulse* of invasion. Thereafter, they have a normal ZoC.

Turn the transporting naval unit face-down at the end of the step that a unit invades from it.

Invading units *must* attack the invasion hex in the land combat step (see 11.12). Non-invading units adjacent to that hex *may* also be included in the combat.

11.12 Land combat

Your land units may attack enemy land units they are adjacent to. Combat is not compulsory (except if you are invading).
The land combat sequence is:
1. declare all attacks (before any are resolved),
2. defender announces which notional units are to be ignored (if any);
3. add offensive shore bombardment;

4. add defensive shore bombardment;
5. announce offensive HQ support;
6. announce defensive HQ support;
7. fly and resolve ground support missions;
8. the land combats are then resolved one by one (attacker choosing the order of resolution).

Each land attack allows you to attack 1 stack of enemy land units. There is no limit on the number of units that may take part in each attack.

If you attack a hex with units from several major powers, each of those major powers has made a land attack.

11.12.1 Declaring combats

You declare all your attacks now. To declare an attack, point to the defending hex and identify every land unit that will attack it.

The target hex must be enemy controlled and contain a land unit (even if only notional, see below) - you can't attack aircraft and naval units in land combat.

11.12.1.1 Eligible land units

You may only attack a hex using face-up land units. To attack, you must either be adjacent to the target hex, or invading units into it.

A land unit may only attack if it has 1 or more combat factors. Each land unit may only attack once per impulse.

You may attack with some units that are eligible and not with others - it's up to you. 1 land unit in a hex could attack one hex, while the second unit in the hex attacks a different hex.

Non co-operating units may not declare an attack of the same hex in the same impulse (see 19.2). If more than one non co-operating country wishes to attack the same hex in the same impulse, the major power controlling the most land factors in adjacent hexes may declare an attack first. If they do not, the major power controlling the second most land units in adjacent hexes may declare an attack and so on.

11.12.1.2 Supply

Units can't attack if they are out of supply when you declare or resolve the combat.

Defending units that are out of supply when resolving combat defend with their full combat factors if they are face-up. If they are out of supply *and* face-down, they have (before modifications):
- 2 combat factors if they are white print corps sized units; or
- only 1 factor if they aren't.

11.12.1.3 Terrain

Halve the combat factors of a MTN unit that attacks across an alpine hexside. No other land unit may attack across an alpine hexside.

MAR units are halved attacking across a lake or all-sea hexside. No other land units may attack across a lake or all-sea hexside (except at straits).

All land units are halved attacking across a river or canal (exception: engineers, see 21.3).

All land units except MAR are halved attacking across a straits hexside or when invading.

Halve the combat factors of a unit that attacks into a fort hex across a fort hexside (exception: engineers, see 21.3).

Triple the combat factors of MTN units defending in mountain hexes. Double the combat factors of other units defending in mountains.

Double the combat factors of units defending in swamp hexes.

11.12.1.4 Invasions and notional units

Each hex defends against an invasion with 1 notional land unit, in addition to any actual land unit(s) in the hex. The notional unit is the same nationality as any country with a real unit in the hex (owner's choice if more than one). If there are no real units, it is the same nationality as the country that controls the hex.

The notional unit's (modified) combat factor is:

Notional Unit Combat Factor	
Value	**Reason**
1	Notional unmodified combat factor
+1	defending in a city hex;
+1	defending in the home country of the *major power* (not minor country or territory) controlling the hex;
+1	if it is *not* stacked with a land unit, but is in the ZoC of a friendly corps sized unit;
+1	if *any* units are invading from a box lower than the 3-box (4-box in rain);
+1	if *any* non-marine corps-sized units are invading from a TRS;
-1	if it cannot trace a basic supply path *of any length* (see 2.4.2); and
-1	if surprised (see 17.).

These modifications are cumulative but the notional unit can never have less than 0 combat factors.

Add the notional unit's (modified) combat factor to those of any land units in the hex.

The notional unit is treated like a normal unit for all purposes during combat except that it only has a ZoC into its own hex and is always face-down.

At the *end* of the attack declaration step, you can state that your notional unit is to be ignored (you might do this to prevent link-ups with units attacking in conjunction with the invasion). If you do (and there are no other friendly land units in the hex), there is no attack, and the attacker occupies the hex as if debarking onto a friendly hex (see 11.10). Turn any non-marine unit which invaded face-down after the invasion combat, unless it invaded from an AMPH.

11.12.1.5 Modifiers

All modifiers are cumulative.

11.12.2 Shore bombardment

Shore bombardment lets you support a land attack or defence with your SCS. You may shore bombard a coastal hex with any face-up SCS in the sea area (except for those carrying cargo ~ see 11.3.4).

Shore bombarding SCS add their bombardment factors to an attack or defence, attacker committing units first. Reduce the bombardment factor of each SCS by the bombardment modifier in its section of the sea-box. Add 1 to a sea-box's *asterisked* shore bombardment modifier for units in that sea-box bombarding a hex in rain or snow.

You can't bombard with SCS in the '0' section (note the 'none' there).

You can't bombard a hex in storm or blizzard.

Halve the (reduced) bombardment factors if the hex is a forest, jungle or swamp hex.

Only one SCS may be added to the combat for each co-operating friendly unit (including notional) involved in the combat. Ignore any shore bombardment factors that exceed the modified combat factors of the land unit they are supporting on offense. On defence, naval units can only contribute 1 factor per defending unit.

After taking part in shore bombardment, turn the bombarding units face-down.

11.12.3 HQ support

HQ support allows you to modify the combat, both attacking and defending, at the cost of turning an HQ face-down (see combat chart).

HQ support cannot be used during an impulse that the HQ is surprised.

Support

After all land attacks are declared, the active side may allocate 1 *face-up* HQ to support each hex. The HQ must be one of the units attacking that hex.

Then the inactive side may allocate 1 *face-up* HQ to support each target hex. It must be in or adjacent to the target hex and must be in supply. It can't provide support to a unit it does not co-operate with, to an adjacent hex if it is separated from it by an impassable hexside, *or* if its own hex is also being attacked.

If either or both sides have committed an HQ to provide support to the same combat, subtract the smaller (0 if none) reorganisation value from the larger and divide the result by 2. Add the result to the attacker's roll if the attacker's reorganisation value is larger, otherwise subtract it.

Turn all HQs that provided HQ support face-down after *Advancing after combat* (see 11.12.5) regardless of the result.

11.12.4 Ground support (and observers)

Ground support permits you to support a land attack with bombers and reconnaissance aircraft and fire artillery into adjacent hexes. Both sides may provide ground support into the same combat.

Note that any aircraft except fighters (even balloons, zeppelins, and bombers without ground support factors) can fly to provide the observer modifier for aerial reconnaissance. These are treated as bombers until after all aircraft are cleared through enemy fighters, at which point you can choose one to observe instead of contributing ground support factors. (Fighters with ground support factors can act as bombers but not observers.)

To provide ground support:

1. your opponent flies combat air patrol to potential target hexes;
2. you designate artillery and fly your selected attacking bombers, escorting fighters and combat air patrol to potential target hexes;
3. your opponent designates artillery and flies intercepting fighters or both bombers and *escorting* fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. add artillery and aircraft tactical factors and reconnaissance modifiers of surviving bombers to their side's combat value in the land attack;
7. return all remaining aircraft to base and turn used aircraft and artillery face-down.

11.12.4.1 Support

Aircraft and artillery tactical factors may be reduced by the weather (see 16.2.3) and terrain (see 16.3.3.1) in the target hex.

Double tactical factors against surprised units.

You ignore any tactical factors (after modification) flown by the attacking side that exceed the total (modified) combat factors of the attacking land units. Similarly, you ignore any (modified) tactical factors on the defending side that exceed the total (modified) combat factors of the defending land units.

Return all aircraft to their bases and flip supporting artillery *before* you resolve the land attack.

11.12.5 Resolving attacks

Add up the attacking units' (modified) combat factors, shore bombardment and ground support. Total the defending units' factors in the same way.

11.12.5.1 Choosing combat tables

You must now select one of the two land combat results tables ~ blitz or assault. The blitz table allows retreats and leaves the attacker face-up more often. The assault table will generally increase the casualties for both sides.

See combat chart for order of precedence for choosing the combat table.

11.12.5.2 Odds ratios

Divide the attacker's total by the defender's total to work out the basic ratio between them. You will use this to calculate the initial die roll modifier for the land combat (see combat chart). An attack against a defender with 0 combat factors grants the maximum modifier for odds (+20), but is not automatically successful.

11.12.5.3 Rolling the dice

The attacker now rolls two dice and applies modifiers to cross reference for a combat result on the Fatal Alliances combat chart.

11.12.5.4 Results

The result is expressed as 'X/Y'. If X is a number, the owner destroys that number of attacking land units. Then, if Y is a number,

the owner destroys that number of defending land units. Destroyed units are returned to the force pool, and may generate build points (see 13.5.3) and have morale effects (see 14.1). See combat chart for details.

Note that if you replace a corps with a division to satisfy a 0.5 loss, you still count the full corps cost for morale loss (see 14.1), and turn the division face-down. Additionally, a corps replaced with a division in its home country would not give you bonus build points (13.5.3.1).

Any combat result (other than '-') destroys any notional defending unit. This *doesn't* count as a loss towards satisfying the result.

If invading units clear the invasion hex of enemy units (including notionals) they must advance after combat and are automatically flipped unless MAR or they invaded from an AMPH. If they fail to clear the invasion hex, they are eliminated.

11.12.5.5   Retreats

If the result includes an 'R', the *attacker* then retreats all surviving defending land units 1 hex (even if face-down).

You retreat units individually and you can retreat them into different hexes. You can't retreat a unit into a hex it couldn't move into.

If a unit could retreat into several hexes, you must retreat it according to these priorities:

1. a hex not in an opponent's ZoC and not causing over-stacking.
2. a hex not in an opponent's ZoC and causing over-stacking.
3. a hex in an opponent's ZoC *containing a friendly land unit* and not causing over stacking.
4. a hex in an opponent's ZoC *containing a friendly land unit* and causing over stacking.

Destroy a unit if it can't retreat under any of these priorities.

If the unit ends in a hex which is still to be attacked, overstacked, where it started, or a hex with a unit it can't co-operate with, continue retreating the unit according to the same priorities (or destroy it if this is not possible).

11.12.5.6   Shatter

If the result includes a 'S' (shatter), put each surviving defending land unit on the production circle if it could have retreated. These units will arrive as reinforcements next turn. Destroy any units that could not have retreated.

The *attacker* can choose to treat a 'S' as a retreat result ('R') instead. You decide this *after* losses are applied (but before the next combat).

11.12.5.7   Advancing after combat

If the combat leaves the target hex empty of enemy land (including notional) units, you may advance any of your surviving attacking units into the hex.

Turn advancing units face-down if the terrain cost of the defender's hex exceeds their movement allowance.

Any units other than ARM, MECH, CAV, or MOT that advance after combat are turned face-down if they advance. Field ART can never advance after combat (but AT can).

Naval and air units in hex you advance into may be overrun (see 11.9.6).

Defending units can never advance.

11.12.5.8   Facing

Turn all attacking units face-down after the combat *unless the result was asterisked*.

Turn all the defending units face-down if they retreated or if they lost more land units in the combat than the attacker.

11.13 Aircraft rebases

You use rebase missions to move aircraft from place to place. Each aircraft rebase costs 1 air mission.

To fly a rebase mission, simply move the rebasing aircraft up to *double* its printed range to any friendly controlled hex. You may rebase bombers with extended range (see 16.1.1) up to *quadruple*

their printed range.

An aircraft can rebase up to *triple* its printed range (or 6 times its printed range if it has extended range), if it only flies over friendly controlled hexes, and sea-dots in sea areas.

Aircraft flying a rebase mission can't be intercepted.

Rebasing units *stay face-up* after completing their mission even if they started their move out of supply.

Aircraft on a TRS at sea may 'fly' a rebase mission into any friendly controlled coastal hex in the sea area containing a port or co-operating HQ and end their rebase there.

11.14 Reorganisation

In the reorganisation step, you can turn some face-down units face-up. This will permit them to move and attack again in later impulses of the turn.

11.14.1   HQ reorganisation

A face-up HQ can reorganise units within range of the HQ. The HQ's reorganisation range is equal to its reorganisation value in non-motorised movement points. The path from the unit to the HQ is limited in the same way as supply paths (see 2.4.2, Limits on supply paths), and it may not be traced overseas. You may always trace 1 hex provided the intervening hexside is not alpine, all-sea or unfrozen lake. Lack of supply does not stop an HQ from reorganising units, or a unit from being reorganised.

An HQ has as many reorganisation points as its reorganisation value.

Turn the HQ face-down after it reorganizes units.

11.14.2   TRS and Zeppelin reorganization

A *face-up* TRS or AMPH at sea has 1 reorganisation point it can use for units on a coastal hex in the sea area. The TRS or AMPH can't be carrying any cargo.

Turn the TRS or AMPH face-down after it reorganises.

The German zeppelin with the white-circled range value can fly an air mission to provide 1 reorganization point or transport 1 INF or MTN division during the reorganization step to a friendly clear or city hex. Alternatively, you may transport a MTN corps at half range. Resolve this as normal air mission (i.e., it counts for activity limits, can be escorted and intercepted at its destination, etc.). If transporting a unit, it must be stacked with the zeppelin, and the transport also counts as a land move (in addition to the air mission).

11.14.3   Reorganising

You may only reorganise a unit that started the step face-down.

It costs 1 reorganisation point to reorganise a land unit in a land action, an aircraft unit in an air action, or a naval unit in a naval action. In all other cases it costs 2 points to reorganise each unit.

You may reorganise units using reorganisation points from units of co-operating major powers and minor countries. However, you double the reorganisation cost of a unit if *any* reorganisation point came from a co-operating country. If you do, the number of reorganisation points required to reorganise a unit is based on the action taken by the major power controlling that unit, *not* the action taken by the major power controlling the units providing the points.

You may only reorganise an HQ during final reorganisation ~ see 13.4 (or by the expenditure of offensive points, see 18.4).

You can never reorganise aircraft or naval units at sea; they must be in a hex.

12 Last Impulse Test

After you have finished your impulse, roll a die.

If every major power on your side (neutral and active) chose a pass action, subtract 2 from your die roll.

If every major power except one on your side chose a pass action, subtract 1 from your die roll to end impulses.

If the modified die roll is less than or equal to the current impulse end number on the impulse track, impulses are over and you go on to the end-of-turn stage.

If not, advance the impulse marker the number of spaces determined by current weather ~ see 8.2.2 (unless the impulse marker is already in the last box).

Your opponents now have their impulse. If they are the second side, they repeat stage D2 of the sequence of play (see 3.1), If they are the first side, they repeat stages D1 & D2 of the sequence of play.

If impulses end and your side had *both* the first and last impulse in the turn, move the initiative marker 1 space towards your opponent's end of the initiative track.

13 End of Turn Stage

The end of turn stage involves a little bit of tidying up before you start the next turn. More importantly, this is the stage where you build more units as reinforcements for later turns.

When you have completed this stage the turn is over and you proceed to the next turn.

13.1 Partisans

Partisans are units that appear in countries you have conquered (and in some you are still fighting). Some countries can have partisans no matter who controls them.

13.1.1 Getting partisans

At the start of this step, if you control two partisans stacked together in a conquered or potentially existing minor country or major power, you can combine them into a randomly chosen INF, CAV, GAR, or MIL unit of that country (taken together; if any exist including all units of that year or earlier; even units which have been removed from the game). In conquered countries, these may liberate their own country at the start of any declaration of war step (see 20.3). Treat a conquered major power with units as incompletely conquered for the purposes of activities limits.

Next roll a die for new partisans, and locate the result on the partisan table. This will specify 8 countries (or Siberia, meaning Russia on the World Map) eligible for partisan activity in the turn.

Partisans can also be activated through political action, and those are placed immediately (see 13.7.1.3).

Each of those countries named on the chart on a green background is eligible if it is conquered or any of its hexes are enemy controlled. Each country named on a red background is eligible if it is controlled by *any* active major power. Neutral and inactive countries and their territory never get partisans, and any partisans located in a country reverting to neutrality are removed. A liberated country that was red for partisans changes to green.

Note that if your major power morale goes below a certain level, all partisan values in your major power controlled territory (even your home country) become red (see Morale Chart). However, destroy any existing partisans which would change controlling side.

Roll another die for each eligible country and compare it to that country's partisan number (in the first symbol on the map). If there is more than one eligible country this turn, the side with the initiative decides the order that each eligible country rolls for partisans.

A partisan is placed in an eligible country if the result is less than or equal to that country's (modified) partisan number. If it is at least 10 less, place 2 partisan units in the country. If it is at least 20 less, place 3 partisan units in the country. If the roll exceeds the partisan number, there is no effect.

Any country or region of a country is eligible to get partisans if it is part of the country rolled on the partisan table. If there is no indicated partisan number, treat the number as a '3'. If you would control a partisan in the main portion of a country rolled, you may choose to roll in a sub-region of a country instead. For example, if you roll 'Russia' and you would control a partisan in Russia, you could choose to check for partisans in the Georgia region instead of the main region, or if you roll 'Siberia' you could choose to check for partisans in the Kazakhstan region instead of the main region. If both sides control part of a conquered or potential country (e.g.,

Poland), both sides may roll for partisans in the other side's conquered territory.

If 'Africa' comes up on the Partisan Table, each side may choose one African country (even in North Africa) controlled by the other side to roll for partisans (if possible), however, you may not choose one which appears elsewhere on the Partisan Table (e.g., South Africa).

There are some modifiers to the die roll:
- -1 for each partisan unit already in the country; and
- + the total garrison value in the country.

Each unit's garrison value is the same as its neutrality pact garrison value (see 9.2), except that a unit only has a garrison value if it is face-up and not in an opponent's ZoC. The unit must also be on the opposite side to the major power that will control the partisan.

13.1.2 Setting up and controlling partisans

Partisans in 'green' countries are set up and controlled by the major power that controlled their country before it was conquered (or still controls it if it isn't yet conquered).

Partisans in 'red' countries are set up and controlled by the nearest major power currently at war with the major power that controls the country. The nearest is the major power whose capital is closest to the minor's capital.

The player controlling the partisan draws it randomly from the force pool and must place it in any enemy controlled hex in its country that is not in an enemy ZoC. If there are no such hexes, put the partisan back into the force pool. If no partisans are left in the force pool, you may choose to remove any partisan from the map (even if only just set up).

13.1.3 Partisan effects

Partisans don't control hexes. However, they can interrupt the benefits of controlling a hex they occupy. If a partisan is in a hex:
- enemy major powers can't move units (except by overrun ~ see 11.9.6) or resources into the hex; and
- enemy major powers can't use any resources or factories in the hex; and
- enemy major powers can't trace supply into the hex; and
- land units of a 'green' partisan's nationality (only) may debark (from air or sea transport), into the hex without having to fight a notional unit; and
- enemy aircraft and naval units in the hex are overrun (see 11.9.6); and

Partisan units are always in supply.

They only have a ZoC in the hex they occupy.

Partisans may move anywhere within their home country. They can never leave their home country.

'Green' partisans only co-operate with other units from their own country. 'Red' partisans only co-operate with other partisans.

Partisans suffering an 'S' or 'R' result are destroyed instead.

Green Partisans are always at war with all major powers (and their aligned minors) on the other side even if the partisan's controlling major power is not. Red Partisans are always at war with the major power (and its allies) that controls their country, even if the partisan's controlling major power is not.

Partisans are not removed from the map when their country or controlling major power is conquered (see 13.6.1). Even if their controlling major power has been completely conquered, partisans can still move and fight every turn as if their controlling major power had chosen a land action.

13.2 US & CW entry

The US and Commonwealth begin as neutral major powers. Although not involved in a neutrality pact, the USA & CW still require entry markers to be able to go to war.

Progress towards war is governed by the number of markers they have in the US entry pool, CW entry, and US tension pool.

13.2.1 Entry markers

The US and CW entry level is changed by the entry markers you draw.

Only you will know your entry levels, although your opponents will make guesses based on the US entry options you choose.

You can look at your own markers after you have committed them to a particular entry pool but you can't show them to anyone else (even on your own side).

13.2.1.1 Regular entry markers

Each turn randomly choose 1 entry marker from the common entry marker pool (1 at the end of each allied *impulse* for the Commonwealth). From Jan/Feb 1916 onwards, draw an extra marker (2 per turn). These are added to the entry pool. From Jan/Feb 1917 onwards, draw another entry marker (3 per turn).

Some US entry actions give the US (and/or CW) an extra marker draw. These are noted on the US entry actions chart. Draw one extra marker a turn for each of these that applies. Once you join the war, stop drawing markers and you return all markers in the US entry and tension pools to the common entry marker pool.

13.2.1.2 Action entry markers

You will also add entry markers during a turn if major powers take certain actions (see 13.2.3).

13.2.2 US entry options

The US entry options chart lists choices available to you. If you want to choose a US entry option, you must be at a high enough entry level to pick it. The entry level is marked on the left hand side of the entry options.

During this step each turn you may always pick one option. You may choose a second option if the first option chosen did not move a marker to the tension pool.

When picking an option, you must turn over enough markers to prove that you have reached the required entry level. In the cases of US entry options 25 (Gear up production) and 40 (Draft), you must also show that you have enough tension to play the option. After showing your opponent, turn the markers face-down again.

Where an option requires a prerequisite option to be picked first (*), it must have been picked *in a prior turn*.

Also to the right of the entry option is a number in parentheses. This is the tension cost of that entry option. For each 10 tension points the US entry option costs, randomly choose a marker from the US entry pool and move it to the tension pool. If there are any remaining tension points, roll a die. If the roll is less than or equal to the remaining points, move another random marker from the entry pool to the tension pool.

You may only choose each entry option once (exception: Warn German Ambassador). Once you are at war, you may no long select any options (all US entry markers are returned to the common pool). Record the entry options you choose on your builds chart.

13.2.2.1 The entry options

The US entry options (& tension level) are:

10. Reduce German Trade (6) - Reduce the number of resources the US sends to Germany to 2.

12. Limited support to Western Allies (7) - The US can lend 1 resource to each of the CW, France, & an Allied Italy while neutral (a recipient CW or France may be neutral).

18. Limited Land & Air Build-up (9) - Before this option is chosen, the US can only build naval units. After this option is chosen, the US can build 1 air unit (and/or pilot) OR 1 land unit each turn.

22. Resources to Western Allies (5)* - The US can lend up to 3 resources to each of the CW, France, & an Allied Italy while neutral (a recipient CW or France may be neutral). Option 12 must have been chosen in a previous turn.

23. Limited Lend-lease to Western Allies (5)* - The US can lend

1 build point to each of the CW, France, & an Allied Italy while neutral (the recipient must be active). Option 22 must have been chosen in a previous turn.

24. Restrict German Trade (7)* - Reduce the number of resources the US sends to Germany to 1. Option 10 must have been chosen in a previous turn.

25. Gear up production (9) - US production multiple increases by 0.2. US AMPHs may not be built until this option is chosen. US tension must be at least 13 to choose this option.

26. Resources to Russia (8)* - The US can lend up to 3 resources to Russia while neutral (Russia may be neutral). Option 22 must have been chosen in a previous turn.

27. Land & Air Build-up (12)* - The US is no longer restricted in building land & air units (and pilots). The US cannot save build points or build offensive points until this option is chosen. Option 18 must have been chosen in a previous turn.

28. Close ports to Central Powers (10) - Central Power ships can no longer base in US ports (immediately rebase any currently in US ports when this option is chosen).

29. US east coast escorts (9) - Once you choose this option up to 5 US SCS in the 0 sections of the US East Coast and Caribbean sea areas may take part in any combat round in which Allied convoys are included, even though you remain neutral. There is no US entry effect for fighting.

30. Close Panama Canal (7) - naval movement through the Panama Canal is now restricted (see 11.3.3).

31. Naval Support to CW (12) - The next 10 SCS the Commonwealth starts, completes or repairs cost 1 less build point each. An SCS that is started and completed would count as 2 of the 10 SCSs.

32. Warn German Ambassador (15) - Select if you want to increase tension without any other effect. You also earn one free political influence *attempt* (roll) in any minor (see 15.1.1). May be played multiple times.

33. Lend Lease to Western Allies (9)* - The US can lend up to 3 build points to each of CW, France, & an Allied Italy while neutral (the recipent must be active). Option 23 must have been chosen in a previous turn.

34. Repair Western Allies' ships (10) - After you choose this entry option, the US may repair Commonwealth, French, & Allied Italian naval units.

35. Support the Blockade (9) - The CW can seize US trade without causing a US Entry roll.

36. North Atlantic escorts (9)* - Once you choose this entry option, up to 5 US SCS in the 0 section of the North Atlantic sea area may take part in any combat round in which Allied convoys are included, even though you remain neutral. There is no US entry effect for fighting. Option 29 must have been chosen in a previous turn.

37. Lend-lease to Russia (11)* - The US can lend up to 3 build points to Russia while neutral (Russia must be active). Option 26 must have been chosen in a previous turn.

38. German Embargo (11)* - Cut all US resources to Germany, and from now on a neutral Netherlands only sends 1 resource to Germany. Also move Portugal and Brazil 3 political spaces towards the Allies (unless they are already at war). Option 24 must have been chosen in a previous turn.

40. Introduce the Draft (11)* - US production multiple increases by 0.2. Option 25 must have been chosen in a previous turn. US tension must be at least 20 to choose this option.

41. US refutes Naval War zones (9) - The USA may use its own convoy points to ship any resources and/or builds points that the USA is lending to any allied major power. All US convoy points may be attacked by any active Central Powers units, even if they are not at war with the USA.

42. Arm merchantmen (8)* - Once you choose this option up to 5

US SCS in the 0 section of *any* sea area may take part in any combat round in which Allied convoys are included, even though you remain neutral. There is no US entry effect for fighting. Option 36 must have been chosen in a previous turn.

44. US occupies Northern Ireland (13) - You may declare control of Northern Ireland during any future Allied declaration of war step that the Commonwealth controls every hex in Northern Ireland *provided* the Commonwealth agrees and there are any Central Power major power units in Ireland or the UK. Northern Ireland becomes a US aligned territory. Move any other Allied units there to the production circle to arrive as reinforcements in 2 turns. From now on the US may use the Belfast factory and Belfast becomes a primary supply source for the US.

48. US may declare war on any minor country (18) - The US may declare war on any minor country.

50. Unrestricted naval warfare (22)* - US naval and aircraft units at sea may attack (including initiating combat), and be attacked by, any active Central Power naval and aircraft units at sea. You still can't shore bombard.

You may escort Allied convoys in any sea area with any number of SCS.

You may now move any number of naval units together as 1 naval move, instead of counting each unit as a naval move.

Option 42 must have been chosen in a previous turn.

  * ~ pre-requisite required.

13.2.3 Entry actions

Actions both sides take before the US and CW are in the war can hasten or delay their entry.

Note that before the CW is at war with the Central Powers, it also rolls for and draws markers for US entry actions, but it rolls a separate die and draws separate markers.

There are also 2 entry actions for the Ottoman Empire, and 1 for Chile. However, these shift the respective political markers instead of generating entry markers for the US or CW.

Prior to the US/CW being at war, whenever a major power takes any action specified on the US entry actions chart, you should check the US entry cost of that action. If the cost is positive, you may have to randomly choose one or more markers from the common marker pool and put it in one of your entry pools. If the cost is negative, you may have to randomly choose one or more markers from an entry pool and return it to the common marker pool. If you have no more markers to draw from your entry pool, record the deficit and don't draw markers until you have made it up.

For every 10 US entry points the action costs, randomly select 1 marker. If there are any remaining points, roll a die. If the roll is less than or equal to the remaining points, select another marker.

You may only pick markers for each action once, regardless of the number of times that the action occurs, unless the chart notes otherwise.

13.2.3.1 The entry actions

The actions on the chart are mostly self-explanatory. Those that aren't are:

15. Central Powers invade the United Kingdom - any Central Powers land unit occupies any hex of the United Kingdom at the end of any Central Powers land combat step.

18. Central Powers occupies Gibraltar, Singapore or Suez Canal – the Suez canal is considered occupied immediately when a Central Powers unit is in any hex adjacent to the Suez canal.

19, 23. Minor aligned - this occurs when the minor country *voluntarily* aligns with a major power (see 9.6). A minor country that joins a side because a major power declares war on it (see 9.5) doesn't count.

20, 24 Major Power declares war on neutral minor - roll once for each major power declaring war on this minor this impulse.

25. Japan switches side – roll if Japan declares war on China and/or Russia and again if Japan becomes a full Central Powers ally.

26. CW seizes American trade - The CW enforces the blockade, preventing the US resources from reaching Germany (see 5.1.11). Roll for USE immediately.

27. Germany declares unrestricted U-boat warfare – Germany can declare unrestricted U-boat warfare at any time during a turn. For the rest of the turn, for each search in a sea zone containing German SUBs and Allied convoys, the Central Powers get an additional -1 modifier to their search die roll. Additionally, add 1 to the range of German subs (even for return to base if they return on a subsequent turn), and add 2 to Germany's strategic warfare die roll if there are any German subs in the sea zone. Roll for US entry when unrestricted warfare is declared, each turn it is declared. If Germany declares unrestricted U-boat warfare and the US is neutral, the Allies gain 3 political points. After the US is at war, Germany may still declare unrestricted U-boat warfare, but the Allies gain 6 political points.

28, 29 Gas attack/strategic bombing - roll immediately for each strategic bombing raid which inflicts at least one production point of damage, and each gas attack. Each of these entry actions only apply until a marker is lost or gained by either side (e.g., if Germany triggers this action for gas, don't roll for any future gas attacks on either side).

30 Japan Empowered in the Pacific - roll once for each German port controlled in 1914 which is occupied by Japan, but stop rolling once the US loses a marker.

31 Basing in Neutral ports – At the start of the US Entry step, roll if either side is currently basing in any neutral ports (even US ports). The US Entry value is 1 per port used (e.g., the US has a 20% chance of gaining a chit if Germany is basing in 2 neutral ports, or a 10% chance of losing one if France is basing in 1 neutral port, or a 10% chance of gaining one if both are true). The German auxiliary cruisers don't count towards this action. If this action is triggered for one side (i.e., a US Entry marker would be lost or gained), the non-triggering side can pick one political marker of a neutral country the triggering side is basing in and move it one space towards them (roll for this effect even after the US is at war).

OE1. CW seizes Erin & Agincourt – The CW can remove the two Ottoman battleships under construction and replace them with the Erin & Agincourt for the CW. This action must be performed before the ships are complete (i.e., any time in Jul/Aug 1914). If you do this, shift the Ottoman Empire 2 spaces towards the Central Powers on the political chart.

OE2. Flight of Goeben & Breslau – If the Goeben/Breslau is in any Ottoman port while the Ottoman Empire is neutral, the German player can replace it with the Ottoman equivalent Yavuz/Midili. If you do this, shift the Ottoman Empire 2 spaces towards the Central Powers on the political chart.

C1. CW seizes Chilean Battleships - The CW can remove the Chilean battleship 'Almirante Lattore' from the game and add the battleship Canada to the CW construction pool. If you do this, shift Chile 2 spaces towards the Central Powers on the political chart.

13.3 Return to base

Units at sea can return to base during this step. If they do they will be available to move again during the next turn. Those that stay at sea will only be able to stay in the sea area next turn or move back to a port.

Units may return to base during naval movement, after aborting from combat, and during this step. You return units to base like a normal naval move (or naval air mission), except in reverse.

Each unit returning to base is limited by its movement allowance (reduced for the sea-box section it is occupying) and by its range.

A unit *must* return to base during this step if it is:
• any unit (except convoy points) of a *neutral* major power; or
• a TRS or AMPH or SCS) with a cargo on board; or
• any unit (except convoy points) in the 0 section.

Any other of your units can return to base if you like. Convoy points can stay at sea even if they are in the 0 section. If they do return to base, they won't be able to convoy resources in the production step

of this turn.

Both sides (side with initiative first) must decide which units to return to base and which to keep at sea.

If you decide to keep a unit at sea you must immediately move it into the next lower section of the sea-box (except cps which stay in the 0 box). If you instead decide to return a unit to base, move it into the surrounding sea area next to its sea-box section.

After both sides make these decisions, units return to base (side with initiative first). Naval units returning to base can be intercepted (see 11.3.5) but only by units staying at sea. Only the intercepted units and units staying at sea may take part in an interception combat.

If intercepted you must attempt to fight through from the '0' box (see 11.3.5).

13.3.1 Aircraft

To return an aircraft at sea to base, put it into any hex-dot in the sea area and then fly it from there to any hex within range it can base at (remembering to reduce its range by the cumulative movement cost of the sea-box section it came from ~ see 11.2).

13.3.2 Where do units return to base?

A *neutral* unit can only return to a base controlled by its country or by its controlling major power. In the case of a neutral major power unit, you may also return it to a minor country base controlled by that major power.

Subject to foreign troop commitments (see 19.2), a naval unit of an active major power (or a minor aligned to an *active* major power) can return to *any* base controlled by an active major power (or by a minor aligned to an active major power) on its side. You may also be able to return to a neutral port (see 2.4.3).

A base for naval units is any port that the naval unit can stack and for aircraft it's any hex the aircraft can stack (see 2.3.1). If there is no base to return to, units are destroyed (and pilots lost, see 16.4.4).

Turn units (but not their cargoes) face-down when they return to base.

13.3.3 Units remaining at sea

After all desired units have returned to base, units remaining at sea are destroyed if there is no base available that they *could* return to if required. Where some units could return to base the owner of the base decides which.

You are *not* destroyed if you have a base available to return to but could not return *now* to the base due to non-co-operating units currently occupying the hex.

13.4 Final reorganisation

Turn all face-down units face-up (including units out of supply, and those that have stayed at sea).

> **Option 6**: (Isolated reorganisation) Apart from units at sea, you may only turn a unit face-up this step if it can trace a basic supply path (including overseas, see 2.4.2) *of any length* back to a primary supply source for that unit.

> However, you may still be able to reorganize a limited number of units which can't trace back to their home country (see 2.4.3).

13.5 Production

Production allows all major powers (except unactivated Japan, China, Italy, or Ottoman Empire) to build new units and to repair damaged naval units. How much you can build depends on the resources and factories your major power controls.

Each factory that receives a resource makes *one production point*. You multiply this by your production multiple to give you build points. Build points are what you spend to buy new units.

13.5.1 Resources

Resources are printed on the map. The total resources in each country are recorded on the factory and resources table.

You may use any resource you control in the production step (you don't need to have controlled it at the start of the turn) if you are able to transport it to a useable factory in that step.

You may only use 1 resource for each factory in the hex you transport it to.

Example: You control a pocket surrounded by enemy controlled hexes. Within the pocket, you have 2 factories and 5 resources. You may only use 2 of those resources because the other 3 don't have a factory they can be transported to.

13.5.1.1 Transporting resources by rail

You transport a resource to a factory in the production step by railing it from its hex to a useable factory. It must move along railway lines (roads count as railways for this purpose). It may also cross a straits hexside from one railway hex to another. Each resource cannot cross more than 1 straits hexsides.

This move does *not* count as a rail move and the resource does not have to start its move at a station.

The move can only pass through:
- hexes you control;
- hexes in neutral minor countries; and
- hexes controlled by another major power, but only if it allows you.

The resource's move can only enter or leave a hex in an enemy's ZoC if there is a friendly land unit in the hex. Its move must stop when it enters an enemy's ZoC. If the resource is in the same hex as the destination factory, it can be used there regardless of enemy ZoCs.

13.5.1.2 Transporting resources by sea

If you can't rail a resource to a useable factory, you may be able to rail it to a port and then ship it overseas through a chain of sea areas, each containing convoy points. If that chain of sea areas extends to a port, you may then be able to rail the resource from that port to a useable factory.

You can rail a resource point both before and after shipping it overseas but you may *not* ship it overseas, then rail it, then ship it overseas again.

Some resources are in coastal hexes that are not ports. You may pick these resources up directly from the coast as if they were at a minor port.

A side may only ship 5 resources a turn into, and/or out of, each minor port. There is no limit for major ports.

Resources must be transported in whole numbers and you can't ship more resources through a sea area than the number of convoy points you have in that area.

Naval movement restrictions apply to resource transportation. You may only ship resources from one sea area to an adjacent sea area if one of your SCS could have made the same move in the last impulse of the turn.

A chain of convoy points across one or more sea areas doesn't all have to be from the same major power.

You may always transport your own resources and build points. Active major powers may also transport resources and build points for, and/or contribute to the convoy chain of, any other active major power on the same side. Neutral major powers may only transport resources and build points for, and/or contribute to the convoy chain of, another major power if the rules specifically allow it.

Any number of major powers from both sides could have convoy points passing through the same sea area.

13.5.1.3 Search and seizure

You can stop major powers on the other side that you are not at war with from transporting resources (and build points ~ see 13.5.4) overseas to major powers you are at war with. To do this:
- you must have an SCS or SUB in the sea area during the production step;
- the major power you are not at war with must have convoy points there that are transporting resources (or build points) to a major power you are at war with; and
- there must not be an SCS controlled by a major power you are at war with, in the sea area (or a US unit that can escort there because of US entry options 11, 20, 29, 38 or 50 ~ see 13.2.2).

You may then execute a search and seizure if you want to. If you do, those resources (or build points) are lost. Each search and seizure you execute is a US entry action (see 13.2.3) *if* it is conducted against a major power not at war with the USA. You only roll once per sea area searched & seized regardless of how many major powers resources and build points are seized in that sea area.

13.5.1.4   Convoy points

Convoy points come in all denominations up to 10 and you can make change with them as you wish.

You establish convoy lines by moving the convoy points during your turn, just like any other naval units. Their only difference is that they can stay at sea even if they are in the 0 section of the sea-box during the return to base step.

13.5.2   Factories

Each hex can contain up to 3 factories. Some of those factories will be red factories but most will be blue (including built) factories. The total red and blue factories in each country are recorded on the factory and resources table.

A *red* factory is useable if you control it in the production step.

A *blue* factory is useable if you control it in the production step *and* it is either in your (current *and/or* 1914) major power's home country or in an aligned (not conquered) minor country.

Each resource you transport to a useable factory produces 1 production point. Only 1 resource may be sent to each factory.

13.5.3   Production multiples & build points

Total your production points and then subtract the number you lost to strategic bombardment (see 11.6). Multiply the net total by your *production multiple*. The result is your major power's *build points*.

You may have build points lend leased from other major powers (see 13.5.4). You may also have saved build points from previous turns (save these on the map using saved build point markers). You can save up to 4 build points per hex containing a useable factory. Saved build points can be railed like resources, destroyed by strategic bombardment (each hit destroys 1 after all useable factories in their hex are hit), or captured if enemy units enter their hex.

Each major power has an initial production multiple. These rise progressively during the game. Essentially, this reflects an increasing national industrial output and an increasing share of that output being devoted to military uses. Production multiples are listed on the Production Multiples chart.

13.5.3.1   Bonus build points

13.5.4   Lending

To lend, you must announce how many build points (in whole numbers) you are giving during the lending stage (see 5.). You may lend lease build points and receive them in the same turn (but not to the same major power).

There are restrictions on the number of build points major powers may give to others (see 5 and 13.2.2).

13.5.4.1   Transport

During the production step, you transport the promised build points from the factories that produced them (or ports and cities where saved) to any city or major port in the recipient's home country (UK's home country only in the case of the Commonwealth). You do this in exactly the same way as you transport resources (see

13.5.1) except that you may transport up to an additional 2 build points to the capital and 1 to each other city and major port cumulative, each turn (e.g. you could transport a maximum of 6 build points to London each turn; 2 for being the capital, 3 for the factories and 1 for the major port). Promised build points that can't be transported are lost.

Convoy points that you use to transport resources can't be used again to transport build points. So, for example, if you have 5 convoy points in a sea area and you transport 3 resources through it, you could only transport up to 2 build points through that sea area. Similarly, resources you ship into or out of a minor port will limit how many build points you can ship into and out of that port (see 13.5.1).

13.5.5   Building units

13.5.5.1   Force Pools

To play **Fatal Alliances**, you have to sort your units into force pools. Which units go into which force pools is explained in the set-up rule (see 22).

Before you build new units (and before selecting units the start of the game), you may remove your units from the force pools if the date on their back is at least 4 years ago (e.g. in Jan/Feb 1915, you could remove any units from your force pools with a date of 1911 or earlier). If the major power is not neutral, it may remove units from the force pool if the date on the back is at least 3 years ago.

When you want to build a new unit, you can nominate the force pool it comes from but not the unit itself. Instead, you draw the unit *randomly* from the pool.

There are annual additions to your force pools (see 4.1.1). Certain special events can also add units to your pools. But the main reason why you put a unit into your force pool is that it has been destroyed.

13.5.5.2   Scrapping units

You don't have to put a destroyed unit back into your force pools. You can permanently remove it from the game instead (you 'scrap' the unit). You have this choice every time one of your units is destroyed. Once made, it is irrevocable - you can't put the unit back when you run out of units later, so be careful. The main reason for keeping units from your pools is, of course, to improve the average quality of your pool.

You can't scrap partisan (see 13.1), MIL, or TERRs (see 21.5) - they must *always* go back into their force pool when destroyed.

13.5.5.3   Buying Units

You may spend your build points on buying new units and/or repairing damaged naval units, and for other purposes like buying morale and offensive points.

Minor countries do not spend build points. Their controlling major power uses their resources and factories instead.

Your major power can build new units and markers (and repair damaged naval units) whose total cost is less than or equal to its total build points. The costs and turns for all units and markers is listed on the back of each counter. If you don't have enough build points, you can't build anything.

13.5.5.4   Naval units

Convoy points cost 1 build point per convoy point. They take 4 turns to build.

All other naval units have two costs shown on their back. The first number is the build points it costs to put the unit on its first production cycle [face-down]. It is also the cost to repair the unit. The second number is the cost to put the unit on its second production cycle [face-up].

When you build a naval unit on its first cycle, put it on the production circle *face-down*. When it arrives as a reinforcement, put it into the construction pool. The naval unit has been launched but not yet fitted out.

You may only build a unit on its second cycle if it is in the construction pool. You put these units face-up on the production circle. You also put naval units *face-up* if you are repairing them from the repair pool. These units go onto the map when they arrive as reinforcements (see 4.2).

All naval units take 2 turns to repair.

13.5.5.5 Which units

You must select all other units you build from the force pool *randomly*. You can nominate the type of unit you want to build and the cost you want to pay (e.g. you can choose a 2 point SCS rather than a 1 because they are in separate force pools, see 22.1). But within those parameters, the choice is random.

When you build a unit from the repair pool or from the construction pool, you can select the exact unit you want.

13.5.5.6 Production Circle

When you build a unit, you must place it on a future turn's slice of the Production Circle.

The number of turns ahead will be shown on the back of the counter in most cases (there will be a little clock symbol with the number inside it). Count that many turns ahead and put the unit in that space.

Place naval units face-down if you build them from the force pool. Place all other units face-up (including naval units you build from the construction or repair pools).

Each turn of the production circle is also divided into 6 sectors. If you want to, you can place the units you build on the sector equal to the time it takes to build the unit.

13.5.5.7 Recording builds

Record what you build on a sheet of paper.

13.5.5.8 Gearing limits

In a turn, your major power can build (and repair) as many units of a particular class as it built (and repaired) in the previous turn *plus 1*. This is a *gearing limit*. Classes are: INF (HQs, infantry, militia, garrisons, marines, mountain units, engineers, territorials, and gas units), CAV (cavalry), ART (artillery), ARM (armored and mechanized units including stosstruppen), PIL (pilots), AIR (air units), SUB (submarines), FORTs, Entrenchments, and NAVAL (surface naval units).

Each 2 convoy points or part thereof) counts as one naval unit.

Naval units count as being built whether they come from a force pool, the repair pool or the construction pool.

Exceptions

On the first turn of any scenario or campaign there are no gearing limits.

Major powers are not subject to gearing limits on the turn that a major power declares war on it.

13.5.6 Strategic warfare

After you have finished building units, conduct strategic warfare at sea. Strategic warfare allows you to do a little extra damage on enemy convoys spread around the world, by picking off stragglers and lone sailing ships.

For each sea zone where you have a SUB, aircraft, or SCS at war with convoy points in the sea zone (not in port), roll a die and consult the bombing/strategic warfare table.

For strategic warfare, the column is determined by the *lesser* of:

- The number of SCS, SUBs, and aircraft with air-to-sea factors at war with enemy convoys in the sea zone; or
- The number of enemy convoys in the sea zone.

Add 2 to the die roll if there are German submarines and Germany has declared unrestricted U-boat warfare (US Entry Action 27). The result on the table is the number of convoy points sunk (defender's choice which).

If one side initiated strategic warfare with submarines, the other side can attempt to damage or sink them. The column is determined by

the *lesser* of:

- The number of SCS and aircraft with air-to-sea factors at war with enemy submarines; or
- The number of enemy submarines in the sea zone.

Add 1 to the die roll in 1917, or 2 to the die roll for 1918+. The result on the table is the number of damage results applied to submarines (owner's choice).

13.5.7 Adjust Morale

After production, now apply turn-based morale adjustments in reverse initiative order; i.e., the side with the worse initiative adjusts morale first. See 14.

13.6 Peace

During this step you check to see if the political status of any country or territory has changed and the ramification of these changes to those countries and territories.

13.6.1 Conquest

Conquest allows you to change control of home countries or territories you are at war with. After you conquer a country or territory, you control it.

A minor country cannot conquer another country or territory. The country or territory is instead conquered by the minor's controlling major power (even if it was not at war with the conquered territory or country).

All conquest in a turn occurs simultaneously.

13.6.1.1 Territories

You conquer a territory if:

(a) you control every city and port in that territory,

(b) you control every port and coastal city in every sea area the territory has a coastal hex in, or

(c) control every hex;

whichever comes first.

If more than one major power from the conquering side controls hexes in a territory, the major power with the greatest *influence* is the conqueror. Using the following priority, whoever

1. controls the most ports and cities,
2. has the highest garrison value (see 9.2),
3. has the most total land combat factors,
4. last occupied a city or port, or
5. last occupied a hex

in the territory gains its control.

13.6.1.2 Home Countries

You conquer any other home country (minor and major) if you control its capital *plus* every *printed* factory hex in that home country. The conqueror is the major power controlling the capital.

13.6.1.3 Effect of conquest

Remove from the game all the conquered home country's land and aircraft units that are in the conquered home country. Remove from the game all of its land and aircraft units not on the map. Also remove pilots in those aircraft, on the available pilots track and on the production circle.

Remove any naval units in its force pools (except convoy points) from the game. All other units remain where they are.

Roll a die for each of its naval units on the production circle, or in the construction pool or repair pool. On a '1' or '2' it becomes controlled by any major power the conquered major power chooses (including itself). On a '3' through '5' it is destroyed. On a '6' or higher it becomes controlled by any major power the conqueror chooses. If the Commonwealth is chosen to control the unit, it becomes a British unit.

All units from the conquered side in that country that aren't at war with the conqueror, are now placed on the production circle to arrive as reinforcements in 2 turns.

If this is the *first* time the country or territory has been conquered:

(a) it loses control of every hex in its home country or territory;

(b) every one of its hexes occupied by a land or aircraft unit, or in their uncontested (by any other major power) ZoCs becomes controlled by that unit's controlling major power; unless already controlled by another major power on the same side. If more than one major power's land and/or aircraft units occupy the same hex, then the major power with the most land combat factors in the hex will control it; and

(c) all of its other hexes become controlled by the conquering major power.

All naval units now in hexes controlled by the other side are treated as if they had been overrun (but not surprised, see 11.9.6).

13.6.1.4   Incomplete conquest

If a conquered major power or minor country still controls at least one aligned minor country that was aligned to it *prior* to 1914 (i.e. has its initials printed after its name on the map) then that major power or minor country is only incompletely conquered, and fights on with its remaining units.

Each such country now chooses a new home country for the units of its conquered home country. It may pick any aligned home country aligned to it prior to 1914, or (if a minor country), their controlling major power's current home country.

Conquered Commonwealth major power home countries may instead pick another CW major power home country (e.g. if Australia is conquered, you could pick Canada as the new home country for Australian units).

If a unit's original home country is incompletely conquered and not yet liberated, remove it from the game if it is destroyed while out of supply. Immediately roll a die if such a unit is destroyed in supply ~ remove it from the game on a '5' or less; otherwise return it to the force pools.

Units from incompletely conquered major power home countries may still be built with whatever production the major power retains (minor countries, conquered or not, never build their own units ~ see 20.5.2).

Incompletely conquered major powers (only the UK in the case of the Commonwealth) have only half their normal activity limits (see 10.2) until liberated.

Incompletely conquered countries still receive annual additions to their force pools (see 4.1.1) as normal.

13.6.1.5   Complete conquest

When any major power or minor country no longer controls its own or any home country *aligned* prior to 1914, it has been completely conquered.

A completely conquered country is at peace with everyone it was at war with. Remove its naval units in the force pools, and *all* its land and aircraft units, from the game. It no longer receives any annual additions to their force pools (see 4.1.1).

A completely conquered country's naval units on the production circle and construction, transfer, reserve and repair pools become controlled by whoever conquered its last home country.

All on-map naval units of a completely conquered minor country become units of their aligned major power (the UK in the case of the Commonwealth).

All on-map naval units of a completely conquered major power become controlled by one active major power on its side (conquered major power's choice). If none, they are removed from the game.

Each hex it controls in a territory or home country controlled by another country reverts to the control of that other country.

Change the control of the last home country conquered as per the effects of conquest rules.

Each remaining home country it controls becomes controlled by the major power controlling that home country's capital. If none, and for each remaining territory it controls, control is determined by the major power with the greatest influence in that country or territory (using the same order to decide control as 13.6.1 Territories above). If the home country or territory is now controlled by another major power from the same side as the completely conquered major

power, the territory or home country's status remains unchanged (aligned remains aligned, conquered remains conquered). Otherwise the territory or home country's status is reversed (conquered becomes aligned and aligned becomes conquered).

If no-one has any influence in the home country or territory it becomes neutral. Each neutral territory may subsequently be declared war on as if it were a minor country.

All naval units now in neutral or enemy controlled hexes are treated as if they had been overrun (but not surprised, see 11.9.6).

13.6.1.6   Re-conquest

A conquered territory is re-conquered in the same manner that it was conquered provided the major power satisfying the conditions of conquest is from the other side to that which conquered it.

A conquered home country is re-conquered if the major power controlling its capital is from the other side to the major power that conquered it. You can't be re-conquered in the same turn you were conquered.

Countries and territories may be conquered and re-conquered any number of times during the game.

If you satisfy the conditions for re-conquest, you may be able to liberate it instead (see 13.6.3).

13.6.2   Mutual peace and neutrality

Two major powers at war can agree to come to peace on any terms mutually acceptable (except for transferring units). A neutrality pact is then in place between the parties.

Players can also agree to reach a peace between a major power and a minor country. In that case, they return to their pre-war borders.

If a peace is reached, remove all forces now in each other's hexes. Put them on the production circle to arrive as reinforcements in 2 turns.

If a minor country makes peace and is now not at war with anyone, remove all its units from the game until it is next at war, when all its units are again set up as normal (see 20.5.1) *except* for its destroyed naval units (if any) which remain destroyed (i.e., in the force pools).

13.6.3   Liberation

Instead of being re-conquered (see 13.6.1), conquered home countries and territories may be liberated provided the major power re-conquering it is from the other side to that which *first* conquered it.

You can liberate a country which existed in 1914 and was conquered by the other side (even re-conquered and not liberated), if you now control its capital. You can liberate a potential home country which didn't exist at the start of the game if you control any city in its potential home country (treat as if it had liberated itself except you immediately revert all potential hexes you control to the new country, see 13.6.3.2 & 20.3). Countries and potential countries can also sometimes also liberate themselves (see 20.3).

You may choose not to liberate a country or territory that could be liberated. If you do that, it suffers the effects of partisans (see 13.1) as if it were marked in red on the Partisan table, until it is liberated.

A completely conquered country is back in the game when its home country is liberated (any of its 6 home countries in the case of the Commonwealth). It is at war with every major power its liberator is at war with.

13.6.3.1   Liberation effects

Return all the liberated country's units not currently in the game to its force pools. Liberated minors' units join the force pools of their liberating major power.

A liberated country or territory gets back control of all hexes it controlled at the start of the game in 1914 that are now controlled by the liberating major power. Other major powers on its side can also give back all such hexes that they control. All major powers that give back all such hexes to a liberated major power may co-operate with it for the rest of the game. All those that don't may *never* co-operate with the liberated major power even if they return the hexes

in a later turn. Unlike conquest, no other hexes change control.

Units now in hexes they can't stack in are immediately placed on the Production circle to arrive as reinforcements in 2 turns. Remove all partisans from the liberated minor.

If you liberate the original home country of a conquered country, it again becomes the home country for its units, replacing any alternative home country.

Liberated minor countries and territories are aligned, and may co-operate, with the liberating major power.

13.6.3.2   Reversion

You may return a hex or minor country you control to the major power that controlled it in 1914 (or if it could be potentially part of that country as indicated on the map) during any liberation step.

You may also return control of a minor country hex (or hex it could potentially control as indicated on the map) to that minor country. You can only return hexes or minor countries to a country that is on your side and is not currently completely conquered.

13.6.4   Surrender

During any peace step, you may surrender the current home country of your *major power* if any of its hexes are enemy controlled *and* you have no in-supply land units anywhere inside the home country.

Surrendering a home country is treated the same as conquest (see 13.6.1) in all respects.

13.6.5   Reserve & militia removal

When you come to peace with every major power (i.e. you are neutral again), move all your reserve and militia units that are either on the map or the production circle to the reserve pool. Remove all reserve and militia units in your force pools from the game.

If you go to war again, eligible reserve and militia units may be called out again (see 9.7).

13.7   Victory check

Believe it or not, the current turn is over and you are ready to go on to the next turn. Turns continue until the game ends.

At the end of the game, you work out who has won by counting the objectives (red print cities) each major power controls.

13.7.1.1   Automatic victory

However, during this step of each turn, check to see if you have won an automatic victory. Your side can win an automatic victory if the major powers on your side control all of the following cities:

Berlin, Vienna, Istanbul, London, Moscow, Paris, & Rome.

Additionally, the Allies win an automatic victory immediately if German morale drops to zero.

If no one wins an automatic victory you keep playing.

Return the impulse marker to the first box on the impulse track and advance the game turn marker 1 turn (altering the year marker if necessary).

13.7.1.2   Final victory

Objective cities and ports on the map represent the major strategic, cultural and political centres of the world. Objectives have their names printed in red on the map.

At the end of the game, add up the objectives controlled by the Central Powers.

If the Central Powers control at least **16 objectives** at the end of the game (**19** if Italy joined the Central Powers), it is a Central Powers victory. Otherwise, it is an Allied victory. Don't include any objectives controlled by a Central Powers country that conditionally surrendered at any point during the game, but Japanese and Red Russian objectives count for the Central Powers at half value (see 15).

13.7.1.3   Political actions

Now each side resolves political actions. See 15.2.

14 Morale

Morale is a measure of both civilian and military will to fight. At the start of the game, you will set the morale of each major power on the morale track. Throughout the game, you will adjust it based on morale events (see Morale Chart).

All morale adjustments are implemented during the morale step immediately following production (note that the morale effect for 'death' of the same ace can occur multiple times during the game, because aces represent elite units more than specific people). Note that it is easiest to implement morale (and bonus build point) effects by tracking losses during the turn (e.g., place destroyed units in a neutral country to be counted at end of turn).

14.1   Gaining & losing morale

Gaining and losing morale works like rolling for US entry markers, except that during the morale step you add up all positive and negative morale modifiers before rolling.

For example, if you lost 35 build points of units (-35 morale), and the other side controls two of your home country cities (-1 morale each), and have 3 partisans in hexes you control (-1 morale each), this would be equivalent to a loss of 35 + 2 + 3 = 40 = 4 levels of morale. If during this turns production, you relegated 12 build points to the home front (12 × 2 = +24 morale), your total morale adjustment would be +24 – 40 = -16. So, this morale step you would lose 1 morale level, and lose a second if you rolled a '6' or less on a die.

You can never spend more than 40% of each turn's production (after lending and bonuses, but before saved build points) on purchasing morale, and you may never raise it above the starting 1914 level indicated on the Morale Chart, or raise it by more than 1 level each turn.

You gain and lose morale for events indicated in the Fatal Alliance Charts. Only the first cycle cost of naval units losses count, but destroyed convoys count at full value. You only lose morale for enemy control of resources, minors, and home country cities if you controlled them at the start of the *war* (e.g., if you become neutral and then active again, you only count occupied cities from the start of the current war). Note that this means that Belgrade and Tirana both count against Russian morale if lost, because Russia joined the war *after* Serbia was aligned. Minor country capitals still count for morale loss if they are liberated by the other side.

Note that destroyed minor country units you control count for morale loss if they were destroyed in combat (not if they were removed due to conquest). If you break down a corps into a division during combat, the full corps still counts for morale loss. Also note that British land units (not all CW) count as +1 cost for morale loss purposes, and American land units count as double their cost.

If a country becomes neutral or independent (e.g., South Africa - see below), it no longer counts for morale loss. Morale effects are not cumulative within a hex. For example, if a hex contains a capital and resource, lose morale only for the highest value (5 for capital), not for city, resource, and capital. Note that Russia and Austria-Hungary each have 2 'capitals' for this purpose, and can lose morale for enemy control of each (up to 10 total).

War weariness: Starting in 1915, all active major powers suffer an additional morale drain each turn, based on the following table (*increase by +0.1 if Woodrow Wilson's 14 points has been played; see 15.4).

	1915	1916	1917	1918	1919
Russia	0.1	0.3*	0.4*	0.4*	0.4*
AH, OE, Italy	0.1	0.2*	0.3*	0.3*	0.4*
USA	-	-	0.1	0.2	0.3
All others	-	0.1*	0.2*	0.3*	0.4*

Option 7: (Home Front Reserves) When calling out reserves, you can choose not to call out some, leaving them in the reserve pool. During the reinforcement step, you may also choose to take any of your major power in-supply corps size land units (even those not marked as reserves) located in a home country city (not in an enemy ZoC) and add them to your reserve pool, or deploy land units already located in your reserve pool as reinforcements. During the morale step, for every 2 corps-sized land units located in your reserve pool, gain 1/10th of a morale level (0.1).

14.2 Morale effects

Having a morale level of '10' or less has negative effects on your major power (see Morale & Political Chart). Only the worst of each effect type applies. For example, a morale level of '6' gives a +2 *total* to partisan rolls which would affect you, not +1 + (+2) = +3. In addition to other effects, if your major power ever hits a morale of '0', it immediately goes into revolution (see 14.3).

Some of the morale effects on the Morale & Political Chart are obvious. For the others:

Refuse attack/naval move: roll a die before each land attack (after attacks are declared but before any support is allocated; don't roll for attacks only against partisans), and each non-return to base naval move into a sea zone, unless the moving units have at least double the surface naval factors of enemy surface naval factors currently located in the sea zone they are trying to move into. If you roll the indicated number or less, cancel the land attack or naval move (it still counts towards activities limits; a naval unit that refuses to move stays face-up but may not attempt to move again this impulse). Note that this means, for example, that a naval unit intending to move 2 sea areas may be forced to stay in the first (if there are enemy naval units in the second). For land attacks, any cooperating units also attacking may choose to also cancel the attack if they wish, or carry it out at the new odds. For invasions, return the invading units to their transport(s).

Surrender before combat: roll for each *defending unit* you control *immediately* before the land combat roll. If roll the indicated number or less, remove that unit before combat. If there are no units remaining in the hex, treat it as a */2S combat result. Surrendering units do *not* count as losses for morale purposes, but could count for bonus build points if destroyed in their home country.

If CW morale goes to '7' or less, South Africa declares independence and goes to peace (unless it has already been conquered). Remove all its units from the game, and add its flag marker to the +3 Central Powers box on the Political Chart. Place any other units located in South Africa on the Production circle to arrive in 2 turns. Treat South Africa as any other independent minor country from now on (set up units if declared war on, etc.).

If CW morale goes to '5' or less, India declares independence and goes to peace (unless it has already been conquered), and splits into India and Pakistan (even if Pakistan is already independent). Remove all Indian units (and Pakistani if in play) from the game, and add its flag marker to the +1 Central Powers box on the Political Chart. Add the Pakistani flag to the +3 Allied box on the Political Chart. Place any other units located in either on the Production circle to arrive in 2 turns. Treat India and Pakistan as independent minor countries from now on.

14.3 Conditional Surrender & Revolution

If morale ever hits 0, the major power immediately offers a conditional surrender to all powers on the other side. Exception: if a Russian or Austro-Hungarian conditional surrender is accepted, Russia goes to civil war instead (see 14.4), and Austria-Hungary breaks up (see 14.5). If the surrender is not accepted, the surrendering power will fight until conquered, and never suffer from any morale effects again (stop tracking its morale). If a conditional surrender is accepted, morale remains at zero, but neutral countries don't lose morale for anything, and their morale can be raised while the country is at peace.

If the other side accepts the surrender offer, the surrendering country immediately goes to peace with a neutrality pact in place.

Home country hexes controlled by either side are returned. Home country hexes that could be controlled by either side (e.g., Alsace-Lorraine) are ceded by the surrendering power to the victor.

The *surrendering* power reverts control of any territory they control which started the war controlled by the other side. Any conquered countries they control are returned to their pre-war status (neutral, controlled by their original controller, etc.), even if this means that they are conquered in the process. All other countries and territories retain their current status. Additionally, you may now be able to demand concessions from a power which surrendered to you (see 15.2).

The surrendering power becomes neutral. Return all its 'Res' units and MIL to the reserve pool (these may be called out again if the country re-enters the war). Any units in the surrendering power's territory other than those of the surrendering power, and any units of the surrendering power outside its territory are placed on the Production Circle to arrive as reinforcements in 2 turns.

14.4 Russian civil war

There are two sides in the Russian civil war: the Reds (controlled by Germany), and the Whites (controlled by the Russian player and still part of the Allies and at war with the Central Powers). The Whites retain their existing status as 'Russia', at war with all countries they were pre-revolution. The Reds are controlled by Germany and at war with all countries Germany is at war with. Neither Russian faction cooperates with any major powers, but each side can lend resources and build points to their faction. Neither side earns Political Points for their side. Both sides use the Russian production multiples (including home country bonuses) and full set of activity limits. Neither side tracks morale, although their units can defect to the other side (see below).

If the OE is at war with Russia, Russia cedes West Armenia. Finland becomes neutral, including Viipuri hexes "S" and "T" (remove all Finish units). If Finland was liberated by Germany in a prior turn, Finland provides 1 resource to Germany from now on by trade agreement. Remove all units in Finland and place them on the Production Circle to arrive in 2 turns.

Russia cedes the Baltic States and all potentially Polish regions to Germany, and also returns any Russian-contolled territory in a Central Power home country or Central Powers aligned unconquered minor. Bessarabia becomes part of Rumania, even if Rumania is neutral or has already been conquered (if neutral, remove any units there and place them on the Production Circle to arrive in 2 turns). For any other Russian controlled minors or hexes in minors outside Russian 1914 territory, select a new controlling major power on the Allied side.

While Red Russia exists, Germany and Austria-Hungary must each maintain a garrison on the common border with Russia (see 9.2). Germany must maintain a garrison value of 20, and Austria-Hungary must maintain a garrison value of 15 (AH garrison no longer applies if Austria-Hungary breaks up). For each garrison point Germany or Austria-Hungary are short of this value, they lose 1/10th of a morale level each morale step. Additionally, for each full 5 garrison points above this requirement, Germany and Austria-Hungary may choose to take one build point or resource from Red Russia, provided these can be transported without being interrupted by White-controlled cities, resources, or unit ZoCs.

Remove Central Power units from Russia and place them anywhere in the common border with Russia (owner's choice where; or on the Production Circle to arrive in 2 turns for any that can't fit). Central Power units may not enter or attack into Russian territory during the civil war (exception: absorb Minsk or Ukraine, 15.2). Any Allied units in Russia remain, and their hexes (if city or resource) become White controlled.

Allied and White Russian units may attack out of and leave Russia to fight the Central Powers, but hexes in potential Russian home country (East Poland, Baltic States) aren't re-incorporated into Russia.

Remove all Russian naval units from the game. Remove all other

Russian units from the map and Production Circle and roll for them one by one (assign any available pilots to unpiloted aircraft and destroy any excess pilots or aircraft). On a 1-6, the unit joins the Whites. On a 7-10, it joins the Reds. Rotate Red Russian units by 180 degrees (so their text is upside-down on the map) to indicate their status. Also roll for units in the force pool – these will be available to build for their faction. Add the HQ 'Tukachevsky' to the Production Circle to arrive as a Red reinforcement next turn, and 'Ivanov' to arrive as a White reinforcement next turn. Remove 'Tsar Nicholas' from the game.

Now roll for control of city and resource hexes, one by one. On a 1-5, it becomes White controlled. On a 6-10, it becomes Red controlled. During the civil war, you only need to mark control of cities and resources. All other hexes may be used by either side to trace supply and rail movement, although a ZoC of the other faction may still block access.

Now place units. Each side places one unit at a time in a city or on a resource they control (alternate placement, Whites going first).

Before land combat involving units of both sides, check each attacking and defending unit for defection to the other side (don't check for minor country units and partisans). Red units defect to the Whites on a roll of 1; White units defect to the Reds on a roll of 1-2 (exception: Ivanov & Tukachevsky never defect). Note that Red units can defect in combat with other Allied powers and White units can defect in combat with Central Power units, but these still join the opposing Russian faction. Defecting units are placed on the Production Circle as a reinforcement to arrive next turn for the other side. Units destroyed in combat remain controlled by their faction and return to their force pool.

Any currently existing or newly created minor countries which include hexes in the Russian home country are controlled by and aligned with the Reds. The Reds may create new minors out of Russian home country territory (e.g., Ukraine) but the Whites may not. The Whites may enter these countries to attack them and take control of their hexes, which still count as home country if Russian-controlled.

All partisans in the Russian home country are controlled by and co-operate with the Reds. After each Partisan step, the Reds can set up one free randomly selected partisan in European Russia, and another on the World map (outside a White or Allied ZOC). This is in addition to the normal partisan roll.

The Civil War ends when one side controls all but 2 *printed* factories in the Russian home country (i.e., including Ukraine even if Ukraine is independent). Any remaining Russian units on the losing side go over to the winning side, though minors remain independent.

If the Whites win the civil war, they resume their fight with the Central Powers (and could enter civil war again; post-war starting morale = '7'). Red-controlled minors remain at war with the Whites, and must be transferred to a new Central Power controlling major power.

If the Reds win the civil war, they and any controlled minors become neutral for the rest of the game. Place any Allied units in Russian territory to arrive on the Production Circle in 2 turns. Furthermore, a victorious Red Russia sends 3 resources to Germany, and 1 to Austria-Hungary.

14.5   Austro-Hungarian break-up

If Austria-Hungary surrenders, it breaks up and Germany gains control of all hexes that were Austro-Hungarian controlled. If Italy is an Allied country, Austria-Hungary cedes Trieste and South Tyrol to Italy. Italy returns all other Central Power hexes, reverts to neutrality with a single flag maker at +5 Central Powers, and may be influenced from now on by both sides (treat this in other ways as if Italy had conditionally surrendered, see 15.3.5). Czech becomes a new minor consisting of Bohemia and Slovakia (all hexes that were AH controlled are German-conquered; if any cities are Allied-controlled, it can be immediately liberated to any active Allied power). Double the partisan value of all potential Czech and Polish

regions (before any other modifications; even regions controlled by Allies). Any minors that were aligned to or conquered by Austria-Hungary transfer to German control.

Remove all Austro-Hungarian naval units from the game. Roll a die for each Austrian and Hungarian land and air unit. On a roll of 1-4, it transfers to German control (Germany can choose to immediately destroy it at no morale cost instead). On a roll of 5+, it is removed from the game. Transfered units are treated as German in all respects except that they may also be reinforced into German-controlled cities in their original home countries, and treat those as primary supply sources. Austria and Hungary may never be liberated and don't get partisans against Germany. Control of Austro-Hungarian hexes (cities, resources, etc.) has no impact on morale. All German-controlled Austrian and Hugarian cities are secondary supply sources for German units.

15 Politics

During the political step at the very end of each turn, you conduct political actions. Political actions are side-based, not major power based. I.e., the Central Powers and Allies each have a single pool of political points and each conduct Political actions for their entire side. At the start of the Political Step, each side earns 2d10 political points (two dice worth) to add to the total. After the USA joins the war, the Central Powers earn only 1d10 political points. You can save political points (without limitation), and earn them for in-game actions (see Charts). Note that 'taking' and objective, city, port, or resource means that it must have been enemy controlled (you don't earn point for country alignment or activation, but you would for change of hex control by conquest or surrender even if you didn't enter the hex). Only the highest of these in a hex counts (you wouldn't earn 2 points for a city with a port). There is no limit to how many times political points may be gained for a hex as it shifts between each side's control. The active major power with the most production that turn (before lending and bonuses) decides on how to spend political political points for their side (see below).

15.1   Minors and Influence

Throughout the game, you can influence minor countries (and also Italy, Japan, and the Ottoman Empire), to provide benefits or even join your side. Most minor countries throughout the world have flag markers which are used to track their stance towards the Central Powers and Allies on the Morale and Political Chart. At the start of the game, these flags are set up where they are printed on the chart. Minors with a flag marker but no flag printed on Political Chart are all set up at +1 towards the Allies. Minors without a flag marker can't join the war unless someone declares war on them.

To influence minors, secretly decide and record how many 'shift' attempts you want to buy in each minor country. You will then compare this to how many shift attempts the other side purchased this turn. One shift attempt in a minor in a turn costs 2 political points. Two shift attempts in the same minor cost 2 + 3 = 5, three shift attempts cost 2 + 3 + 4 = 9, four shift attempts cost 14, and so on.

Both sides simultaneously reveal the number of shift attempts they are attempting to buy in each minor. Then each side rolls a die and consults to Political Chart to determine which countries they earn a bonus 3 free shift attempts in this turn. Add these to the shift attempts purchased. For each contry listed which is ineligible to be influenced (e.g., it is conquered, not independent, or already at war, gain 1 political point to spend later).

Only the side with more total shift attempts (purchased plus bonus) rolls for each country (exception: Italy). If both sides have the same number of shift attempts, both sides rolls for shifts in that country (side without initiative first). Flag markers have a number printed on the front (e.g., 8/6 for Bulgaria). This is the chance of a shift attempt actually shifting the minor towards the Central Powers/Allies (i.e., on a roll of '8' or less towards the Central Powers, or '6' or less towards the Allies).

15.1.1   Minor political status

If a minor is located in a '+15' box for either side, it can be aligned to that side as described in 9.6. When you do this (or when the minor is aligned through a declaration of war or liberation), move its flag marker to the Central Powers or Allied 'Active Allies' box. Minor flags can't be shifted down from the '+15' box or an active ally box, but if a flag has sat in a '+15' box for an entire turn without the country being aligned, move it down to the '+14' box at the start of the political step.

For minors located in the '+14' box and lower, you may still be eligible to receive certain benefits (all benefits apply at all higher levels, e.g, 'Supply & rail access' applies at all levels '+9' and above).

Restricted access - Only your side may base naval units in the minor (see 2.4.3).

Rail, supply, & rebase access – Your side may trace supply through, rail through, and fly rebase missions over the country's territory (provided they don't stop inside).

All resources – The minor sends all its resources to any major power(s) on your side (even those promised to another via trade agreement, see 5.1). Only your side may rail resources through the minor.

Foreign troop access – Major power units on your side may enter the minor using foreign troop commitment (see 19.2.1). If your side goes to war with the country while you have units inside, place your units on the Production Circle to arrive in 2 turns.

15.2   Other political actions

Each side may also spend political points on the following political actions (**cost** as indicated in brackets):

Sponsor rebels (4): Treat as a partisan roll in one area you select (as if it was rolled on the Partisan Table, but other regions may be selected with a partisan value of '3' if unmarked). Each side may only select this option once per turn (played after influencing minors, in reverse initiative order).

Placate rebels (8): Remove one partisan from anywhere on the map (played after influencing minors, in reverse initiative order).

Subversion: Subversion is performed during the morale step with political points saved from the previous turn or earned during the turn. Each side may choose one active major power on the other side to subvert, to add to that country's morale loss. The cost is 2 political points per 1/10th point of morale, plus 1 per additional point purchased. For example, it would cost $2 + 3 + 4 = 9$ political points to subvert a major power by 0.3 points of morale. Subtract 1 from the cost for Russia, Austria-Hungary, the Ottoman Empire, Italy, and China beginning in 1916, and 1 from the cost of all countries beginning in 1917 (not cumulative). E.g., for either Germany or Russia in 1917, it would cost $1 + 2 + 3 = 6$ for 0.3 points of morale.

Spies (2): Spend 2 political points to reduce the other side's saved political points by 10% (played at the end of the turn), or examine the US or CW entry or tension pool (all markers except one withheld at the US or CW player's choice; may be played any time).

Sign/cancel trade agreement (10 per resource; 15 to cancel): Spend 10 political points to sign a new trade agreement with a minor (or inactive Italy, Ottoman Empire, Japan, or China), or spend 15 per resource to cancel an existing one with a major power on the other side (even one from the start of the game). (Played after influencing minors; the side with initiative has first pick, but each side can only sign or cancel one trade agreement each turn.)

Government in exile (4): Add all units of a minor which has been conquered by the other side to the force pool of the country that was controlling them (even units removed from the game; only for minors which existed in 1914). These are treated as minor country units, but may arrive, and get supply from cities of the major power adding them. (May be played at any time.)

Military Advisors (10): Germany and the Ottoman Empire, or Germany and a Central Powers Italy cooperate from now on (played by the Central Powers once for each at any time).

Absorb Ukraine (X): This action can be played to allow Central Power units to enter and attack in a region of Ukraine (this does not in itself change hex control). The cost is 7 per resource and city in the region (e.g., $5 \times 7 = 35$ for West Ukraine). If Ukraine exists, it becomes a German-controlled minor. Alternatively, it may be subsequently liberated by Germany or Red Russia as such. Any hexes that Central Power units enter become controlled by them (and may be reverted to Red Russia or Ukraine if it exists). Russian-controlled hexes in Ukraine are still considered part of the Russian home country. For Central Power mandatory border garrison purposes, Ukraine still counts as part of Russia. (May be played during any Central Powers declaration of war step while Russia is in civil war.)

Absorb Minsk (10): This action can be played to allow Germany to enter and attack in all the hexes bounded by the hexrow to southeast up to the border of Ukraine (6 hexes total: 2238, 2137, 2136 2237, 2236, and 2135). This works the same as absorbing Ukraine (hex control, staying part of Russia, border for garrison remaining in East Poland, reversion of hexes). (May be played during any Central Powers declaration of war step while Russia is in civil war.)

Absorb Armenia & Azerbaijan (15): This action can be played to allow a Central Power Ottoman Empire to enter and attack in all the hexes in Armenia & Azerbaijan. This works the same as absorbing Ukraine (hex control, staying part of Russia, reversion of hexes). If Azerbaijan exists, it becomes an Ottoman-controlled minor, or it may be subsequently created as such. If Armenia exists, it becomes a White Russian controlled minor, or it may be subsequently created as such. (May be played during any Central Powers declaration of war step while Russia is in civil war.)

Establish Allied high command (40): France, the CW, the USA, and Italy (if Allied) all cooperate with each other from now on. You may only play this after the US joins the war. (Played after influencing minors.)

15.2.1   Concessions

You can demand concessions from a major power which conditionally surrendered to you (even on a prior turn, provided it isn't active).

Rail, supply, & rebase access (10) – Your side may trace supply through, rail through, and fly rebase missions over the country's territory (provided they don't stop inside).

Territorial access (15) – (You must have bought rail, supply, & rebase access first on a previous turn.) Your side may enter the surrendering powers' minor countries and territories using foreign troop commitment (see 19.2.1). Note that naval units may additionally enter their territory using Neutral basing (see 2.4.3). Ignore the surrendering power's own units for stacking purposes, and your units inside their territory don't count for the purposes of neutrality pacts. If you go to war with the major power, place any of your units in their territory on the production circle to arrive in 2 turns.

Home country access (20) – (You must have bought territorial access on a previous turn.) Same as territorial access, except your side may also enter the surrendering powers' home country using foreign troop committment.

Resources (10/20/30 for 1st/2nd/3rd/etc. resources) - Sign a trade agreement with the country to provide you with the indicated number of resources. You can never take half or more of a country's resources this way.

15.3   Special country rules

This section outlines special political rules for certain countries.

15.3.1   Japan

Japan joined the Allies in the war, but was primarily committed to gobbling up German territories in furthering its own interests in

Asia. Meanwhile, its involvement in the war and growing militarism increased rivalries and tensions in the Pacific with a number of the Allied powers.

In **Fatal Alliances**, Japan is not active, but is at war with Germany from the time the CW declares war on Germany. (If Germany instead declares war on the CW, Japan activates on the next CW impulse.) Additionally, Japan has some units controlled by each side (only from the time the CW is at war with Germany). Japan's units controlled by Germany move on the German impulse, but can use Japanese activity limits as if Japan called a combined. Japan's units controlled by the CW are moved using CW activity limits.

Japanese units may only fight Central Power units, and may only enter hexes controlled by Japan or the Central Powers on the World Map. Japan's aim is to take as much German territory as possible before the CW can. Neither side gains political points for Japanese actions, but the Central Powers count *half* Japan's objectives for victory (exception: see below). Japanese units are considered to be at war with the Central Powers, except that only CW-controlled Japanese naval units fight Central Powers units at sea.

Until activated, Japan does not track morale or produce, and may not lend resources or build points (even if it would normally do so based on its political position). However, the units controlled by either side may be repaired and built for free.

Either side may declare war on Japan. Japan is treated as a minor country for politics, and may be influenced by either side. If the Allies manage to bring Japan to '+9' or higher to their side, Japan becomes an active Ally, and none of its objectives count towards the Central Powers total (remove its flag marker). In this case, Japanese units may enter other Allied controlled hexes, but may never leave the World Map or enter any part of the the Atlantic Ocean.

If the Central Powers manage to bring Japan to '+9' or more on their side, Japan makes peace with Germany, becomes active, and must declare war on either Russia or China (Germany's choice). (Japan is then treated as a Central Powers nation with respect to these countries, e.g., in terms of the Russian civil war.) Japan reverts to neutrality (units removed, all territory returned on both sides, China would revert to neutrality) if the Allies subsequently manage to bring Japan up to '+1 Allies'. If the Central Powers manage to bring Japan to '+15', Japan must fully join the Central Powers (remove its political marker). However, Japan never reverts Tsingtao or any Pacific islands to German control.

Unless fully part of the Central Powers, Japan may not declare war on any minors, and can only enter hexes controlled itself and countries it is at war with. If Japan is activated by one side, units controlled by the other side revert to control of the activating side. If forced to conditional surrender, Japan reverts to neutrality exactly like Italy or the Ottoman Empire.

The capture of the German naval base at Tsingtao was an important step for Japan and precipitated a crisis with China. To represent this in **Fatal Alliances**, at the end of every turn that Tsingtao is German-controlled, Japan moves 1 space towards the Allies (provided the CW is active). If Japan occupies Tsingtao, it immediately imposes the 21 demands on China. The Allies decide how China will react. If China accepts the demands, Japan keeps Tsingtao and China cedes Foochow to Japan. China moves 5 spaces towards the Central Powers. If China refuses the 21 demands, Japan returns Tsingtao to China (place any units on the Production Circle to arrive in 2 turns). Japan moves 4 spaces towards the Central Powers and China moves 5 spaces towards the Allies.

15.3.2   China

China was in turmoil following the recent overthrow of the Emperor. For Fatal Alliances, only use the Republic of China (ROC) units (set aside the Empire of China [red interior] forces for a pre-war scenario), but don't set these up at the start of the game. China is eligible to be influenced by both sides, and may eventually join the war. China provides benefits like any minor; however, until active, China may not lend resources or build points (even if it would normally do so based on its political position, except by trade

agreement). If forced to conditional surrender, China reverts to neutrality exactly like Italy or the Ottoman Empire.

15.3.3   Serbia

Serbia fought long and especially hard, and even continued to fight after its home country was almost entirely occupied. To represent that in **Fatal Alliances**, Serbia isn't conquered until both Belgrade and Skopje are controlled by the Central Powers.

15.3.4   Poland

Poland may not ever be liberated by the Central Powers or Russia (even by declaring independence), and is treated as conquered by both. However, it may be liberated and controlled by the CW or France (who also control Polish partisans in Central Power controlled Polish territory).

15.3.5   Italy & Ottoman Empire

Though major powers, Italy and the Ottoman Empire are treated as minor countries before they enter the war (they are aligned in the same way as any other minor), but are major powers when active. Don't set up their units until they join the war, but when they do, set them up like any other major power based on the setup chart. Joining them into the war costs 3 political points, results in surprise, and has a US entry effect like any other declaration of war.

Italy historically had reasons to join both sides, but seemed determined to get a piece of the action in any event. To represent this, Italy uses two separate political markers. Use the Italian flag for Italian influence towards the Allies, and use Italy's morale marker for influence towards the Central Powers. All influence spent on Italy goes only towards positive shifts towards that side (for example, all Central Power influence moves the morale marker towards the Central Powers). Either side with their Italian influence marker in the '+15' box may join Italy in on their side. Prior to Italian entry, neither side may gain any other political benefit from Italy (e.g., restricted or rail access, or resources except by trade agreement which remain in place until Italy is activated).

If Italy, the Ottoman Empire, Japan, or China revert to neutrality later through conditional surrender, they go back to being treated as minor countries starting in the +1 Allies box (only use one political marker for Italy the second time), but neither side can influence them for a full 6 turns (random shifts still apply). No concessions may be purchased. They retain any units they had when they made peace to set up when re-activated (all units must be set up in their home country if re-activated), and re-activate with a morale of '7'.

15.3.6   Austria-Hungary

Austria-Hungary was a polyglot Empire dominated by the dual monarchy of Austria and Hungary, and each had separate defined zones of influence. Therefore, Austria and Hungary are treated as separate countries in some respects. Both Vienna and Budapest are considered capital cities. Austrian units may only be reinforced in the provinces of Austria, Trieste, and Bohemia. Hungarian units may only be reinforced in the provinces of Hungary, Transylvania, and Slovakia. Aircraft, divisions, and naval units are considered jointly owned and may be reinforced in any home country city. Austrian and Hungarian *corps* count as units of separate co-operating major powers in combat, incurring the -1 attack penalty when attacking together (or a -2 penalty when also attacking with Germans).

15.4   Political events

Each of these events may be triggered *once*.

Zimmerman telegram – After the US plays Entry Option 38 but before it is at war, either Germany or the US can decide to trigger the Zimmerman telegram during any German declaration of war step. Roll a die. On a 1-5, Mexico moves 4 spaces towards the Central Powers. If the roll was 7 or less, the US gains 2 entry markers.

Sinking of the Lusitania – When Germany declares unrestricted U-boat warfare, roll a die. If the roll is 3 or less, the US gains an entry marker.

Germany sends Lenin to Russia – At the start of any US Entry step in 1916+ (before the US draws markers, or even after the US is at war) when Russian morale is 10 or less, Russia controls no cities in Germany, and Germany controls Warsaw and at least one city in the Russian home country, Germany may ship Lenin to Russia. Increase Russian morale loss each turn by $6/10^{ths}$ (0.6). The US earns an extra marker each turn during the US Entry step (including this one).

Pancho Villa Raid – Any German declaration of war step after the USA has played option 25 (Gear up) when the USA and Mexico are both neutral, Germany can set up a Mexican 3-4 CAV in Chihuahua. The USA may attack and occupy Chihuahua (and use the resource), but the hex is returned to Mexico when the USA goes to war with Germany, unless the USA is at war with Mexico (place any US units there on the production circle to arrive in 2 turns). If the CAV is destroyed, it is not set up if Mexico later enters the war, but could still be rebuilt if Mexico joins the war (only).

For each turn Chihuahua remains unoccupied by the USA, subtract 1 build point from US production and remove a US entry chit on a roll of 3 or less at the start of the US entry step. For each turn Chihuahua is occupied by the USA, move Mexico 1 space towards Germany at the start of the politics step.

Woodrow Wilson's 14 Points – During any Allied declaration of war step after the USA had played option 40 (Introduce the Draft), the US player can declare the 14 points as a basis to end the war by universal self-determination. After this event is triggered, roll 2 dice for each partisan check (13.1.1). If a region comes up on both dice, only check for partisans once, but add 3 to its partisan value this turn. From now on, treat all Central Power-controlled regions that could be part of Poland as Polish territory for partisans, and regions that could be part of Czech as Czech territory for partisans (even if they belong to a major power home country). Czech becomes red for partisans. This event also increases war weariness (14.1).

Call for Jihad – During any Central Powers declaration of war step after the Ottoman Empire has joined the Central Powers but the US hasn't entered the war, the Ottoman Empire may issue a call for Jihad. Immediately roll for partisans in Morocco, Algeria, Tunisia, Libya (if Italy is active), Egypt, Pakistan, and Uzbek/Turkmen if these are Allied controlled. Move Persia and Afghanistan 1 space towards the Central Powers. Then roll a die. On a 7 or less, the US gets an entry marker.

Senussi uprising – During any Central Powers declaration of war step after the Ottoman Empire has joined the Central Powers and Italy has joined the Allies, the Ottoman player may place the 2-4 1917 partisan CAV in Libya within 5 hexes of Tobruk (even if is before 1917 or the partisan is already somewhere on the map). Until destroyed, this partisan may go anywhere in Libya and Egypt, and cooperates with Ottoman units. This partisan may not be removed from the map unless destroyed (e.g., even if you need to add a partisan and there are none in the pool). Instead of increasing the partisan value of the country where this unit is located by 1, increase it by 3.

Lawrence of Arabia – During any Allied declaration of war step in 1916+ when the CW controls Egypt and a Central Power Ottoman Empire controls Jerusalem, the CW player may place the 2-5 1917 partisan CAV in Arabia (even if Arabia is neutral, it is before 1917, or the partisan is already somewhere on the map). Until destroyed, this partisan may move within Arabia and any adjacent countries, even while Arabia is neutral. This partisan may not be removed from the map unless destroyed (e.g., even if you need to add a partisan and there are none in the pool). Instead of increasing the partisan value of the country where this unit is located by 1, increase it by 3.

Czech Legion – At any time there is a Central Power unit in Russia and Russian morale is 7 or less, Russia may add the Czech 4-3 INF to the production circle to arrive in 2 turns. From now on, this unit is considered Russian in every way, except that it never surrenders before combat and is removed from the game if destroyed. If Russia goes to civil war, this unit remains controlled by the Whites and

never defects.

France recruits from African colonies – At any time there is a Central Power unit in France and French morale is is 7 or less, France can trigger this event by paying 5 Allied political points. The next 4 INF that France builds cost 1 build point less.

Pressure the Neutrals – During any Allied declaration of war step after the USA had played option 24 (Restrict German Trade), the CW can trigger this event by paying 10 Allied political points. Remove 1 US entry marker (if the US is not yet at war) and move Norway, Sweden, the Netherlands, and Denmark 2 spaces each towards the Central Powers. Then roll a die for Norway. On a '8' or less, Norway cancels its trade agreement with Germany. On a 9-10, Norway immediately joins the Central Powers. Next, roll a die for Sweden. On a '6' or less, Sweden reduces its trade agreement with Germany by 1 resource. On a 10, Sweden immediately joins the Central Powers. Next, roll a die for the Netherlands. On a '5' or less, the Netherlands reduces its trade agreement with Germany by 1 resource (not the NEI resource). On a 10, the Netherlands immediately joins the Central Powers. Next, roll a die for Denmark. On an 6-10, Denmark immediately joins the Central Powers. If any of these countries join the Central Powers, there is no political point or additional US entry cost, and no surprise. Trade cancellations apply even for trade agreements created after the start of the game, although cancelled agreements may be subsequently re-created.

Re-flag Norwegian Merchants – During any Allied declaration of war step when Norway is neutral after the **Sinking of the Lusitania** event has triggered, the CW may trigger this event by paying 5 Allied political points. Set up 5 convoy points in a British home country port. These are removed from Norway's setup if Norway is subsequently activated. Move Norway and Denmark (if neutral) one space towards the Allies.

Home front mobilization – At the start of any any US entry step after the USA had played option 25 (Gear up production), either side may trigger this event (even if the US is already at war). If the Central Powers trigger this event, the USA gains an entry marker and the Allies gain 10 political points. If the Allies trigger it, the USA loses one entry marker and the Central Powers gain 10 political points. From now on, multiply all offensive points purchased by both sides by 20%. (E.g., if you buy 10 offensives, you actually get $10 \times 20\% = 12$).

16 Aircraft

Face-up aircraft can perform a variety of missions. The missions themselves are explained in the relevant parts of the rules. Here we explain the general rules that relate to all air missions.

16.1 Aircraft movement

You may move aircraft by naval transport (see 11.3.4) and rail movement (see 11.8). Mostly though you will move them by flying a mission. The weather can affect which missions you can fly (see 16.2.3).

16.1.1 Range

The range of each aircraft unit is presented in the yellow or white circle on the counter.

Each hex or normal hex-dot an aircraft enters uses up 1 point of its range in Europe, 4 points in world scale map hexes and hex-dots, regardless of weather, terrain, stacking limits, enemy units or their zones of control.

When an aircraft has used all its range (or can't enter the next hex or hexdot because it has insufficient points left) it must stop moving. However, an aircraft may always fly a mission at least one hex or hex-dot, regardless of range and map.

An aircraft may fly a mission to any hex it can reach within its range. If it is flying a naval air mission, it must fly to any hex-dot in the target sea area. Then it goes into a section of the area's sea-box depending on how many movement points it has left (see 11.2).

16.1.1.1 Reduced range

Any fighter flying an interception mission flies with only half its

printed range flying towards the target hex. They all have their normal range when returning to base.

FTRs flying as bombers also fly with half their range. You may rebase them only half their range after the mission. You should turn them sideways in the target hex to mark the bomber role.

An aircraft that is out of supply (see 2.4) can only fly a rebase mission, but at full range.

16.1.1.2   *Extended range*

Any aircraft with an extended range symbol may elect to fly a mission at extended range and thereby double its range at the expense of half its tactical, strategic,, and air-to-sea values.

16.2   Aircraft missions

16.2.1   Limits

Every major power (even an inactive one) that did *not* choose a pass action can fly any number of *escort, interception, combat air patrol,* and *ground support missions*.

If you chose an air action, you can fly an unlimited number of all other air missions.

If you chose a naval, land, or combined action, you can fly only a limited number of those other missions, although which ones you fly is up to you. The limits for each major power are set out on the activities limits table (see Combat charts).

16.2.2   Mission eligibility

Aircraft may only fly a mission if they are face-up. Face-down units in a sea area can still take part in naval air combats. Out of supply aircraft may only fly rebase missions. Each aircraft may only fly one mission a step.

This table explains which aircraft may fly which mission:

Air Missions	
Mission	**Who can fly it**
combat air patrol	FTRs
escort	FTRs
ground strike	Aircraft with a tactical factor
ground support	Aircraft with a tactical factor
interception	FTRs
naval air	Aircraft with a naval air factor
rebase	Any aircraft
strategic bombardment	Aircraft with strategic bombardment factors

16.2.3   Weather

The only missions you may fly to a hex or sea area suffering storm or blizzard is a rebase or return to base mission.

Halve the air-to-sea, tactical and strategic bombardment factors of aircraft in a sea area, or attacking a hex, in rain or snow. If the aircraft is suffering anti-aircraft fire, apply this halving *after* the AA results are applied.

16.2.4   Return to base

After the mission is completed, return surviving aircraft to any friendly controlled hex within their range (doubled if they were flying at extended range). Turn all units that return from a mission face-down.

Naval air missions are different - each aircraft stays in the sea-box section and keeps its current facing.

Rebase missions are also different - you do not turn the rebasing aircraft face-down after the mission is over.

16.2.5   Fighters

A FTR that flies a combat air patrol, interception, or escort mission is called a 'fighter' (e.g., not if it flies a bombing mission).

16.2.5.1   *Combat air patrol (CAP)*

A fighter can fly a combat air patrol mission at the point specified in the rules about the mission type.

A fighter flying CAP is attempting to anticipate an attack on a threatened location. Generally, you should only use it if the target hex is likely to need fighter protection and your fighter could not fly interception to the hex. Of course, you may also want to use it as a short range rebase.

A fighter flying CAP uses its printed range.

16.2.5.2   *Escorting*

A fighter can fly an escort mission at the point specified in the rules about the mission type.

An escorting fighter uses its printed range.

An escorting fighter only has to reach the target hex of the aircraft it is accompanying. It does not need to start or end the impulse stacked with it and does not have to 'pick it up' along the way.

16.2.5.3   *Intercepting*

A fighter can fly an interception mission at the point specified in the rules about the mission type. A fighter flying interception has only *half* its printed range flying to the target hex but can use its *full* range to return to base after the mission.

16.2.6   Bombers

An aircraft that flies any mission except combat air patrol, interception or escort, is called a 'bomber' (even if it is a FTR).

The relevant section of the rules explains how you conduct each bombing mission.

16.3   Air-to-air combat

The mission rules will tell you when to fight any air-to-air combat. You only need to fight one if both sides have aircraft present and either has a fighter amongst them.

16.3.1   Arrangement

Resolve air-to-air combats one at a time.

For each combat, divide your aircraft into two groups - bombers and fighters.

Arrange each group into a line from front to back. Usually it is better to place your best air-to-air rated fighter unit at the front of your fighter group and your best bombers (in terms of bomb factors) at the back of your bomber line. The front unit in each group is the only unit that can be adversely affected by combat (unless playing with Bounce combat, see 16.3.3), until it is destroyed, aborted or cleared through, thus exposing the second unit in the next round.

16.3.2   Combat

You fight each air-to-air combat in a series of rounds. This series continues until every aircraft on one side is either destroyed, aborted or cleared through.

If a side starts a round with no fighters, all opposing bombers are immediately cleared through to the target.

After air-to-air combat (if any) is over, all bombers that have been cleared through to the target carry out the bombing mission.

16.3.2.1   *Combat values*

Your air-to-air value for each round = your air-to-air strength - your opponent's air-to-air strength.

You calculate your air-to-air strength at the start of each round. It is equal to the air-to-air rating (see Unit Description chart) of your front fighter, plus 1 for each other fighter (you ignore bombers' air-to-air ratings).

If you have no fighter group, your air-to-air strength equals the air-to-air rating of your *front* bomber only. If that bomber's air-to-air value is bracketed, that bomber's side does not roll combat dice (i.e., it does not "shoot back" at the enemy) unless you are playing bounce combat (below), in which case the roll may only result in a bounce.

All modifiers are cumulative.

16.3.2.2   *Resolving the combat*

Consult the Air Combat table. The air-to-air combat sequence is:

1. The inactive side rolls two dice and adds them together.

2. Cross-index the dice roll with the column containing the inactive side's combat value, and implement the result.
3. The active side rolls two dice and adds them together.
4. Cross-index the dice roll with the column containing the active side's combat value, and implement the result.
5. The active side can voluntarily abort the air-to-air combat.
6. The inactive side can voluntarily abort the air-to-air combat.

Losses from the inactive side's roll do not affect the combat value the active side uses. However, the active player must suffer any result before knowing what their own roll is.

If you decide to voluntarily abort the air-to-air combat, apply an abort result to every aircraft you have remaining in the combat.

It is possible for both sides to voluntarily abort the same combat.

16.3.3 Combat results

The combat results are:

Air Combat Results	
Result	**Effect**
AX	The dice roller chooses whether to destroy the opposing *front* bomber or *front* fighter.
DX	As "AX" except that the side that didn't roll the dice chooses whether to destroy their own front fighter or front bomber.
AC	The dice roller chooses any 1 opposing bomber to clear through to the target. It need not be the front bomber. Remove the unit from the line-up and place it on the target. If there are no enemy bombers, ignore the result.
DC	As "AC" except that the side that didn't roll the dice chooses which of their own bombers to clear through.
AA	The dice roller chooses whether to abort the opposing front bomber or front fighter. Turn an aborted aircraft face-down.
DA	As "AA" except that the side that didn't roll the dice chooses whether to abort their own front fighter or front bomber.
—	no effect.

Note: Your units never suffer an effect when you roll dice in an air-to-air combat - any result you get only applies to opposing units.

Option 8: (Bounce Combat) When the result of any air-to-air combat is a "DC", the defender may choose to implement it normally (see 16.3.3) or may instead convert the result into a "bounce" combat.

If the defender chooses a bounce combat, you interrupt the air-to-air combat sequence to immediately fight a bounce combat. To fight a bounce combat, the defender selects any one of their remaining fighters and any one opposing aircraft (fighter or bomber) that remains in the combat. These two aircraft fight one round of air-to-air combat.

For this combat, you calculate the air-to-air values normally except
 (a) you gain no benefit from all other fighters you have; and
 (b) the bouncing fighter gains +1 to its air-to-air rating.

The results of the bounce combat are applied as per the Air Combat table, but can only affect the two planes involved. After this combat, if the bouncing fighter is not aborted or destroyed it must be placed in the rear of the line of fighters from which it came. If the bounced plane is a fighter and is either cleared through or not affected, it returns to its prior place in the fighter lineup. If the bounced plane is a bomber and the result is no effect, it returns to its prior place in the bomber lineup.

After the bounce combat, you resume the air-to-air sequence of play *but without recalculating your combat value for this round.*

When a side only has bombers at the start of a round of combat, all "AC" results that it rolls that round become "DC" results instead (allowing a normal bounce combat).

If the result of any air to air combat is 'AC' and the attacker has a fighter, the defender may conduct a bounce combat as usual but only against an opposing fighter (not bomber).

16.3.3.1 Terrain

Halve an aircraft's *tactical* factors when ground striking or ground supporting into a forest, jungle or swamp hex. Halve each *side* for ground support; halve each unit for ground strikes.

Terrain and weather (see 16.2.3) effects are cumulative.

16.4 Pilots

Pilots are separate from their machines and must be trained separately. The number of pilots limits the number of aircraft allowed on the map.

16.4.1 The reserve pool

In order to place a reinforcing aircraft onto the map, you must reduce your available pilots on the track by 1, or the aircraft is instead put into the reserve pool (minors use pilots of their controlling major power). For *each* pilot in your total on the available pilots track (see 16.4.3), you may select 1 aircraft in the reserve pool and put it on the map, as a normal reinforcement. You don't have to do this, you may keep aircraft in the pool and pilots on the track as you see fit. For each aircraft you do put on the map (including when setting up units at the outset of the scenario), reduce your available pilots total by 1.

After you have finished putting on new reinforcements, you may remove face-up aircraft from the map and put them into the reserve pool. They must be on a city in their home country to do this. For each aircraft you move to the pool, increase your available pilots by 1.

16.4.2 Pilot training

Pilots cost 2 build points and take 3 turns to train.

Use the "pilots in training" markers to show how many pilots you are training.

In the reinforcement stage add the number of your reinforcing pilots to your major power's total on the available pilots track.

16.4.3 Available pilots track

The available pilots track records the number of unallocated pilots on the map.

Add a pilot to your total:
- for each aircraft you move from the map into the reserve pool (see 16.4.1);
- for each 'pilot in training' who arrives as a reinforcement (see 16.4.2); and
- for each pilot who doesn't die when their aircraft is destroyed (see 16.4.4).

Subtract 1 pilot from your total whenever you put any aircraft onto the map (except minor aircraft you are setting up, see 20.5.1) or when you retrain a pilot (see 16.4.5).

16.4.4 Pilot deaths

If an aircraft unit is destroyed, the pilot can die with it. This happens if the aircraft was destroyed:
- in a sea area where that side has neither a naval unit nor a port;
- by an *orange* air-to-air combat result and the combat was over any sea area or enemy controlled hex;
- by a *red* air-to-air combat result;
- due to overstacking;
- by anti-aircraft fire (see 11.4.8);
- by being overrun while surprised (see 11.9.6);
- by being in its home country when it is conquered (see 13.6.1); or
- and it is a minor country aircraft prior to its units being added to its controlling major power's force pools (see 20.5.2).

If an aircraft is destroyed but the pilot survives, increase your total on the available pilots track by 1.

16.4.5 Retraining pilots

In a production step, you may convert pilots to build points. Simply

give yourself 1 extra build point for each pilot you subtract from your total on the available pilots track.

17 Surprise

Major powers and minor countries are surprised when a major power declares war on them, even if they are already at war with someone else. However, they are *not* surprised by a country they are currently at war with even if they attack in conjunction with units from a major power that has just declared war on them.

Furthermore they are not surprised by units flying over, or starting this impulse in, a hex controlled by a country at war with them last impulse.

The effects of being surprised last only for that impulse (the "surprise impulse").

17.1 Surprise effects

17.1.1 Aircraft units

Surprised aircraft units cannot fly any mission that is exclusively against units controlled by major powers declaring war. Therefore, in the surprise impulse they can't:

- fly a ground support mission to a hex being attacked *only* by units controlled by those enemy major powers; or
- fly an interception mission against aircraft *only* controlled by those enemy major powers.

Surprised aircraft units that flew combat air patrol cannot fight if the only units that fly a mission to their hex are those controlled by a major power on the other side declaring war.

Surprised aircraft units already at sea suffer the same effects as surprised *naval* units.

If a land unit controlled by a major power declaring war on you enters a hex containing one of your face-up aircraft, it and its pilot ~ see 16.4) is destroyed, not rebased.

Aircraft controlled by a major power declaring war ignore enemy combat air patrol and cannot be intercepted if they (solely) are flying a mission exclusively against a surprised hex or unit(s).

Bombers (and artillery) controlled by a major power declaring war, roll an extra die against each surprised unit they ground strike (see 11.7). A success with *either* die turns the surprised unit face-down.

Bombers (and artillery) controlled by a major power declaring war, double their ground support factors (see 11.12.4) if the only land units in the target hex are surprised units.

Aircraft (from any major power) can't fly a defensive ground support mission to a hex where the only land units there are surprised.

Anti-aircraft fire from units of a major power that is surprised is halved if directed exclusively against bombers controlled by a major power that declared war on it.

17.1.2 Land units

Land units are not halved when attacking a surprised land unit across a river or canal hexside (even if some other unit in the hex is not surprised). They still suffer the adverse effects of invasions and attacks across straits hexsides.

Surprised HQs cannot provide emergency HQ supply (see 2.4.4) or HQ support (see 11.12.3). Artillery (see 21.4) can't bombard while surprised.

17.1.3 Naval units

Overrun naval units may be captured or destroyed when surprised (see 11.9.6).

Surprised naval units can't provide defensive shore bombardment nor can naval units provide defensive shore bombardment to a hex containing only surprised units.

18 Offensive Points

Offensive points (recorded on the pilot track) represent the assembly of large quantities of supplies and replacements for a major offensive.

Offensive points are built in increments of 1 offensive point per build point (ignore gearing), and take 2 turns to build.

Active major powers must spend at least 10% of each turn's production on offensive points (after lending and bonuses but not counting saved build points), or else you lose $1/10^{th}$ of a morale for each offensive point not purchased. For example, if your production is 4 build points, you don't have to buy any (4 × 10% = 0.4), but if your production was 15, you'd have to buy 2 (15 × 10% = 1.5).

18.1 Spending offensive points

Each major power may spend offensive points to:

a) purchase unlimited actions;
b) provide benefits to one of your HQs; or
c) reorganise one or more of your HQs.

You may spend any number of offensive points in a turn as you have available.

18.2 Unlimited actions

If you spend 7 offensive points at the start of the impulse (5 offensive points for Italy, OE, AH, Japan, & China), your major power may perform unlimited land, air, and naval moves. Rail moves are based on your land action.

Unit re-organization cost (11.14.3) is based on the most favourable of all impulses called.

18.3 HQ benefits

Your HQs can provide combat benefits. Only one HQ may be chosen to provide benefits, and only to one action type (naval, air or land), this impulse even if you have chosen multiple actions (see 18.2). The cost is 3 plus *twice* the chosen HQ's reorganisation value (e.g., for an HQ with a reorg value of 2, it would cost 3 + 4 = 7).

Only face-up in-supply HQs (at the start of your impulse) can be chosen to provide benefits, and no benefit can be given to any unit while the HQ is on a TRS or AMPH (although it could be given immediately after the HQ conducts an invasion from the invasion hex).

An HQ can move, fight and/or reorganise units normally during the impulse it provides benefits.

At the *end* of your impulse, turn the chosen HQ face-down (if it isn't already).

If you use offensive points in land action, you can apply some benefits within "range" of the chosen HQ. A hex is within range if it is no further away in hexes and or hex-dots than the chosen HQ's re-organisation value (ignoring terrain, weather, neutral countries, enemy units and ZoCs). Each world scale map hex or hex-dot counts as 4 hexes for this purpose.

18.3.1 Naval action

After paying the appropriate offensive point cost at the *start* of a naval action, specify 1 of your *face-up* HQs that is in a port. During naval searches, you may demand rerolls of search dice (your's or your opponents') a number of times equal to the HQs reorganization value, in sea areas no further away than the HQs reorganization value (e.g., for an HQ with a reorg value of 2 in Bremen, you could demand a reroll in the North Sea (adjacent = 1 space away), or any sea area adjacent to the North Sea (sea areas with dashed lines still count).

During reorganization, each naval unit reorganised by *that* HQ only costs half the usual reorganisation point cost (see 11.14.3), and the HQ may reorganise naval units either in range as normal or at sea in sea areas in which it could have demanded rerolls.

18.3.2 Land action

After paying the appropriate offensive point cost at the *start* of a land action, specify 1 of your *face-up* HQs. You may:

- double the combat factors of co-operating land units within range of the HQ when you declare a land combat (see 11.12.1); and/or
- have each bombarding ART (see 21.4) roll an extra die

during the ground strike step (see 11.7).

You may do this (in total) to as many of *your* units in the impulse as twice the HQ's reorganisation value. You may only enhance each unit *once* per ground strike or land combat.

Furthermore, every land unit reorganised by *that* HQ only costs half the usual reorganisation cost (see 11.14.3).

18.4 Reorganise HQs

Immediately *after* declaring which HQs will receive benefits this impulse you may spend offensive points to turn your *in supply* HQs face-up now.

Each HQ costs 1 plus the reorganisation value of the HQ to turn face-up (e.g., 3 o-points for an HQ with a reorg value of 2).

19 Co-operation

Units must be able to co-operate to do certain things together. These rules will tell you who can co-operate, what they *can't* do together even though they can co-operate, and what they can't do together if they don't co-operate.

19.1 Who can co-operate

Units of a liberated major power never co-operate with units of a major power that refused to return hexes on liberation (see 13.6.3). With that proviso, the following may co-operate with each other:

1. Units from the same major power co-operate with each other (even if they are from different countries - e.g. Australian and Indian units).
2. Units from the same minor country co-operate with each other.
3. Units from a minor country co-operate with units from its controlling major power or minor country.
4. Units from a liberated major power co-operate with units from the major power that liberated it.
5. US and Commonwealth units co-operate provided neither is neutral.
6. US and French units co-operate provided neither is neutral.
7. German and Austro-Hungarian units co-operate provided neither is neutral.
8. Green partisans co-operate with units from their own country only. Red partisans only co-operate with other partisans (exception: Red Russia).

No other units co-operate (e.g. units from a major power don't co-operate with units from a minor country aligned with another major power, and units from one minor country don't co-operate with units from another, even if both are aligned with the same major power).

19.2 Not co-operating

Units that don't co-operate cannot:

1. stack in the same hex, at any time that stacking limits apply; or
2. transport each other's units; or
3. draw supply from a source controlled by the other; or
4. reorganise each other; or
5. be committed to any combat or mission that the other unit is, or will be, involved in this step. This *doesn't* apply to naval air or naval air interception missions.

19.2.1 Foreign troop commitment

A unit that ends any step in the unconquered home country of a friendly major power that it doesn't co-operate with is destroyed unless:

- it started the step there; or
- it started the step elsewhere and the unit satisfies the foreign troop commitment limit.

A minor country unit that ends any step in the unconquered home country of another aligned minor country on the same side is destroyed unless:

- it started the step there; or
- it started the step elsewhere and the unit satisfies the foreign troop commitment limit.

You satisfy the foreign troop commitment limit if there is at least one HQ from the unit's original home country there (any Commonwealth HQ for Commonwealth units) and the total number of that country's non-HQ units there is less than or equal to the total printed reorganisation values of the HQs. Divisions count as 0.5 units for this purpose, and aircraft and naval units count separately (e.g., with a '3' reorg HQ, you could have 2 corps plus 2 divisions, 3 aircraft, *and* 3 naval units).

You may not voluntarily exceed foreign troop committment limits, but if a unit has no choice except to exceed the limits (e.g., retreats, return to base with no other available ports), it is shattered instead of destroyed.

Units that don't co-operate are not otherwise limited. In particular, they can:

1. occupy the same section of a sea-box;
2. take part in the same naval combat;
3. take part in the same convoy chains (unless neutral);
4. lend resources to each other;
5. trace supply through hexes controlled by each other; and
6. enter hexes controlled by each other outside their major power home countries (if the owner agrees of course, see 11.9.5).

19.3 Co-operating

HQ, TRS and AMPH units may reorganise units they co-operate with. However, you double the reorganisation cost of a unit if *any* reorganisation point came from a unit of a co-operating country.

Apart from control of hexes (see 2.5), reinforcement (see 4.), activities limits (see 10.2) and reorganisation (see 11.14), units which co-operate act as if they were from the same country (they may move and fight together, etc.).

20 Minor countries

The world is divided into several types of political entity. At the top of the heap is the major power - independent and powerful. Then there are minor countries - still independent but not in the same military league as a major power. In **Fatal Alliances**, every major power home country, and every minor country, has a capital.

In previous years, most major powers valued their importance by how many other territories, sometimes called "colonies", they controlled. We don't have a special status for colonies - they are either a minor country aligned with, or conquered by, a major power or simply hexes controlled by a major power.

We represent the independence of true minor countries by making them neutral until they enter the war. They enter the war when someone declares war on them or when they otherwise align themselves with a major power. In either case, for game purposes you will select a major power to run their affairs.

The scenario information (see 24.) will list which minor countries start the game conquered or aligned.

20.1 Neutral minor countries

You may transport resources and build points through hexes controlled by neutral minor countries.

Unless allowed by political status (see 15.1.1), your units may not enter hexes controlled by a neutral minor country nor may you trace supply through them.

20.2 Entering the war

A minor country enters the war when:

- a major power declares war on it (see 9.5); or
- it aligns with a major power (see 9.6 and 15.1.1).

If a minor country aligns with a major power, it is controlled by that major power.

In every other case, when one or more major powers declare war on a minor country, choose an *active* major power on the other side to align with it (Japan and China may not align minors unless full allies on one side or the other).

If there is more than one eligible major power, offer the minor to the major power whose capital is closest to the minor's capital (any home country in the case of the Commonwealth). If it declines, offer it to the next closest, and so on.

If every eligible major power declines, the minor (and all its controlled minors and territories) is immediately conquered by the attacking major power (see 13.6.1).

20.3   Independence

A minor country or major power may declare independence in any declaration of war step where it has its own land unit in any cities in its potential home country (usually combined from two partisans, see 13.1). Note that the country need not have existed previously provided it has potential units to build (e.g., Estonia could liberate itself from Russia, or Pakistan could liberate itself from India).

If not yet controlled, choose one city the new country controls to become the capital, and if minor country, a major power on the side which would control its partisans to control the new country (see 9.5). The new country only controls the hexes occupied by its land units, and is at war with all active major powers on the side it broke away from. If there is an established capital (e.g., Paris), that city becomes the capital once it is controlled.

Treat a country which declares independence as liberated (see 13.6.3). Conquest of a minor which declared independence reverts it to its original status as a separate minor or part of its original home country (e.g., Georgia could break away from Russia, be re-conquered and re-incorporated into Russia, re-liberated, and so on).

20.4   Who can enter the minor

Your units can enter hexes controlled by a minor country if:

- you are at war with it or with the major power that controls it; or
- it is conquered by you or another active major power on your side; or
- it is aligned with any active major power on your side and the unit entering is controlled by an active major power (subject to foreign troop commitment ~ see 19.2); or
- it is aligned with a neutral major power on your side and the unit entering is one of that major power's unit.

20.5   Minor country units

20.5.1   Setting up

When a minor country not currently aligned to any major power aligns with you, set up its initial units immediately. You must set up in hexes controlled by that minor. At least half a minor country's initial units must set up in its home country.

Set up each of the minor's land and aircraft units that has an earlier year on its back. If it has the current year on its back put it on the production circle to arrive as a reinforcement next turn (along with a pilot). For setting up reserves see 9.7.

Set up on the map each of the minor's naval units that has a date on its back that is at least 2 years earlier except those sunk prior to the start of the scenario.

If the date is 1 year earlier, put the unit into the construction pool. If it is the current year, the units are not yet set-up (see *Production* below).

Set up this many *convoy points* (use the controlling major power's convoy points, which are treated as units of the minor power for the rest of this impulse only, and thereafter are treated as units of the controlling major power):

Minor convoys:

Argentina: 1 CP
Belgium: 2 CP
Brazil: 2 CP
Central America: 2 CP
Greece: 5 CP
Denmark: 5 CP
Mexico: 2 CP
Netherlands: 6 CP
Norway: 7 CP
Portugal: 2 CP

Sweden: 3 CP
Spain: 3 CP

20.5.2   Production

Immediately after you have set up a minor country's units you must declare whether those units not set up are to be added to your force pool. If you do, its units must always go into your force pools as they are destroyed (unless scrapped, see 13.5.5) and/or become available (see 4.1).

If not, they are removed from the game, as are the set up units when they are destroyed. These units are still eligible to be added to the force pool of the major power that liberates it (see 13.6.3).

20.5.3   Restrictions on use

Minor country units can move and fight outside their home country. However, you may only move a minor country land or aircraft unit (naval units are not restricted) outside the minor's (current) home country or to the reserve pool if half or more of its *on-map* land and aircraft units are currently inside its home country.

Any minor country aircraft may rebase (see 11.13) into a neutral country. If it does it is destroyed, but any pilot survives provided you have added the minor country's units to your force pools (see 20.5.2).

21   Other Rules

21.1   Factory construction

Factory markers are used to indicate destroyed and built factories. New factories cost 6 build points and take 3 turns to complete. You may only build factories in your major power's home country (Britain in the case of the CW). You may not destroy printed factories, but built factories are destroyed when an enemy unit enters their hex.

21.2   Division breakdown & build-up

After you have finished reinforcing units for a turn, you can breakdown INF, MOT, MTN, and CAV corps which aren't in an enemy ZoC into divisions. Both divisions must be of the same country as the corps (exceptions: Austrian and Hungarian corps are treated the same for this purpose, & for CW major power corps, at least one (only) of the divisions needs to have the same home country).

Draw randomly selected divisions from your force pool as follows:

INF breakdown into 2 INF divs

MOT breakdown into 1 INF & 1 MOT div or 2 MOT divs

MTN breakdown into 1 INF & 1 MTN div or 2 MTN divs

CAV breakdown into 1 INF & 1 CAV div or 2 CAV divs

Note that for breakdown to satisfy combat results (see Combat Chart), you can breakdown a corps into 1 division from your force pool and 1 division which doesn't exist in order to actually satisfy the 0.5 loss. For example, you could satisfy a 0.5 loss by breaking down an Australian CAV corps into an Anzac INF div and an Australian CAV div (which doesn't exist but is used to immediately satisfy the loss). If you do this, the full corps still counts for morale loss, and you don't earn any bonus build points for the loss.

After breaking down, if you have two divisions face-up and together in the same hex that you didn't get from breakdown this turn, you may build them up into a corps of a type that you could have broken them down from. However, instead of randomly drawing the corps, you must always build up into the weakest corps of the type available in your force pool (in terms of combat strength, randomly select if tied). Alternatively, you may do this with two in-supply divisions that aren't in the same hex, provided they aren't in enemy ZoCs. If you do this, place the corps on the production circle to arrive next turn instead of the map.

21.3   Engineer divisions

Engineers give die roll modifiers attacking and defending (see Combat Chart). Furthermore face-up ENG are not halved when

attacking across a river, canal or fort hexside (the defender still has all other combat benefits if behind a fort hexside). They also provide this benefit to as many land units they are stacked with as the ENG unit's combat factors (e.g., if you double a '1' factor engineer to '2', it can negate a fort/river for 2 other units). ENG attacking across both a river and a fort hexside ignore only the fort. If an ENG negates a river or fort (even for itself), or provides its +1 combat modifier across a river or fort, or against any entrenched unit, it must suffer the first loss (only for one engineer unit if you use multiple ENG in an attack). However, you may decline to negate rivers and forts (announced before the combat roll).

If you spend an extra build point per engineer, you can reduce its construction time from 5 turns to 3 turns.

21.4   Artillery

There are 2 types of artillery - anti-tank (AT) and field artillery (ART). They form two new force pools and, like other units, you should sub-divide each of these on the basis of cost.

Artillery units only have a combat factor (before modification) of '1' when being attacked, unless stacked with a land unit other than an artillery or notional unit.

Anti-tank units

Double the combat factors of AT units if they are being attacked by an enemy ARM or MECH unit.

Each *defending* anti-tank unit counts as 2 ARM divisions for choice of land combat tables (see 11.12.5).

Field artillery units

ART may attack and defend normally like any other land unit. However, a face-up in-supply ART may instead bombard (its combat factors are circled in grey). Bombardment does not count against any activity limit (see 10.2).

An ART bombards an adjacent hex as if its *printed* combat factor were an aircraft's tactical factor. Thus it can execute a ground strike or a ground support (offensive or defensive) mission into that hex. While bombarding, its factors are affected by weather (see 16.2.3), terrain (see 16.3.3.1), surprise (see 17.1), offensive points in a land action (see 18.3.2) and co-operation (see 19.2) exactly like an aircraft's tactical factors (e.g. it can't bombard a hex in storm or while surprised).

An ART unit may *not* use its combat factors to bombard if its own hex is being attacked.

If you use an ART's combat factors to bombard, its factors are not reduced to '1' due to it being the only land unit in the hex.

ART that bombard across all-sea, river, canal, fort or straits hexsides do not halve or third their factors. They can't bombard across alpine hexsides. If they take part in normal combat, they are halved or thirded as usual by such terrain.

An ART that bombards during *Ground Strike* (see 11.7) is turned face-down at the end of that step. An ART that bombards during *Ground Support* (see 11.12.4) is turned face-down after *Retreat* (see 11.12.5) regardless of the combat result.

The 1916 German railway gun may only move along rail lines (by land or rail movement) unless being transported at sea. When moving by rail it may move like an HQ. In addition to its normal artillery abilities, it can strategically bombard a factory city (with a factor of 1) up to 2 hexes away as if it were a bomber that cannot be intercepted. Turn it face-down after bombarding.

Option 8: (Fire Support) An in-supply face-up HQ, INF, or MOT corps can act as a 1-factor field artillery unit (HQs doing this may not also provide HQ support). The unit must not be in an enemy ZoC to provide ground support, but it may ground strike if in an enemy ZoC. Treat any unit that does this exactly like a 1-factor ART unit for all purposes (e.g., turn it face-down, etc.).

21.5   Territorials

Some major powers and minor countries have one or more territorial units available in the force pools from the start of the game. They form a new force pool.

The German Pacific territorial can set up and reinforce in any German controlled non-African city or port on the World map.

Movement

Territorials may only leave their home country if they are controlled by an active major power, and may only enter territory controlled by countries they are at war with or controlled by their controlling major power (e.g., an Anglo-Egypt Sudan territorial contolled by an active CW could enter Egypt or Palestine, but not Algeria).

For movement purposes, territorial units treat *all terrain in their home country* as clear. They pay normal movement costs outside their home country.

Conquest, liberation & reversion

When a home country is conquered (see 13.6.1), liberated or reverted (see 13.6.3), all its territorials on the map, in the force pool and removed from the game, are immediately moved to the current owner's force pool. The territorials on the Production Circle remain there and, when they arrive, do so as reinforcements under the current owner's control. This means that you can build territorials belonging to countries which you have conquered. Friendly controlled cities in conquered home countries are still primary supply sources (see 2.4.2) for its territorials.

21.6   Entrenchments

During production, you can build entrenchments for your corps-sized units. These cost a build point each and arrive the next turn. They are subject to gearing limits (13.5.5.8) and may only be built starting the turn *after* a country becomes active (for most countries, this means only one can be built in S/O 1914, two in N/D 1914, etc.). When entrenchments arrive, you can apply them to in-supply corps, rotating them by 90 degrees to indicate their status.

If an entrenched unit leaves its hex, the entrenchment is destroyed. Halve ground striking factors (from aircraft and artillery) against entrenched units unless a spotter is used. A spotter can be any aircraft except fighters (even balloons, zeppelins, and bombers without ground support factors). These are treated as bombers until after all aircraft are cleared through enemy fighters, at which point you can choose one to spot instead of ground striking. (Fighters with tactical factors can act as bombers but not observers.) Each defending corps that is entrenched gives a -1 to an attack, and if engineers are used to give their +1 bonus against any entrenched unit, they must suffer the first loss (see 21.3).

21.7   Fortifications

Fortifications form a separate force pool. They may not be built on the World Map (only the two European maps). Also note that Sevastopol starts with two fort hexsides that can never be destroyed.

Fortifications do not prevent enemy units entering their hex. Fortifications have no intrinsic combat value and cannot attack. Their combat benefits are not affected by lack of supply. They cannot be used to satisfy losses in combat and are destroyed as soon as an enemy land unit enters their hex.

The orientation of the counter determines which hexsides are fortified. Land units attacking through fortified hexsides into the hex containing the fort halve their combat value (in addition to any other modifiers, see 11.12.1). If *every* land unit attacks through a fortified hexside, the defender has the choice of combat table, see 11.12.5 (even if the attacker is using engineers). Halve artillery ground striking factors across fort hexsides unless a spotter is used (not cumulative with entrenchments, 21.6).

If you spend an extra build point per hexside, you can reduce the construction time from 5 turns to 2 turns.

Option 10: (Unlimited Forts): You are still limited in forts currently under construction by your force pool, but each major power can have unlimited on-map forts. Record the position and facing of on-map forts by some means other than by using fort counters.

21.8   Maritz & von Lettow

The German CAV 'Maritz' represents South African defectors who joined the Germans. Maritz is treated as a regular CAV which is

always in supply in South-West Africa and South Africa.

The German HQ 'von Lettow' is always in supply anywhere in Africa. It can provide primary supply for a number of German controlled units up to its reorganization value.

Both Maritz and von Lettow are destroyed if shattered and can never be rebuilt. However, these units can be voluntarily removed from the map by Germany during any reinforcement stage. If Maritz is removed in this way, it can re-appear as a reinforcement in any unoccupied hex in South-West Africa during any later reinforcement stage (even taking control of an Allied hex). If Von Lettow is removed in this way, it can re-appear as a reinforcement in any unoccupied hex in or adjacent to Tanganyika except Zanzibar (including Allied capitals, and even Congo and Mozambique after Belgium and Portugal have joined the war on either side; even taking control of an Allied hex).

21.9   Liman von Sanders

Liman von Sanders was German advisor to the Ottoman Empire. If Germany plays the political action 'Military Advisors' for the Ottoman Empire during or after 1915 and the unit has never been built, add it for free to the production circle to arrive in 2 turns. When located in any 1914 Ottoman regions, Liman von Sanders acts as both a German and Ottoman Headquarters.

21.10 Gas units

Gas units stack and move like an infantry division (but may not break-down or build up into corps). When attacking, a gas unit can announce that it is conducting a gas attack (maximum 1 gas attack per combat even if multiple gas units are attacking). Immediately before the attack, roll a die for the gas. Adjust your land attack roll as indicated for gas attacks on the land combat chart. Turn the gas unit face-down after combat. Note gas attacks incur a USE Entry Action (see 13.2.3.1).

21.11 Balloons and Zeppelins

Balloons and zeppelins are treated like aircraft in all respects except that they do not use pilots.

21.12 Anzac units

Anzac units have two home countries: Australia and New Zealand.

21.13 German Auxiliary Cruisers

Germany has 2 auxiliary cruisers which were liners converted for commerce raiding duty ('Kprz Wilhelm' & 'Cape Trafalgar'). These are similar to other naval units except they aren't affected by presence of the enemy (**Option 5**, 11.3.2.4), and can based in neutral ports in addition to (2.4.3), and without triggering a US Entry Action. Any interception attempt against these ships travelling alone gets +1 to the interception roll.

21.14 Schlieffen Plan

If Germany attacks Belgium on the first turn of the game, Belgian units must set up face-down in Belgian cities and don't exert ZoCs on German units during the surprise impulse (French units may still exert ZoCs into Belgium).

22   Setup and starting the game

These rules explain how to set up a game, if you've never played World in Flames.

22.1   Sorting out the counters

Sort your units into force pools that will contain unbuilt and destroyed units. Each major power needs a separate force pool for each unit type. So, you need one each for CAV, INF, MIL, GAR, MOT, MTN, MAR, MECH, ARM, HQ, SUB, SCS, Seaplane carrier, TRS, AMPH, forts, Convoy points, FTR, LND, NAV, gas units, engineers, field artillery, anti-tank, balloon, and zeppelin (NAV zeppelin, balloon and airplanes all go into separate force pools). You only have 1 force pool for each type regardless of how many countries contribute units to your force pools.

Some of these unit types come with different costs. For example,

some LND will cost you 2 and some will cost you 3 build points. You will also need to separate divisions of the same type from corps. Separate each unit type into a sub-force pool for each cost (first cycle cost only in the case of naval units).

This will leave you with a *lot* of force pools and organisation becomes important. Just forming piles on the side of the table is unsatisfactory. A good option is using a separate zip lock bag for each pool - these are cheap and pack away well. A more sophisticated (but more expensive) method is to use professionally made counter trays. Alternatives to those include egg cartons, and those plastic boxes you can buy in sewing, hardware and fishing tackle stores.

Set aside these units for now:

- units with an availability date on their back that is later than the game's starting year (1914). They will become available later;
- the naval unit 'Brandenburg' (Ge). This is the Ottoman battleship 'B. Heyreddin'.
- the naval units 'Canada' (CW), 'Agincourt' (CW), & 'Selim Yavuz' (OE). These become available with entry actions.
- units that list a major power on their back (e.g. "Ge") that you are not at war with. Place these units in your reserve pool, to become available when you are at war with that major power;
- all MIL and 'Res' units if you start the game as a neutral major power. Res units are placed in your reserve pool. These units become available when you are at war with another major power;
- the HQ 'Tsar Nicholas'. This unit is placed on-map as a reserve on the first Russian impulse after Russian morale reaches '7' or less.
- the HQ 'Tuchachevsky'. This will become available upon Russian revolution.

Note also that there are units for many minor countries which don't actually exist yet. These become available if they are liberated or declare independence (see 13.6.3 & 20.3).

You can remove any of your other units from the force pools if they have a year on their back that is at least 4 years *earlier* than the game's starting year if your major power is neutral, 3 years if not. For example, in 1914, all major powers are neutral and could therefore remove any unit that had '1910' or earlier on its back. Once removed, these units can never return to the game, so be careful.

22.2   Setting up

This rule explains how to set up the units and markers.

Administrative counters

Put the year and turn marker in the appropriate space on the production circle for the first turn of this game (July/August 1914).

Put the initiative marker in the appropriate space on the initiative track, turned to the side which starts the game with the initiative (+2 Central Powers).

Put the impulse marker in the left-most space of the impulse track (Central Powers Initiative face-up).

Put the entry markers into an opaque cup. Both the US and CW should draw 2 starting entry markers in the 1914 campaign.

Set aside the remaining markers for now.

What units to set up

Now consult the set-up chart for the 1914 campaign. The set-up chart is broken down by major power. Set up each major power in the order listed for your campaign.

The set-up chart is further divided by rows for geographical locations, and columns for unit types.

Some of the columns relate to aircraft set-up. Aircraft types are differentiated according to the cost & time taken to build the unit.

A number in the set-up allows you to set up that many units of that

type. If a type is specified but not a number, you get 1 unit of that type. Unless the set up specifies a particular unit, choose the units randomly.

As indicated in the setup, each aircraft (other than balloons & zeppelins) to be set up must be assigned a pilot. Don't add the pilot to the pilot track unless you place it in the reserve pool (it is used to place the aircraft on the map).

Territorial units must be set up in their home country. When randomly choosing a territorial to be placed on a map, you must pick a territorial that can set up on that map (e.g. Australians on the World map). "Europe" and "World" include portions of Africa on their respective maps.

If there are not enough units in the force-pool to set up a unit, *and you have not removed any of those units from the force-pool*, you may randomly select a unit of that type from those available in the next year.

All Commonwealth units are British unless otherwise indicated.

Where to set up

The left-hand column of the set-up chart shows where to set up your units.

If there is a date there, set up the units in those spaces of the production circle. Set up ships face-up if the next acronym to the right of the unit is "[fu]", face-down if it is "[fd]".

If the left-hand column has the words 'construction pool' or 'repair pool', set up the units in those pools.

A neutral major power can only set up in hexes it controls. 'Anywhere' means anywhere within the major power's controlled territory.

You must set up all on-map naval units in ports.

All units must conform to stacking limits after set up.

After you have set up, you can break down any of your land units into divisions even if they are in ZoCs provided you still conform to stacking limits.

After you have finished setting-up, you can make naval moves out to sea with your naval units. Treat this as a naval action you conducted last turn, so the units must finish their move, then drop to a lower sea-box section as if they had stayed at sea last turn. Neutral major powers (all in 1914) can only make these moves with convoy points. Furthermore, you can set up convoy points at sea anywhere in the world in order to fulfill at-start trade agreements (e.g., US-German trade, see 5.1).

You now remove from the game all conquered minor country units in the force pools. These units may be returned to the force pools upon liberation (see 13.6.3).

Believe it or not, you are now ready to play (see, wasn't that easy!)

22.3   The 1914 Campaign

The 1914 campaign lasts from July/August 1914 until early 1919. Essentially, if the Central Powers are still standing with a few objectives at the end of that time (16 to be precise, including Japan and Red Russia at half value), they win (19 if Italy joins the Central Powers). Otherwise, it is considered an Allied victory.

At the start of the game, all British and French controlled minors are considered aligned except Ireland (conquered). All German minors in Africa are considered aligned. All other minors controlled by major powers in 1914 (e.g., Poland, Bosnia, Philippines, Iraq, etc.) are considered conquered. All minors controlled by other minor countries (Netherlands East Indies, Belgian Congo, Angola, etc.) are considered aligned to that minor.

Set up all flag markers in their corresponding locations on the Political chart (exception: set aside the South African, Indian, and Pakistani flags). Set up any minor flags without corresponding printed flags on the Political Chart in the Allied +1 box.

The US and CW each start with 2 markers in their entry pools. Each side starts with 5 political points. All major powers begin neutral.

First turn = July/August 1914, impulse 1. Last turn = May/June 1919.

Central Powers +2 initiative and go first. Weather roll = 5.

In the first impulse, AH must declare war on Serbia (who must align with Russia). No other DOWs can be made. AH can take a land action. All other powers must PASS.

In the second impulse, Russia must declare war on AH. No other declarations of war may be made. All other powers must PASS.

In the third impulse, Germany must declare war on Russia and France (AH also declares war on France, but this is free). The Central Powers may also at the same time make any other declarations of war it they wish. Roll US & CW Entry for mandatory declarations of war, but *these don't cost any political points*.

22.4   The 1917 Campaign

The 1917 campaign covers the Western and Middle Eastern front from March/April 1917 until early 1919. All Russian territory is considered off limits to both sides and out of the game, except Poland, the Baltic States, and East Poland, which are all German controlled.

The Central Powers must hold 14 objectives (ignore Japanese and Russian objectives) at the end of the game to win. Otherwise, it is considered an Allied victory. All countries except USA have called out reserves (add these prior to unit selection). The US has picked all US Entry options up to and including 40.

Add all reserves to the force pools except for the USA. Russia and Japan are out of the game, but Germany and Austria must maintain a border garrison on the Eastern front (see 14.4) from the first turn. Up to and including the September/October 1917 turn, Germany subtracts 5 build points from its production and Austria-Hungary subtracts 3 (for remaining fighting in Russia). Thereafter, for each additional 5 garrison points, they can earn a resource or build point from the Reds (see 14.4).

All British and French controlled minors are considered aligned except Ireland (conquered). All German minors in Africa and the Pacific are conquered by the CW except for Tanganyika. All German Pacific territories are controlled by Japan except Papua, New Britain, and the Solomons which are British controlled. Portugal and Italy are aligned to the Allies. Rumania, Serbia, and Belgium are conquered by Germany. Bulgaria, and the Ottoman Empire are German aligned. Each country controls all hexes in the conquered minors.

Serbia still controls Albania (its new home country, aligned to CW). The CW control Basra in Iraq. In addition to Belgium, Germany controls every hex in France adjacent to the Belgian border except Calais, and also hex 1029 adjacent to Metz.

Set up Mexico +7 Central Powers; Chile, Argentina, Afghanistan, & Persia +4 Central Powers; Japan +2 Central Powers; Greece +9 Allies; Brazil +10 Allies; Arabia +13 Allies. Set up all other political markers on their printed flags, or in the Allied +1 box if they don't have a printed flag.

Set up morale as follows: USA 15, Germany 11, CW 11, Ottoman Empire 9, Austria 8, Italy 8, France 7. Each side starts with 10 political points.

First turn = March/April 1917, impulse 1. Last turn = May/June 1919.

The only political events that may be triggered are **Lawrence of Arabia**, **Pressure the Neutrals**, and **Home front mobilization**.

Allies +1 initiative and go first. Weather roll = 4. The USA must declare war on the Central Powers on the first Allied impulse (this is automatic and doesn't cost any political points).

22.5   Counttersheet Errata

The following information was inadvertently lost during printing of the game counters:

- Minor country influence chance (Central Powers/Allies) (fixed in bonus countersheet):
  - Ottoman Empire: 7/5
  - Arabia: 8/9
  - Pakistan: 5/6
  - Portugal: 6/6
  - Afghanistan: 8/7
- The Russian HQ 'Tsar Nicholas' should have a cost of 5 and take 3 turns to build (like other HQs) (fixed in bonus countersheet).
- 'Ru' is missing on the Rumanian aircraft, and 'Gr' is missing on the Greek battleship 'Hydra' (fixed in bonus countersheet).
- Two Russian Infantry have convoys printed on the back. These should be regular infantry, available at setup (fixed in bonus countersheet).
- All US Marine corps should cost 5 build points and take 3 turns to build.
- The French HQ "Lanzarac" should be "Lanrezac".
- The Danish INF should take 2 turns to build.
- All Belgian units should be dated "1890".

22.6 Automatic Entry Dates (Optional)

If you don't wish to use the diplomatic system, you may choose to use these automatic entry dates instead (other countries may be declared war on, but may not align except through a declaration of war).

These countries must be aligned at the first opportunity on the indicated turn:

- Ottoman Empire (Central Powers): Nov/Dec 1914
- Italy (Allies): May/June 1915
- Bulgaria (Central Powers): Sep/Oct 1915
- Greece (Allied access with Foreign Troop Comittment): Sep/Oct 1915; joins Allies May/June 1918
- Portugal (Allies): Mar/Apr 1916
- Rumania (Allies): July/Aug 1916
- Brazil (Allies): Sep/Oct 1917

*   *   *   *   *   *

Other Errata (May 2017):

1914 Campaign setup:

- "Note 3" for Germany should be the two Auxiliary Cruisers to be set up in US ports.
- The Austro-Hungarian SCS "Estz Monarch" [fu] should be the Prinz Eugen. Erzt Monarch should start in the force pool.

1917 Campaign setup:

- Add 10 INF (total becomes 26), 2 MIL (total becomes 5), and 4 GAR (total becomes 6), and 1 CAV (total becomes 3) to set up in Germany, Belgium, or France. These units may now also be set up in Poland, East Poland, and the Baltic States. Germany must maintain a garrison there against Russia.
- Add 5 Austrian INF (total becomes 10), 4 Hungarian INF (total becomes 8), 2 Austrian MIL (total becomes 4), 2 Hungarian MIL (total becomes 2), and 2 Hungarian CAV to set up in Austria-Hungary or Serbia. These units may now also setup in Bosnia and Rumania. Austria-Hungary must maintain a garrison against Russia.

Charts:

- Add to US declaration of war chart: Modify the die roll by -1 if any Allied major powers have surrendered or gone to revolution.
- Add 2 to the strategic warfare die roll if there are German submarines in the sea zone and Germany has declared unrestricted U-boat warfare (US Entry Action 27).
- Subversion costs 2 political points per 1/10th point of morale, plus 1 per additional point purchased (-1 for OE, AH, Russia, Italy, and China from 1916 or all countries from 1917).
- Add to political actions: placate rebels (8).
- Add to Earn Political Points: 1 political point for taking each resource or non-objective city or port.
- US Entry Actions 28, 29, and 30 only apply until the first marker is lost or gained by either side.
- Minor country capitals still count for morale loss if they are liberated by the other side (even by partisans).

Map:

- The capital of Madagascar should be Diego Suarez, not Diego Garcia.
- The Siberian city of Frunze should be Bishkek (name changed in 1926).
- Tsaritsyn is spelled incorrectly.
- Legend: Major & minor ports should be "no effect" for combat table choice,
- "Oslo" should be "Kristiana" during WW1.
- Remove the blue factory in Madrid (leave 1 red factory only).
- The northern hex of Baja California in Mexico should connect to the hex with Guaymas (with a river hexside).

Combat chart:

- Chart says "all non-Mar turn fd after invasion". Need to add "except off an AMPH".
- The -1 for attacking with co-operating major powers doesn't apply for observers (they're not contributing factors).

Production Circle:

- Delete "night missions" from aircraft factor modification (ghost of WiF).