

# INTRODUCTION

*The Second World War* is a grand-strategic, historical simulation game about World War II. Players represent the major powers involved in the conflict and have at their command the forces with which to wage war and achieve victory for their country or alliance.

## INCLUDED COMPONENTS

The following components are included in the game.

- The original rulebook
- Scenario Book
- Reference card
- Three maps (Strategic, European, and Pacific Theater).
- Four sheets of double-sided 5/8th inch playing pieces.
- Dice.

## RULES ORGANIZATION

When reading the rules, always assume that what is stated is what is allowed. If something is not stated, then it is not allowed. Use common sense.

Rules in green are interpretations or clarifications not included in the original rulebook.

Rules in red are optional rules. The player is encouraged to use them.

### Rules Hierarchy

There are three tiers of rule hierarchy: Section, Rule, and Case

#### Example: Rule Hierarchy

### SECTION

Sections are broad umbrellas such as this Introduction section, the sections on Playing Pieces, Combat, Actions, etc.

### RULE

Rules are self-contained concepts. For example, under the Introduction section,

there are Rules for Components, Rules Organization, Dice, etc.

### Case

Cases are very specific rules that either clarify or provide greater detail for a rule.

This Case is an example

### Cross-References

In cross-references, “above” and “below” point to rules within the same section. “See Reference” means that the rule being cited is a direct reference. “Also see Reference” means that it is a related reference.

### Use of Capitalization

When a word is Capitalized in the middle of a sentence, it has a very specific meaning.

For example, the word Adjacent, when capitalized, refers specifically to the rules about Adjacency.

### Contradictions

If a rule contradicts an earlier rule, the latter rule takes precedence.

### Tables

Tables provide quick reference to important game information.

Find a flat surface with sufficient space to set up the components necessary to play your chosen scenario. Combined, the components can take up a large table. Place the maps indicated in the scenario description on the playing surface, giving some thought as to which players will have to sit where in relation to the maps.

- Begin by trying to play one of the training scenarios.
- Skim the rules once. Pay particular attention to rule headings. This will help you to remember where you spotted a particular rule.
- The Table of Contents can help you find elusive rule references.
- Use the Sequence of Play to walk through each step. Looking up the rules relevant to

the steps being performed as you encounter them.

Keep the Reference Card handy. Many of the tables were designed based on player feedback to make answers about particular rules or modifiers easier to find.

## Tidy Battlefields

Immediately pick up counters that have been left on-map when they should have been placed elsewhere. If the counter is a unit, and it cannot be reasonably determined as to where it belongs, place it in the Eliminated Unit Pool.

## KEY TERMS AND CONCEPTS

- **Attacker:** An attacker is a force that initiates combat.
- **Defender:** Any force involved in combat that is not an attacker.
- **Acted (unit status):** A unit has already performed an intense action, such as moving a long distance or attacking, and it cannot attack or move again in the same player-impulse.
- **Flipped:** A unit that has been turned over to its striped side. A flipped ground or air unit has taken casualties and been disorganized. Flipped ground and air units may not provide combat support for units outside of their hex. A flipped naval or sub unit has suffered losses in the form of sunken vessels.
- **Force:** A group of units that are moving, attacking, or de-fending together as part of the same combat.
- **Moved (unit status):** A unit has moved in the current player-impulse, but it has not yet fired and may still be able to do so.
- **Phasing Player:** The player currently performing actions during his portion of an impulse is the phasing player. When referred to in the rules, all actions are undertaken by the phasing player unless otherwise specified.
- **Non-Phasing Player:** Any player performing any function during another player's impulse is a non-phasing player.
- **Ready:** A ready unit is not flipped.

- **Remove:** Permanently remove a counter or unit from the game.

## DICE

This game uses six-sided dice to resolve all random occurrences. "Die roll" means roll one six-sided die. "Dice roll" means roll two six-sided dice.

Any numeric result based on dice is referred to by the number as opposed to quantities, which are usually spelled out.

For example, "a defense roll of 6," instead of, "roll two dice."

## Die Roll Modifiers (DRMs)

DRMs are special modifiers that increase or decrease the value of a dice roll.

## Natural Rolls

A "natural" roll is a roll that has not yet been modified. Frequently, rolling a "natural six" will have additional effects, so it is important to notice how the dice read.

## Modified Rolls

Modified Die Rolls are die roll results that have DRMs applied to them.

## SEQUENCE OF PLAY

The **Sequence of Play** walks players through all activities that can be performed during play in the order in which they can be performed. Each **Year** is comprised of four Seasons. Each Season is comprised of five **Phases**. Three of the phases are Action Impulses, in which each major power bloc (Soviet Union, Axis, Western Allies) may, in turn, perform actions. When it is a particular country's turn to perform actions, it is called a **Player-Impulse**.

For example, the Soviet Player goes first in each Impulse. While he is acting, it is his Player-Impulse.

[The Sequence of Play is in the last page.](#)

## **MAPS**

Three maps are included with the game. They represent the playing area.

### **European Theater (ET) Map**

The East edge of the ET Map links to the West edge of the PT Map. The South and West edges link to the SM Map.

### **Pacific Theater (PT) Map**

The East edge of the PT Map links to the SM Map. The West edge links to both the ET and the SM Maps.

### **Strategic Map (MP)**

SM Map hexes may be assaulted. Ground units may attack adjacent SM Map hexes.

### **Hex Grid**

All maps are overlain with a hexagonal grid. This grid regulates movement and positioning of playing pieces. Each of these hexagons is hereafter called a "hex." Compass directions for the hex grid are shown below

### **Hexsides**

A "hexside" is any of the six lines that compose a hex border

### **Megahexes (MHs)**

All SM Map coastal and sea hexes, as well as all blue-outlined ET and PT Map multi-hex clusters are called megahexes (MH).

MHs regulate naval and sub movement and combat as well as water supply routes.

All MHs represent the same distance. MHs split by a land mass are separate, even if connected by a canal or sharing a common coastal hex.

## **DISPLAYS**

Displays are used to arrange counters that either will not appear or are not currently on any of the maps. The following displays are included in the game.

### **RESOURCE CONTROL DISPLAY (RCD)**

The RCD is printed on the ET Map. Use it to track control of countries that have resources and how many resources they are worth. Control markers may be placed on the RCD when control of a country changes hands.

### **ECONOMIC DISPLAY (ED)**

The ED is printed on the PT Map. Each major country has a line on the ED. The following things are tracked on the ED:

- A country's maximum resources.
- A country's available resources (used to generate action points and to fuel industry).
- A country's available industry (used to build units).

### **PRODUCTION DISPLAY (PD)**

The PD is printed on the SM Map. Use the PD to keep track of the rebuilding of eliminated units.

### **RAIDER DISPLAY (RD)**

The RD is printed on the ET Map. Use the RD to operate and track the disposition of convoy escorts and German raiders.

Some RD zones (e.g., the Black Sea) are for strategic-level naval movement only and are not used for combat.

### **REINFORCEMENT DISPLAY**

The Reinforcement Display is a separate, 8.5x11-inch sheet. Its use is optional. Use it to arrange reinforcement units by year or by triggering event. The values for the 1939 campaign scenario are printed on the display to help make set-up go faster.

### **TURN DISPLAY (TD)**

The TD on the ET map tracks the current game Season. Near to the TD are the Current Player, and Current Phase tracks.

### **Current Player Track**

The Current Player Track lets everyone know whose turn it is to spend action points. The order in which players go is printed from left to right, beginning with the Soviet player and ending with any unallied neutral minor powers who are at war. Within the current player track, the Axis and Western Allies are separated into power blocs. Any player within that power bloc may act at the same time.

### **Current Phase Track**

There are five “phases” in a Season:

- Beginning of Season
- Three Impulses (in which players perform actions)
- End of Season

Use the Phase Track to keep tabs on where you are. All players must finish a phase before the rest can move onward.

### **Available APs Track**

As players take their turns during impulses, they will frequently generate and spend action points. Use the Available APs Tracks to keep tabs on how many APs each player has remaining in their impulse. Each theater map has its own AP track (because APs are bought and used by theater).

## **POOLS**

Pools store units that are either not yet in play (Reinforcement

Pool), have been eliminated from play (Eliminated Unit Pool), or are not usually stored on the map when not in use (OT Commitment Pool, Transport Pool).

### **ELIMINATED UNIT POOL**

Place units that have been eliminated, but can be rebuilt, in the Eliminated Unit Pool. If they become available after the start of a game, conscript and kamikaze units go directly into the Eliminated Unit Pool instead of the Reinforcement Pool.

### **REINFORCEMENT POOL**

Reinforcements that are not in play at the beginning of a scenario and are not eliminated go in the Reinforcement Pool when they are available to be built. See the scenario description for each country to see when reinforcements become available.

### **OT COMMITMENT POOL**

In theater scenarios, the OT Commitment Pool is used to keep track of which units are deployed in the opposite theater.

### **TRANSPORT POOL**

Keep unused transport markers (RT, ST) here when not in use.

## **MARKERS**

Markers never count against stacking limits. They are used to keep track of various game events.

### **Acted Markers**

Place Acted markers on units that have finished performing an action for the current player-impulse. Units that are marked as Acted cannot support other units. They may defend themselves or their hex. Acted status is more restrictive than Moved status.

Place Acted markers on...

- Units that have raided convoys.
- Units that enter, leave, or move across the RD.
- Units that support other units in combat (including non-phasing units that support defense).
- Ground units that move their maximum movement (see the Ground Unit Movement Table).
- Units that disembark from a transport.
- Transports that finish moving without debarking.
- Subs that move.
- Units that deploy.
- Units that move or are placed on the PD.
- Naval units that launch an amphibious assault.

- CV units whose CAGs perform airstrikes
- Naval units that attack active naval forces.
- Naval units that provide support for other units.
- Naval units that screen.

Acted markers are removed at the end of the player impulse.

### **Bombed Markers**

Place Bombed markers on enemy cities that have already been attacked with strategic bombing in the current player-impulse. Cities can only be strategically bombed once per player-impulse.

### **CAG Eliminated/Flipped**

If a CV unit's CAG suffers a hit, place the appropriate marker on the CV unit.

### **Control Markers**

Place Control markers on hexes whose ownership might be in doubt (perhaps because of convoluted front lines). Also place them on the RCD to make note of which countries have changed control during the game.

### **Displaced Markers**

Place Displaced markers on air units that have been displaced because enemy ground units captured their air base. Remove them at the end of your next player-impulse.

### **Isolated Markers**

Place isolated markers on units that cannot trace a supply route at the beginning of a Season.

### **Low-Fuel Markers**

Place low fuel markers on task forces that are active at the beginning of a season *or as per the optional fuel rule*. Units that are marked as low-fuel may not screen or initiate or support attacks, but they may defend themselves normally.

### **Moved Markers**

Units that have moved may not move again in the same player-impulse, but they may initiate

attacks or support other units. Place Moved markers on...

- Ground units that have moved to a new hex without using their maximum movement (see Ground Unit Movement Table).
- Air units that have ferried only one hop.
- Naval units that move without doing anything that would cause them to be marked as Acted (see above).

Moved markers are removed at the end of the player impulse.

### **Reinforcements Remaining Marker**

Use the Reinforcements Remaining marker (on the ED) to keep track of how many units you can build from the Reinforcement Pool.

### **Resource Limit Marker**

Use the Resource Limit marker (on the ED) to keep track of how many total resources your country controls.

### **Resources Available Marker**

Use the Resources Available marker (on the ED) to keep track of how many resources you can use at any given time.

### **Sub on Patrol Markers**

Place Sub on Patrol markers on sub units that are patrolling in hexes where it is difficult to tell whether the sub is in port or at sea (especially SM Map hexes).

### **Surrender Markers**

See Surrender at End of Season.

### **Task Force Markers**

See Task Forces.

### **Transport Markers**

RT and ST markers are used to keep track of how much of your rail and sea transport capacity is in use.

## UNITS

A unit is any counter that can perform actions. There are four unit classes: Ground, Air, Naval, and Sub. Unit type abbreviations are printed on the lower right corner of the counter. When referring to specific unit types, their unit abbreviation is used, followed by the word “unit” (e.g., CV unit).

All units are color-coded to their owning nationality. When specific nationalities are being referred to, the counter type is separated from the nationality abbreviation by a forward slash (e.g., AZ/IF unit).

When a unit with a special function is being referred to, the code appears in parentheses in front of the type abbreviation and behind any nationality abbreviation (e.g., Ge/(SS)AR unit). A number beside a function code is the year in which the function either becomes available or ceases to hinder (e.g., LR 44).

### GROUND UNITS

Ground units are the divisions, corps, and armies that make up a country’s land forces.

#### INFANTRY UNITS (IF)

Infantry units have a diagonal cross within their unit symbol. IF units may perform amphibious assaults.

#### AIRBORNE INFANTRY UNITS (AB)

Airborne units are infantry units that may conduct airborne assault. They can be identified by a small pair of wings within their standard infantry symbol.

#### MARINE INFANTRY UNITS (MR)

Marine units are infantry units that get a +2 bonus on amphibious assault landing attrition rolls. They can be identified by the anchor symbol within their standard infantry symbol.

#### Marines Amphibiously Assaulting Islands

If amphibiously assaulting islands, marine units do not need to advance to gain control of the target hex (provided that all defending ground units are eliminated). They may remain embarked upon their ST.

#### ARMOR (AR)

Armor units that are using ground movement to enter a clear hex may ignore GZOCs belonging to non-armor units.

Armor unit GZOCs do not extend into Jungle or Lowland hexes (see Soviet AR Units).

Some armor units (Commonwealth, Soviet, and US) get a +1 bonus when attacking or defending in clear hexes (German Armor gets a +2 bonus). This bonus does not apply if the armor unit is supporting another unit.

#### CONSCRIPTS (CO)

CO units are not built like other units. They may be deployed directly from the Eliminated Unit Pool by spending one AP per CO unit.

They may not attack or support attacks. They always have 0-NM and can only sustain a single hit. They may only move via ground movement or RT. They do not exert a GZOC. Only Nationalist China and the Soviet Union have CO units.

They do not roll a die when attacked. If supported by one unit, they may roll, if supported by more than one unit, each additional unit will give a +1 d.r.m.

#### HEADQUARTERS (HQ)

HQs are special ground units that can provide supply to other units or enhance their combat performance.

#### HQ Restrictions

HQs do not exert a GZOC. They only take one hit (if hit by an airstrike, they are flipped). They do not take up as much space as other ground units (see Stacking). They cannot

initiate attacks, support attacks, or support defense. They can defend normally.

### **HQs as Supply Sources**

HQ units can function as supply sources if they are in supply from another supply source (if traced from another HQ, the entire chain must be in supply. One HQ unit may stack with other ground units.

### **Other HQ Functions**

A ready HQ can flip to do one of the following for units or target hexes that are within the HQ's supply range. If a HQ voluntarily flips, mark it as having acted.

- Give one AP to any force that can trace a supply to the HQ. Flipping an HQ does not cost any resources or use any APs.
- Add a +1 bonus to any one amphibious assault landing attrition roll.
- Reduce the TEM of one fortress hex by one for one attack. Multiple HQ modifiers do not stack.

## **AIR UNITS**

All air units have a range that is the maximum number of hexes away from their air base that they may perform missions and interceptions.

### **LAND-BASED AIR (LB)**

LB units may perform all types of missions except airborne assault and strategic bombing.

### **Long Range (LR) Aircraft**

(LR)LB units have longer ranges than standard LB units (5ET/3PT/1SM). Only Japan and the US have (LR)LB units.

### **STRATEGIC BOMBER (SB)**

SB units may perform Strategic Bombing. Only the Commonwealth and US have SB units.

## **NAVAL UNITS**

Naval units represent surface ships. All naval units must be based in a port unless active.

If two identical, flipped naval or sub units are in the same port, they may recombine into a single unit as a free action. The extra unit is eliminated.

### **AIRCRAFT CARRIER (CV)**

CV units carry CAGs, which are sea-based air units. Naval forces containing CV units may perform air- strikes for one NMP if their CAGs are present (see below). See Carrier Supremacy.

### **Carrier Air Groups (CAG)**

A CAG is a force of carrier-based single-engine aircraft. Each CV unit has a CAG. The size of the CAG depends on the CV unit's nationality. See Cag Sizes, below.

CAGs are always ready, even if they or their basing CV unit is flipped. See Reorganizing CAGs.

If a CAG takes a hit and its basing CV unit does not, place a "CAG Flipped" or "CAG Eliminated" marker on it's basing CV unit (as appropriate). If a CV unit gets flipped, so does its CAG.

Flipped CAGs may not support attacks, but they may still initiate them.

CAGs cannot defend against strategic bombing.

Japanese and US CAGs get a +1 bonus when attacking enemy naval units.

### **CAG Sizes**

Japanese and US CV units have large CAGs (signified by the twin "airplane" symbol on their counters).

All other nationalities' CV unit CAGs have small CAGs (signified by their single "airplane" symbol). If they are flipped, small CAGs must subtract one from any attack or defense rolls they make. (The flipped side of the CV unit says "CAG -1" as a reminder).

## CAG Range

CV units can trace their range from any hex within their basing forces' MH. They may only perform missions into MHs they occupy or coastal hexes and may not overfly land hexes (coastal or otherwise) on their way to their target hex.

## Undetected Carrier Airstrikes

If attacked by an airstrike launched exclusively from undetected naval forces, the target force may not be supported by other units. Undetected CV units may support friendly naval forces as long as the enemy forces are detected.

In this case, only the CAGs involved in the battle will be counted for combat strength calculation. Otherwise, it is a naval battle (not an airstrike), and the target force may be supported.

## DESTROYER (DD)

DD units may fire if attacked by subs. See ASW Combat.

## BATTLESHIP (BB)

BB units may conduct gunfire support and attack naval forces. They get a +2 bonus when attacking naval forces.

## Q-SHIPS (RQ)

See German Units.

## POCKET BATTLESHIPS (PB)

See German Units.

## SUBS (SS)

Subs may only attack naval forces. Target units must be stacked in a MH in which an intercepting sub is patrolling.

Unless patrolling, subs must be based in a port. Subs stack as if they were naval units, but are otherwise not considered to be naval units. So, CVs do not have carrier supremacy against them. Subs may intercept naval units, interfere

with overwater supply routes, and raid convoys.

## STACKING

A counter is "stacked" if it shares the same hex with one or more other counters.

Each hex has a stacking limit. The stacking limit is the maximum number of each side's (Western Allied, Axis, and Soviet) units that may occupy that hex at any one time. If no other rules are violated, any number of units may move through a hex or MH during a step.

Ground units may never move into a hex containing enemy ground units (see assault).

If stacking limits are violated at the end of any step, any over-stacked units are eliminated (enemy players' choice as to which units).

Stacking	
Location	Stacking Capacity
Island	1 ground, 1 air (STs may start on islands if embarking units there, and they may deactivate there), 1 naval or sub.
ET Land Hex	1 ground + 1HQ, 1 air
PT (non-island) Land Hex	2 grounds + 1 HQ, 1 air
SM (non-island) Land Hex	2 grounds + 1 HQ, 1 air
Port	As other terrain in hex, + 4 naval/sub
Sea MH	Up to 3 Task Forces and 1 SS unit per side (axis/Allied). Up to 4 naval per Task Force.
Raider Display	1 naval per box

## ADJACENCY

Adjacency is important to determine how ground, naval, and sub units may move and interact.

- Hexes are adjacent to a ground unit if that ground unit can move directly between them by moving one hex.
- MHs are adjacent to naval and sub units if they can move directly between them using only one NMP.

- Islands and Ports are always adjacent to their own MH.
- MHs connected by canals are adjacent if the canal is controlled by a country that is friendly to the moving unit(s).
- RD zones are adjacent if they are connected by an arrow. They are also adjacent to all friendly ports within the zone.
- Countries are adjacent if any land hex of one is adjacent to any land hex of the other if a ground unit could move directly from one to the other by moving one hex.
- Water hexes are adjacent to all water and coastal hexes whose water part is directly connected to them.
- LB units are adjacent to a MH if they are based in a coastal hex that is part of that MH.
- CAGs are adjacent to a MH if their basing CV unit is active in that MH.

## BASES

Bases stack air units, inactive naval units, and sub units when they are not patrolling. Land hexes, islands, and CV units are air bases. Ports and islands are naval and sub bases.

## READINESS

Ready units are those which are not “flipped” to their striped side. Units that are ready can do more things than those which are flipped.

### Ground Unit Readiness

Flipped ground units may not provide combat support. They may still initiate attacks. They may not move from one enemy GZOC directly to another.

### Air Unit Readiness

Flipped air units may not provide combat support. They may still initiate attacks.

### Naval and Sub Unit Readiness

Naval and sub units are always ready, even if flipped. They may never unflip.

### CAG Readiness

CAGs are always ready, even if they or their basing CV unit are flipped.

## ACTIONS

During each country’s impulses, their units can perform actions. Actions are either free or cost one Action Point (depending on the action taken). Some actions can affect more than one friendly unit.

For example, one AP allows you to ferry multiple air units.

All units performing the same action must finish before any other action can be performed.

### Action Points (AP)

APs are used to initiate many actions such as attacks, moving naval units, etc.

### Gaining APs

On your part of an impulse, you may gain APs by expending resources. Using one resource will give you 4 (+ your NM) APs (see Weather). You may spend as many resources as you have available. You may do so at any point in your impulse.

Every time the Commonwealth and US players spend an AP, they must declare in which theater they will use them. They may always spend APs on the SM Map, regardless of which theater they chose. Other major countries may freely use their APs in either theater.

### Variant: Random APs

Instead of getting 4 APs (+ your NM) per resource spent, try rolling a die and adding your NM. Weather still affects the number of APs you get. Use of this variant is at the discretion of all players.

### Default AP

At the beginning of your impulse, you may declare that you are not going to spend any resources on APs. You will get one free AP to spend in that impulse. You may spend it in any theater. HQ units may still flip to grant an AP to forces within their supply range.

## Neutral Country APs

Neutral major powers may only spend Default APs until they are at war. They may not spend resources to gain additional APs. However, if they spend their Default AP to declare War, they may immediately begin gaining and spending APs.

A major power is considered neutral until it is at war with other major power or China. This means that the Soviet Union will still get just 1 AP if at war with Finland or Persia. Different interpretations have been given to this rule in CSW, but this is the most compatible with the Soviet Garrison rule.

## Minor Power APs

Minor countries that are not allied with a major power get one AP per turn. If they are allied with a major power, the major power must expend APs for them.

## Carried APs

Unused APs are carried over and can be used in later game steps.

## Actions

### Free Actions: Free actions do not require an AP

#### Ground:

Move a ground unit.

Move a unit that is already embarked on an RT.

#### Naval:

Move a naval force (including STs) that is already active (including CAG airstrikes and attacks against enemy naval units while active).

Combine two identical, flipped naval units.

A German raider in an RD convoy route may raid convoys

#### Sub:

Combine two identical, flipped sub units

A sub patrolling on a convoy route may raid convoys.

#### Miscellaneous Actions:

Rebuild one Eliminated unit (requires a resource).

Build one Reinforcement unit (requires a resource).

## Paid Actions: The following actions require an AP

#### Air:

Perform an airstrike

Ferry air units up to three hops.

(Japan) Create one KZ unit by removing one air unit.

#### Ground Units:

Embark one ground unit on an RT.

Make an attack (also see Ground Unit Movement).

#### Naval:

Declare a Raider Hunt in a single RD zone.

Move one naval unit to, from, or across the RD.

Activate up to four naval units (including STs) that are stacked in the same port into a single task force.

#### Sub:

Move one or more subs up to a total of six NMPs to new patrol MHs.

#### Miscellaneous Actions:

Declare War on a country

Intervene on a country

Deploy unit from the PD 1-Box

Voluntarily eliminate a unit.

Flip a supplied ground or air unit (including CAG) back to its ready side.

## Unique actions that can only be performed once per game (all are Paid Actions):

(Commonwealth) Adopt the Teheran Agreement

(Germany) Disband Vichy France

(Japan) Declare Pearl Harbor Raid.

(Soviet Union) Coerce Finnish Surrender.

## GROUND UNIT MOVEMENT

The distance a ground unit can move depends on which map it occupies.

## ET MAP GROUND MOVEMENT

If one of the listed ground units performs any of the following actions on the ET Map, mark it as having Acted.

- Ready armor unit moves up to three hexes (free).
- Ready armor unit moves up to two hexes and then attacks (paid).
- A ready AB/IF/MR unit moves up to two hexes (free).
- Ready AB/IF/MR unit moves one hex and attacks (paid).
- HQ moves one hex (free).
- CO unit or other flipped ground unit moves one hex (free).

If one of the listed ground units performs any of the following actions on the ET Map, mark it as having Moved.

- Ready AR moves up to three hexes (free).
- Ready AB/IF/MR unit moves one hex (free).

### **PT MAP GROUND MOVEMENT**

If an armor unit enters a jungle hex, it must stop moving. Any other ground unit may move one hex. CO units and flipped ground units may not use ground movement on the PT (they could still RT or ST). If one of the listed ground units performs any of the following actions on the PT Map, mark it as Acted.

- A ready armor unit moves up to two hexes (free).
- A ready armor unit moves one hex and then attacks (paid).
- A ready AB/IF/MR unit moves one hex (free).
- HQ moves one hex.

If one of the listed ground units performs any of the following actions on the PT Map, mark it as having Moved.

- A ready AR moves one hex (free action).
- Ready AB/IF/MR unit moves one hex (free action).

### **SM MAP GROUND MOVEMENT**

Flipped ground units may not use ground movement on the SM Map (they may still move via transports). Any ready ground unit may move one hex and is marked as Acted.

#### **Ground Unit Movement**

Unit Type	ET	PT	SM
CO/HQ/Flipped	1A	0	0
Ready AB/IF/MR	1M/2A	1A	1A
Ready AR	2M/3A	1M/2A	1A

M = Mark as Moved. A = Mark as Acted

### **HEXES WITH FRIENDLY GROUND UNITS**

A ground unit can enter a hex that is already stacked to capacity with ground units if they can continue moving to another hex.

### **TRADING HEXES**

If you want two adjacent ground units to trade positions during movement, you can declare a hex swap. The units trade positions.

- Neither unit begin the action marked as either Moved or Acted.
- Units are affected by enemy GZOCs as if they executed a move (i.e., they flip if they move directly from one enemy GZOC to another).
- Mark both units as either Moved or Acted, as appropriate to the map in play and the unit's maximum movement.

### **INTER-MAP GROUND MOVEMENT**

Ground units may only move between maps via RT and ST.

### **AIR UNIT MOVEMENT**

Air units may move by ferry or by sea transport.

### **FERRY**

Air units may move a distance equal to their ferry range to a new hex (unless that air base

is already stacked to capacity). Each time a unit ferries to a new base within its ferry range it is called a “Hop.” An air unit may ferry up to three hops in a single impulse. If it ferries one hop it is marked as having moved. If it ferries more than one hop, mark it as Acted.

Air Unit Movement			
Air Unit Type	Range (Normal/Ferry)		
	ET	PT	SM
LB	3/9	2/6	½
(LR)LB	5/15	3/9	1/3
KZ	-	3/9	-
SB	9/27	4/12	3/7
(SF)SB	12/40	7/21	3/7
LB AZOC <sup>1</sup>	8	3	1
Airborne Assault	2	1	1

1. # of hexes required for an LB unit to exert an AZOC into a target MH if it is not based in an adjacent coastal hex

## INTER-MAP FERRY

Ferries may cross maps at transit points. When moving from the SM Map to either the ET or PT Maps, air units may expend one half (round down) of their normal, non-ferry range (for each map, as appropriate) from the edge hexrow on which they entered.

## NAVAL UNIT MOVEMENT

Naval units must activate to move.

### ACTIVATION

If a naval unit wishes to activate, make an immediate supply check. If the unit is not in supply, it may still activate, but mark it as low fuel. When a naval force activates, place a task force marker on it. See Example: Activation and Deactivation.

### Activation AP Cost

Activation costs one AP. Once a naval unit activates, it does not need to spend any more APs to spend NMPs (including to make attacks) until it deactivates.

### Mixed Nationalities in TFs

Only cooperating allies can have units in the same TF. If naval units belonging to cooperating allies (CW and US) activate as part of the same naval force, either player may spend the AP required.

## NAVAL MOVEMENT POINTS (NMP)

During their player-impulse, each active naval force may spend up to four NMPs. They must spend at least one. NMPs also govern the maximum length of overwater supply routes. Things that active naval units may do are listed below.

### Naval Movement Options (4 per Impulse)

Activate (leave port)

Move between adjacent MHs

Attack one naval force

Perform a carrier airstrike

Deactivate (enter port)

Launch an amphibious assault

## INTER-MAP NAVAL MOVEMENT

To move from one map to another, naval units must spend one NMP to enter an ocean transit point. If they are moving from the SM Map, place them on the corresponding MH of the appropriate (ET or PT) map. If they are moving to the SM Map, place them on any hex Adjacent to the transit point hex.

## TASK FORCES (TF)

Naval units that activate together are a Task Force (TF). A maximum of 4 naval/ST units may stack per TF. A maximum of 3 ally TFs can occupy the same MH at the same time.

Place a TF marker on the units. Units in a TF move and attack as a single force. TFs that contain STs may not intercept or screen. If any unit in a TF is detected, all are detected (flip the TF marker to it's "detected" side as a reminder).

TFs can rearrange in the following ways by spending an NMP.

- They can split units out of their TF into smaller forces. The newly created force is marked as having acted.
- They can selectively deactivate one or more units.
- They can trade units with other active naval forces (all forces are marked as having acted).
- They can absorb one or more additional naval units or STs from a single port or island.

### **TFs at Sea**

Whenever a TF is at sea (not in a port), it occupies the MH in which it is stacked, and not any individual hex.

### **DEACTIVATION**

Naval forces that enter a friendly port (or island, if an ST) deactivate. Mark them as having acted.

### **LOW-FUEL**

Place low-fuel markers on naval forces that are active at the beginning of a season. Low-fuel units may not initiate attacks. They may not support attacks. They may not screen. They may defend themselves. Low-fuel naval forces that are still active at the end of a season are eliminated.

**Optional Fuel Rule:** Place a Low-fuel marker on naval forces that are active for three consecutive impulses, at the end of the third impulse. Low-fuel naval forces that are active another three consecutive impulses are eliminated at the end of the third impulse.

This may need additional or modified counters. This rule also helps with a bug on the Pearl Harbor Raid rule.

## **SUB UNIT MOVEMENT**

Subs that are not in port are "patrolling." Subs move like naval units with the following exceptions.

- They always require an AP to move, even if at sea. One AP will allow you to move one or more sub units up to a total of 6 NMPs.
- They are not forced to spend NMPs while at sea.
- They are never marked as low fuel if they can trace a supply route to a supplied port. Enemy ZOCs never block sub supply routes.
- They may not make any attacks while moving.
- Subs may not enter the Raider Display (RD).

### **Inter-Map Sub Movement**

Inter-map sub movement is identical to inter-map naval movement.

## **RAIDER DISPLAY MOVEMENT**

Belligerent major powers may move naval units (exc. STs may not enter the RD) to the RD. One action allows you to do one of the following:

- Move a unit from any RD box and place it in any supplied port in the same or in an adjacent zone.
- Move a unit up to two adjacent RD zones.
- Move a unit from a port and place it in an RD box in the same or in an adjacent zone.

## **DECLARE WAR**

You cannot attack a country unless you are at war with it. Declaring war upon another country requires one AP unless it happens automatically (see Tripartite Pact).

### **Declare Intervention**

Declaring an intervention in another country requires one AP.

## **BUILDING UNITS**

During play, it will be necessary for players to replace losses and introduce reinforcements to obtain their objectives. Special rules may indicate ways in which certain units enter play, but units normally enter play in the following ways.

### **STARTING UNITS**

Before beginning a scenario, place all starting units on the maps within scenario set-up restrictions. Place RT and ST markers in the Transport Pool.

### **REINFORCEMENTS**

Reinforcements become available after the start of the game. They must be built to enter play. When you build a Reinforcement unit, you place it directly on the map. Reinforcements never enter the PD.

To build a reinforcement unit, just spend a resource (not an AP) and place it directly in its deployment area.

#### **Reinforcement Limit**

Each major power has a limited number of reinforcements it can bring into play **per Season**. The number is listed under the country's set-up heading for each scenario. The Reinforcements Remaining marker is placed on the ED and used to keep track of how many of its reinforcement picks each country has used. Each time a reinforcement unit is built, move the Reinforcements Remaining marker one space to the left. Reset the marker at the beginning of each Season.

### **REBUILDING ELIMINATED UNITS**

To rebuild an eliminated unit, spend one resource point and place the eliminated unit on the PD. Each unit type that can be rebuilt is listed under the PD box where it must start (e.g., LB units begin in the 2-Box).

It takes one resource to move a unit one box closer to completion (i.e., it takes 2 resources to rebuild an LB unit). Once units reach the 1-Box, they may be deployed by spending 1 AP. When a unit is placed on the PD, mark it as having acted. Each time you move it closer to completion, also mark it as acted (you can only work on rebuilding a unit once per player-impulse).

Rebuilding a CO unit costs 1 AP and no resources.

### **NON-REBUILDABLE UNITS (NR)**

Units that have the special code NR on their counter are not rebuildable. They may not be rebuilt or reorganized.

#### **Rebuilding Time-Intensive Units**

CV and BB units require 24 impulses to rebuild. When you first place them on the PD, put them on their Flipped side. When they reach the 1-Box, the next time you spend a resource, they go back to the 12-box, unflipped.

**Optional rule:** You may choose to deploy the flipped BB or CV unit once it reaches the 1-Box. This optional rule has not been tested.

### **REORGANIZING UNITS**

Ground and air units may be flipped back to their ready side by expending an AP. The reorganized unit is marked as Acted. You must be able to pass an immediate supply check to reorganize a unit.

Units may not reorganize if...

- Ground units are in an enemy GZOC.
- LB and SB units are in an enemy AZOC.
- They are embarked on transports (RT/ST).
- CAGs are on board active CV units.
- They are not rebuildable (NR).

#### **Reorganizing CAGs**

A flipped or eliminated CAG can be completely reorganized for 1 AP (regardless of its size) if its basing CV unit is in port. Mark it as acted.

Commonwealth, French, German, and Italian CVs must be unflipped to reorganize their CAGs.

## VOLUNTARY ELIMINATION

A country that is at war may voluntarily eliminate any of its units at the end of any Season. Make an immediate supply check. If the unit is in supply, it may be voluntarily eliminated. If not, it must remain in play.

## DEPLOYING UNITS

After units have been built, they must Deploy. Units designated as having limited deployment areas may only deploy within the defined limits. Units on the PD may only deploy if they are in the 1-Box (see Time-Intensive Units).

Conscript, kamikaze, and all reinforcement units deploy immediately upon being built.

Deploying a unit costs 1 AP. When you deploy a unit, mark it as having acted.

### Deployment Immediate Supply Check

Before you can deploy a unit in a particular hex, you must make an immediate supply check. If the hex is in supply, you may deploy the unit there. Otherwise, you may not.

### Deploying Minor Neutral Units

If a previously neutral minor power goes to war, the controlling player may immediately deploy all of its units in any eligible hexes within their home country. Deploying minor power units never requires actions.

## TRANSPORTS

In addition to their inherent ability to move, ground units may be transported by rail or by sea. Each major country has a number of transport markers that they may use at any given time. When a unit is loaded onto a transport, it is **Embarked**.

Transport markers can be reused at any time they are not in play.

For example, if you are using an RT marker to move a unit by rail, when the unit being transported debarks, the marker could immediately be reused, as long as you have enough Aps

## COOPERATING ALLY TRANSPORTS

Cooperating allies can use each other's transports. The country that owns the transport must pay any required APs.

For example, if the US player uses a CW ST to move one of his IF units, the CW player must pay the AP required to activate it, even if other US naval units form the same TF.

## RAIL TRANSPORT (RT)

RT is a means of moving ground units long distances overland quickly. When a unit begins to move by RT, place an available RT marker on the unit. The unit may move up to 16 ET, 8 PT, or 4 SM Map hexes in a single impulse. If crossing theater maps, pro-rate the number of hexes that have been moved.

Once embarked on an RT, ground and air units may remain embarked.

For example, the Soviet player wants to move a PT ground unit from Vladivostok to the ET Map. He spends 1 AP to embark the unit and moves it 8 hexes toward the ET Map. He can only get part of the way to his destination in a single player-impulse, so he leaves the unit embarked (and marked as Acted). In his next player-impulse, he can move it again without needing to pay another AP.

Counters may not RT across water. They may enter a strait hex, but must stop moving and debark. Starting in a strait hex in and of itself never prevents a unit from moving via RT.

**Table: RT Movement**

	ET	PT	SM
Max Distance/Impulse	16	8	4

### RTs and Enemy GZOCs

Units may RT into and out of enemy GZOCs. They may not RT from one enemy GZOC into an adjacent hex is also in an enemy GZOC (note that enemy GZOCs do not extend into friendly fortresses).

## SEA TRANSPORT (ST)

STs are treated as naval units. If you spend an AP to embark a unit on an ST, any naval units (up to stacking limits) based in the same port may also activate at no additional AP cost as long as they form the same TF.

STs do not suffer combat losses. If they take a hit, the hit is sustained by the unit they are transporting. The following may move by ST.

- A-Bombs.
- Ground units.
- KZ units.
- LB units.

Embarked infantry units may conduct amphibious assault. Whenever a unit enters a port or island, it immediately debarks. If an ST debarks a unit it is carrying, it is immediately placed in the Transport Pool, even if it was active.

## DISPLACEMENT

Air, naval, and sub units must displace (leave their current hex) if enemy ground units enter their hex. Displacement happens immediately, and does not cost the controlling player any APs. Displaced units are treated as if they have Acted.

## AIR DISPLACEMENT

Displaced air units must immediately ferry one hop to another friendly hex. They are flipped when they land at their new base. If they are already flipped, there is no additional effect. Isolated air units are eliminated if displaced.

## NAVAL DISPLACEMENT

Minor power naval forces are eliminated if displaced. Displaced major power naval units activate and move into the MH adjacent to their port. Their TF is automatically detected.

## SUB DISPLACEMENT

A displaced sub must immediately move into the captured port's MH. If another, friendly sub is already patrolling in that MH, the displaced sub is eliminated.

## DETECTION

Before an active naval force can be attacked, it must be detected.

Neutral countries cannot attempt to detect. You may attempt to detect any naval force after it spends an NMP if it does so while inside one of the following (detection attempts are made in the location where the TF ends its move):

- a friendly AZOC
- a friendly NZOC
- a friendly SZOC
- a MH with friendly coastwatchers

The base die roll to detect an enemy naval force is 5 or higher.

If more than one type (as detailed above) of detector is present, a

+1 bonus may be applied for each type beyond the first.

Natural rolls of "1" always fail to detect the target force, regard- less of the chance of success.

A Task Force may be intercepted immediately after it has been detected. All eligible units may intercept successively: e.g. A TF that has just been detected may be then intercepted by an enemy TF and then by an enemy LB unit.

**Table: Detection**

**Base Success Chance is +5**

DRM	Situation
-2	Target force is in North Pacific Zone
-1	Target force is in Northeast Atlantic Zone Target is in Baltic Sea Zone
+1	Each Eligible detector type beyond the fist

## Coast Watchers

Friendly coast watchers exist in all coastal hexes that:

- Were controlled by a player at the beginning of the game (even if they are currently enemy-controlled).
- Are currently controlled by or allied cooperating force.
- Belong to a neutral country in which the power using the coastwatchers benefit has intervened.

## Automatic Detection

Any naval force that attacks, including performing an amphibious assault, is immediately detected **after the attack**.

Inactive naval forces that successfully intercept are automatically detected before they resolve combat.

Displaced naval units are automatically detected.

# ZONES OF CONTROL

ZOCs represent an area of influence that units exert into the hex or MH in which they are stacked or which is within their range. Sometimes, ZOCs can extend into adjacent hexes or MHs.

## GROUND ZONES OF CONTROL (GZOCs)

IF and AR units that are not Isolated exert a GZOC into all adjacent hexes. GZOCs do not extend into neutral country hexes, SM Map hexes, fortresses, or hexes that prohibit ground movement.

If a moving ground unit enters an enemy GZOC, it must stop moving immediately. If a ready IF or armor unit begins in an enemy GZOC, it may move directly into another enemy GZOC by flipping.

Armor units may ignore IF unit GZOCs in clear hexes (exception, see Mud). Armor unit GZOCs affect all ground units in all terrain types.

Minor power unit GZOCs do not extend into land hexes that they are not allowed to enter.

## AIR ZONES OF CONTROL (AZOCs)

All ready LB units and active CAGs exert an AZOC into all hexes and MHs within their range.

LB units may intercept detected naval forces that expend an NMP within their AZOC. The interception takes place after any action resulting from the NMP is resolved.

For example, if a naval force spent an NMP to amphibiously assault a hex, it could be intercepted after resolving landing attrition and combat.

Friendly AZOCs negate the presence of all other enemy ZOCs for purposes of tracing overwater supply routes. **So, if two enemy powers have an AZOC over a MH, both can trace supply routes through there.**

## AZOC Range

LB units and CAGs exert AZOCs into MHs to which they are Adjacent. To exert an AZOC into a non-Adjacent MH, LB units must be able to reach one of the following.

- At least 8ET/3PT coastal/sea hexes of the target MH.
- All hexes of the MH if there are fewer than 8ET/3PT coastal or water hexes in the MH.

## NAVAL ZONES OF CONTROL (NZOCs)

Naval units exert an NZOC into MHs in which they are either based or active. Friendly NZOCs negate enemy SZOCs for purposes of tracing overwater supply routes.

## SUB ZONES OF CONTROL (SZOCs)

Subs exert an SZOC in MHs in which they are patrolling. SZOCs do not extend into (or through) enemy-controlled straits.

To establish and negate overwater supply routes: AZOC > NZOC > SZOC.

## **INTERCEPTING NAVAL FORCES**

Each time a detected, active naval force spends an NMP, or immediately after an undetected TF is detected, it may be attacked by eligible enemy forces that exert ZOCs in its MH. This is called interception. Once naval and air units have resolved interception combat, they are marked as Acted.

LB units may not support naval units and naval units may not support LB units during interceptions.

### **Interceptions by Inactive Naval Forces**

Inactive naval units may intercept enemy naval forces that are moving within their MH. They may also support attacks by other eligible naval units.

Make an immediate supply check for each inactive unit before it attacks or supports an attack.

Inactive naval forces that intercept are automatically detected when they declare their attack. They can never use surprise contact.

After the attack they return to port and are marked as acted.

### **NAVAL INTERCEPTION BY SUBS**

Subs must be patrolling to intercept. They are not marked as having acted if they intercept.

### **NAVAL INTERCEPTION BY AIR UNITS**

LB units in range of active enemy naval forces may intercept them.

### **NAVAL INTERCEPTION RANGE**

Eligible naval forces may intercept enemy naval units within a MH in which they are either based or active. LB units and CAGs may

intercept enemy naval forces within their AZOC. Subs may intercept enemy naval forces in MHs they are patrolling.

## **EXCHANGES**

If a detected naval force declares a carrier operation against a force containing at least one enemy CV unit, the enemy unit may immediately declare an exchange. Both naval forces simultaneously attack each other with airstrikes.

Naturally, only CAGs are counted for combat strength.

## **COMBAT**

All combat uses the same mechanic. When combat occurs, both the attacker and the defender roll at the same time (Exception: see Surprise Contact).

The player whose forces are “firing” total their combat strength, roll one die, and add all their modifiers to the roll. If the modified roll is a 6 or higher, one hit is inflicted on the target force. For every 4 points higher than 6 (10, 14, etc.), you score another hit. If the roll is a natural 6, you inflict an extra hit on the enemy (also see Combat Attrition).

If a six would not cause a hit because of combat strength penalties (such as terrain modifiers), a natural 6 still scores one hit.

## **HITS**

Any time your forces suffer a hit, you must do one of the following things, as appropriate to the type of combat in which you are engaged.

- Flip a unit or CAG.
- Eliminate a flipped unit or CAG.
- Reduce your available resources by one.
- Move a unit back one box on the PD

Each odd-numbered hit is assigned by the person who caused the hit. Each even-numbered hit is assigned by the owning player. There are some exceptions, like in port raid and air superiority airstrikes. See the specific rules for more details.

## Attackers and Defenders

It is sometimes important to know which side is attacking and which is defending.

“Attacking” refers to any units that is initiating any type of combat (e.g., a ground unit that declares a ground attack, a sub unit that initiates an interception, etc.). “Defending units” are those involved in combat that cannot be classified as “Attacking.”

## Inter-Map Combat

Combat cannot occur between units on different maps.

## ATTACKS

A unit may only perform one attack per action. Once the attack is resolved, the unit (along with any attacking units that supported it) is marked as having acted.

## COMBAT STRENGTH

Combat Strength is the total modified number of ready units that can fire in a single combat, plus any bonuses.

Combat strength may be subject to modifiers because of terrain and other factors.

Changes to combat strength do not change the number of units represented. They only effect their ability to inflict damage on enemy units.

### Combat Strength

DRM	Situation
+1	For the unit that is attacking
+?	Firer's NM
+?	Unit type bonuses (e.g. BB units vs naval)
+1	Each supporting unit
-1	Attacking sub is in enemy AZOC
-1	Sub attacking naval force with at least one DD unit
-1	Target hex is not clear

Only the attacking and defending units' bonuses are counted. The supporting units do not add their bonuses to the combat strength.

## COMBAT SUPPORT

Units may only support one combat per impulse. Mark units that have supported combat as having acted. To provide combat support, a unit must be ready and may not have already acted in the impulse (including having already supported another unit). **But an flipped LB unit might give defensive support to a ground unit in its own hex.**

## MUTUAL SUPPORT

The following types of support apply to both attackers and defenders.

### Close Air Support (CAS)

Only LB units and active CV units may perform CAS. They must be both ready and adjacent to the target hex to contribute.

## ATTACK SUPPORT

The following types of support can only apply to attacking forces.

### Airborne Assault

In addition to initiating attacks, AB units may also support other ground attacks. They must still make a landing attrition check. They may not support defense by airborne assault.

### Amphibious Assault

If more than one infantry (AB/IF/MR) unit is embarked on STs in a TF that is performing an amphibious assault, they may support the unit that made the landing attrition check. They do not need to make landing attrition checks as long as they attack the same hex.

### Gunfire Support

Active BB units may support ground units that are attacking Adjacent coastal hexes. Units that provide gunfire support are automatically detected. The following restrictions apply to gunfire support.

- At least one ground unit must either be in a coastal hex that is adjacent to the target hex via a contiguous coastline or be

conducting amphibious assault against the target hex.

- Only one BB unit can support a single attack.
- The supporting task force must occupy the same MH as the target hex.

### **Offensive Reserves**

Cooperating ground units that are Adjacent to a target hex may support attacks into them.

## **DEFENSE SUPPORT**

The following types of support only apply to defenders. Also see Screening.

### **Air Cover**

If the attack is an airstrike, ready air units adjacent to the target hex may support the defending hex. Ready air units (both LB and CAGs) adjacent to the target MH may support a defending naval force if it is attacked by enemy LB units. (LB units may not support against CAG interceptions). **A flipped LB unit might support a ground unit in its own hex.**

### **Defensive Reserves**

A ground unit that is Adjacent to a target hex containing another cooperating ground unit may support its defense. If the supporting unit is in an enemy GZOC, it may not support other units.

### **Naval Units Based in Amphibious Assault Hex**

BB units based in the target hex of an enemy amphibious assault may support the defense.

## **COMBAT ATTRITION**

If you roll a natural 6 while attacking enemy forces, your units may suffer a combat attrition hit (exc. naval vs. naval and sub vs. naval combat does not cause combat attrition).

Attrition hits are in addition to any caused by enemy fire. Whenever a force is affected by attrition, it suffers a hit. The owning player chooses which eligible unit absorbs a combat attrition loss.

The loss is assigned last, after all other hits. Only units that contributed to the combat strength of the attack may take hits.

## **ENHANCED COMBAT ATTRITION**

Sometimes you can suffer attrition losses on any natural roll of 4 through 6. The cases where attrition is enhanced are...

- Ground attack vs. a fortress.
- Any port raid airstrike.
- Any airstrike against an ADN hex.

### **Air Defense Network (ADN)**

All hexes of Britain (at Start) and Germany (beginning in Winter 1943) have ADNs. Any airstrike against a hex with an ADN has its combat attrition chance enhanced (4 to 6 instead of 6).

## **GROUND COMBAT**

To participate in ground combat, ground units must be Adjacent to or conducting an assault against the target hex (i.e., they can only attack hexes that they can enter). There is an extended example of ground combat in the Scenario Book.

## **ADVANCE**

If an attacker eliminates all defending ground units, one attacking or supporting ground unit may immediately advance into the hex. Enemy GZOCs have no effect on advances.

### **Airborne Assault Advance**

If an airborne unit is performing airborne assault into a hex, it may choose to advance, even if it is not adjacent to the target hex.

### **Amphibious Assault Advance**

If a ground unit is performing an amphibious assault into a hex, it may choose to advance. If an attack does not clear the target hex of enemy units, assaulting units remain embarked. See MR Units and Amphibious Assault.

## AIR COMBAT

Air combat can happen as a result of airstrikes, CAS, or strategic bombing.

### AIRSTRIKES

LB units and CAGs may perform airstrikes. Airstrikes cannot eliminate ground units, but scoring a hit will flip them.

Airstrikes cannot target active naval units (use Interception instead).

Non-air units do not get to make defense rolls against airstrikes unless air units are supporting them.

To perform an airstrike...

- Spend an AP.
- Designate which air units will be performing the air strike. All units must be in range of the target hex. **More than one LB unit can participate in the attack.**
- If there are any eligible defending air units that wish to support the target hex, the defender declares them.
- Total up combat strengths and resolve combat.
- Apply any hits scored to both sides, including possible attacker losses from combat attrition.

### Port Raid

Airstrikes can choose to target only enemy naval units. Declare the intent before resolving combat.

If no air units provide defensive support for a port raid, then all hits scored by the attacker must be applied to naval or sub units in the target hex.

Port raids are vulnerable to enhanced combat attrition (4-6).

### Air Superiority

Airstrikes can choose to only target enemy air units. Declare the intent before resolving combat. Only air units may absorb hits.

### ASW Patrol

Air units may airstrike enemy subs patrolling within their AZOC. Subs cannot be supported while defending. Regardless of the number of air units that attack as part of a single action, only one hit may be scored. There is no combat attrition when resolving ASW patrol attacks.

## STRATEGIC BOMBING

The Western Allies may attack the Axis powers with strategic bombing. Strategic bombing may only be performed by British and US/SB units. If successful, they can reduce a target country's available resources or interfere with its production. There are two types of strategic bombing: daylight raids and night raids. The possible results will depend upon which type of mission was performed.

### Eligible Targets

Strategic Bombing must target one of the following to be effective:

- Any city in Germany (German cities with factory symbols are legitimate strategic bombing targets), Italy, or Japan.
- Any capital of a country that is controlled by Germany, Italy, or Japan that has at least one resource.

A single city may only be bombed once per impulse. Place a Bombed Marker in cities that have already been attacked.

### Air Units Defending Against Strategic Bombing

To defend a hex from strategic bombing, LB units need to be based in or adjacent to the target hex. CAGs cannot defend against strategic bombing.

**Optional bomber interception rule: LB units in or adjacent to any hex that the SB moves into on its way to the target hex may also defend. If the SB unit survives, the Strategic Bombing mission continues, and the SB unit may be fired upon again.**

**The bombing player may indicate an alternative path to avoid this, but it can't go**

over more hexes than the SB unit's range. The path must be indicated at the start of the bombing mission.

### **SB Unit Escorts**

SB units cannot normally fire back at defending LB units. Daylight raids, however, may be able to fire if they fulfill one of the following conditions:

If they are attacking a hex that is adjacent to their air base, they can fire back at defending LB units.

Beginning in 1944, US SB units can fire back at enemy LB units if their target hex is within 6 ET/4 PT hexes of their base.

### **Night Raids**

SB units may elect to perform night raids. Night raids may only be intercepted by (Night Fighter)LB units. Night raids cause an enemy resource to be used if they roll a natural 6.

### **Daylight Raids**

Daylight raids resolve combat normally. Each hit scored does one of the following (the attacking player assigns all hits):

- Reduces the target country's available resources by one.
- Moves one unit back one box on the PD (cannot be moved beyond the box in which it started).

## **NAVAL COMBAT**

Naval combat is simultaneous except in cases of surprise contact.

Combat attrition does not normally happen in naval combat.

Since all the TF is attacking, all units in the TF will add their bonuses to the combat strength.

### **Initiating Naval Combat**

Active naval units that are not marked as Acted or Displaced may attack active, enemy naval forces that are in their MH. CAGs may airstrike enemy naval forces that are in range if their TF expends an NMP.

## **SURPRISE CONTACT**

Surprise contact occurs whenever an undetected naval force attacks a detected naval force. Surprise contact is the only situation where naval combat is sequential. Undetected units in a surprise contact situation always fire first. Apply any hits to the defending force before it fires back. Exchanges may not be declared against surprise contact airstrikes. Units on the RD never have surprise contact.

## **CONVOY ESCORTS**

Naval units that are on the RD are convoy escorts. If enemy convoy escorts are in the same RD zone as a raider when it uses the raid convoy action, roll one die. If the die roll corresponds to a box containing a convoy escort, resolve combat between the raider and that unit. (Also see [Convoy Raiding > Raider Hunts]).

### **Convoy Escorts and Subs**

Subs that are raiding convoys on the maps can encounter convoy escorts if they are raiding in the same RD zone as those escorts. The mechanic is the same as detailed above.

## **SCREENING**

If more than one friendly naval force is active in a MH, the defender may use the extra units to screen. Forces subject to surprise contact cannot screen. Screened units cannot contribute to combat strength, but if the attacker scores enough hits to sink the screening force, the extra hits apply to the screened force.

## **CARRIER SUPREMACY**

Detected naval units (not CAGs) may only attack enemy naval forces that contain CV units if the defender allows it. Otherwise, the attack is wasted (it still counts as firing to try it). CAGs can always attack enemy CVs. Undetected naval forces may attack forces containing enemy CVs. Carrier supremacy also applies to combat on the RD.

If a detected TF with 3 BB units and a CV attacks an enemy TF with a CV, only the CAGs may attack, and it will be the only unit counted for the combat strength.

## **SUB COMBAT**

There are several ways in which subs can become involved in combat.

- They can be attacked by enemy ASW patrols.
- They can raid convoys.
- They can be attacked by enemy convoy escorts that are on the RD (see Naval Combat > Convoy Escorts > Convoy Escorts and Subs).
- They can intercept enemy naval forces.
- They can be attacked by port raids.

## **SUBS VS. NAVAL**

Subs may intercept detected naval units that are in their patrol MH. Units that are not in the target force may not support them.

If an attacking sub is in an enemy AZOC, it takes a -1 penalty on its combat strength.

If a sub is attacking an enemy naval force that contains at least one DD unit, it takes a -1 penalty to its combat strength.

DD units and active CAGs are the only naval forces that can make defense rolls against subs.

## **CONVOY RAIDING**

Subs and German raiders patrolling on enemy convoy routes (including raiders in RD boxes) can raid convoys. Only countries corresponding to the convoy route can be affected (e.g., symbols marked “Jp” can only affect Japan). Convoy raiding is a free action. Mark convoy raiders as having Acted. German RQ units cannot assign hits to enemy naval units, but the owning player may assign them to his own units. There is no combat attrition in convoy raiding.

## **UNOPPOSED CONVOY RAIDS**

If you raid in an ocean zone that has no enemy naval units in the corresponding RD zone, you merely make an attack roll. If you score a hit, reduce the target’s resource available marker by one. A natural 6 scores two hits.

**A natural 6 scores 1 hit. This is very recommended for balancing issues.**

## **OPPOSED CONVOY RAIDS**

If you raid in an ocean zone that has enemy naval units in the corresponding RD zone, you may encounter the escorts. Roll one die for each raider that attacks. If the result is equal to the number in the RD box containing a convoy escort, resolve combat between the raider and the escorting unit.

The raiding player may assign any hits he scores either to enemy resources or to the convoy escort units.

## **RAIDER HUNTS**

A naval unit stacked in an RD zone that contains a German raider may try to attack the German raider. Declaring a raider hunt requires one AP. Designate which unit is conducting the hunt. Then designate a single, eligible target. Roll one die. If the result corresponds to the number printed in the unit’s RD box, resolve combat between those two units.

## **ASSAULT**

To enter non-adjacent hexes (or attack non-adjacent enemy ground forces), ground units may be able to use assault. There are two types of assault: airborne and amphibious.

Assaults can be made in support of other ground attacks if the assaulting units are ready and are either in range (for AB units) or active in the same MH as the target hex.

## **LANDING ATTRITION**

Assaulting units must check for possible landing attrition. All units in the same force must assault the same hex, but more than one force can assault the same target hex.

## AIRBORNE ASSAULT

Airborne assault may only be performed by AB units. It may be done as combat support.

### Airborne Assault Resolution

Each AB unit performing airborne assault must make a landing attrition die roll. If more than one unit is assaulting the same target hex, all must roll. If any AB units survive landing attrition, they must attack any enemy ground units in their target hex, adding their strength to that of other units that are also attacking the same target hex.

### Advance After Airborne Assault

If an AB unit survives landing attrition and enemy fire, and all defending units are eliminated, the AB unit may choose to advance into the target hex. If the AB unit does not advance, it is immediately placed in the PD 1-Box and marked as Acted.

## AMPHIBIOUS ASSAULT

Whenever you need to move your ground units across water hexes and invade enemy-controlled territory, you need to use amphibious assault. Only infantry units (including AB units and MR units) may use amphibious assault.

An assaulting unit must be embarked on ST. Any number of units can be carried to the target location (within restrictions imposed by ST markers and stacking). Additional infantry units in the assaulting force may support the assault. **It will be supporting the combat roll, not the landing attrition roll.**

Amphibious assaults cannot be made against hexes affect by extreme winter.

### Marine Infantry Units and Amphibious Assault

MR units get a +2 bonus on amphibious assault landing attrition rolls. MR units may opt not to advance onto an island it successfully invades, but can still gain control of the island.

## Armor Units in Assaulting Forces

Armor units cannot initiate or support assaults because they are not infantry units. However, if embarked armor units are in the assaulting force, they may advance. Other infantry units must advance into the target island.

### Multiple Waves

If more than one eligible ground unit is present in the assaulting force, and the first ground unit to make a landing attrition check is eliminated, the extra unit may also make a landing attrition check to continue the assault.

## AIRBORNE ASSAULT LANDING ATTRITION

Each AB unit conducting airborne assault must make a landing attrition die roll.

### Landing Attrition

Roll	Result
4+	The unit lands intact
2-3	The unit takes a hit before combat
≤ 1	The unit is eliminated before combat

DR M	Situation
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#### General Assault DRMs

- .+? The assaulting unit's NM.
- 2 The target hex contains a fortress.

#### Airborne Assault DRMs

- 1 Airborne unit at range > 1.
- 1 Enemy LB units are supporting the defense.

#### Amphibious Assault DRMs

- +2 MR units are assaulting
- +1 Flip friendly HQ unit in supply range of target hex.
- 3 The target MH is in North Pacific Zone
- 1 Target MH is in Baltic or NE Atlantic Zone
- 3 Target MH is in Baltic or NE Atlantic Zone in Winter.
- ? Distance in MHs from the target MH to the nearest assaulting unit's supplied port.
- 1 Target s within an enemy NZOC.

# COUNTRIES

A **country** is any political entity depicted on the maps. Countries are separated from others by boundaries. Some countries are powers. There are three types of countries. Major countries, minor countries, and territories.

## MAJOR COUNTRIES

Major countries are the Commonwealth, France, Germany, Italy, Japan, the Soviet Union, and the United States (US).

## MINOR COUNTRIES

A minor country is any that is not represented by a player. Under certain circumstances, minor countries may ally themselves with major countries (see the special rules particular to the country in question).

## TERRITORIES

A territory is any country that begins the game controlled by another country (e.g., the Philippines are controlled by the US. Egypt is controlled by Britain, which is in turn part of the Commonwealth. etc.).

## HOME COUNTRY

A home country is the origin point for units.

For example, German units are from Germany, Commonwealth/Indian units are from India, etc.

## POWERS

A power is any country that has units which may enter play. A minor power is any minor country that has units which may enter play. A major power is any major country that has units which may enter play. If subjected to a declaration of war, minor powers are played by the Commonwealth, German, or Japanese players as appropriate to the situation.

## MINOR POWER UNITS

Minor power units may not enter land hexes controlled by any country other than their home country unless they are both a major

power's ally and not otherwise prohibited from doing so. Their GZOCs do not extend into hexes that they may not enter. If a country's units can enter any country other than their home, it will state so in the country's special rules.

## Minor Power Unit Supply

Minor power units within their home country boundary never need supply. Note that major power territorial units are not minor power units and must trace supply normally.

## Minor Power Air and Naval Units

If eligible, minor power air, and naval forces may intercept enemy naval units that are adjacent to or in range of their bases. They may not attack, perform missions, terminate missions, or otherwise intercept outside of their national boundary.

If a minor power's units are prohibited from entering a country, then their air units may not perform missions or interceptions over that country.

Neutral naval units that displace are eliminated.

## Minor Power Orders of Battle

Minor powers receive all their units when they either commit or are subjected to a declaration of war. The number of units a neutral minor power receives are listed on the Minor Power Units table.

Minor Power Units					
Country	NM	IF	LB	DD	Notes
Belgium	0	1	1F	-	Neutral
Bulgaria	0	2	-	-	Pro-Axis
Finland	1	2	1	-	Pro-Axis
Greece	0	2	1	1	Neutral
Hungary	0	2	1	-	Pro-Axis
Netherlands	0	1	1F	1F	Neutral
Norway	0	1	-	-	Neutral
Poland	0	5	1	1F	Neutral
Rumania	0	2	1	-	Pro-Axis
Spain	0	3	1	1	Neutral
Sweden	0	3	1	2	Neutral
Turkey	0	4	1	1	Neutral
Yugoslavia	0	2	1	-	Neutral

Nationalist China	0	1 <sup>44</sup>	1	-	Starts with 14 CO
Maoist China	1	2	0	-	

F = units being flipped    <sup>44</sup> = Year available.

## NATIONALITY MODIFIERS

Each power has a nationality modifier. Units have a nationality modifier equal to that of their country. Nationality modifiers can affect combat, landing attrition, and the number of APs gained from spending resources.

In combat, you may add your nationality modifier to any attack or defense rolls you make.

If non-cooperating units with different nationality modifiers participate in the same combat, the lowest nationality modifier must be used. Cooperating defenders always use the best available nationality modifier.

Unit nationality modifiers may be temporarily reduced by extreme winter.

## BELLIGERENCY

Any country that is at war is belligerent. Once countries are at war with each other, they will remain so until the country that issued the declaration of war surrenders.

- **Enemy:** Any country that is at war with friendly countries or forces is enemy.
- **Friendly:** Any country/unit that is either controlled by or allied with a particular country is friendly toward that country and any of its allies/units.
- **Neutral:** Any country that is not at war is neutral. Your units may not attack, enter, overfly, or conduct sea passage in neutral hexes.

## DECLARATIONS OF WAR

Major powers may declare war upon any country with which they are not currently at war unless specifically prohibited by other rules by spending an AP.

## INTERVENTION

If you wish to place your units into countries which are at war with enemy powers, you may choose to intervene. Declaring an intervention requires one AP.

Intervention allows the intervening major power and any of its allies to use the infrastructure of the minor power. It also allows the major power to move units into the country and to conduct overflight and sea passage without penalty.

An intervening power also gains control of the target country's units.

Intervention does not automatically ally the minor power with the major power unless the country's special rules state that an alliance will happen under those circumstances.

Only one major power may intervene in a single country (cooperating allies, such as the CW and US, are considered to be the same power).

## OVERFLIGHT

Powers may only overfly non-coastal hexes of neutral countries if a declaration of war has been made against the country in question. Once a minor country is at war it may be overflowed by the major power that issued the declaration of war (other major powers may overfly if intervening).

## SEA PASSAGE

Straits controlled by neutral minor powers are prohibited to belligerent naval and sub units.

## COOPERATION

Cooperation allows units of different countries to support each other in combat, use each other's supply sources, and use each other's action points.

Major powers may cooperate in these circumstances:

- The Commonwealth and US may always cooperate fully. All Western Allied

powers may cooperate when the US is at war. Other major powers may only cooperate if allowed by rule.

- Major powers may cooperate with minor power forces on whose behalf they have intervened, but only if the country in question becomes their committed ally.
- Major powers may always fully cooperate with their committed minor power allies, or minor power allies of other, cooperating major powers.
- Neutral major powers may not cooperate with any other country unless specified by rule.
- Pro-Axis minor powers never cooperate with each other. They may only cooperate with Germany.

For example, Rumanian units may cooperate with German units, but not with Italian or Hungarian units.

## **ALLIES**

An ally will give its resources to its major power ally (move the major power's Resource marker (their resources used marker stays put for now) to account for the new resources that have become available).

The major power ally also controls the minor power ally's units. If eliminated, minor power units may be rebuilt by their major power ally (exc. see Removal).

Supply may be traced by major powers and all of their allied units from supply sources within the national boundaries of committed allies.

## **Non-Cooperating Allies**

Owing to things such as language barriers or political differences, some allies do not get along well enough to coordinate their military operations.

Non-cooperating countries/units cannot...

- Provide combat support for each other.
- Use each other's transports.
- Join the same TF.
- Use each other's supply sources.

## **MINOR POWER COMMITMENT**

When minor powers commit as allies, place their units on map (if not prohibited from doing so, the units may begin acting immediately) and add their resources to those of their major power ally. The circumstances necessary to cause a minor power to commit are given under the special rules particular to that country. All powers that can ally with major powers during the game have their own units. See the specific rules for details.

## **SURRENDER**

If a country surrenders to a major power, remove its units.

The major power to whom the country surrendered controls all hexes except those which contain enemy ground units (enemy air, naval, and sub units that are not stacked with ground units which are friendly to them must displace).

All of its non-power territories become controlled by the country to which it surrendered. Increase the controlling major power's resources by the amount that the surrendering country is worth (as shown on the RCD).

Place the control marker of the major country to which a country surrenders in that country's RCD control box (or within the country's border if there is no RCD box). Also see Partisans.

*Powers and countries that surrender never come back.*

## **IMMEDIATE SURRENDER**

A country will surrender immediately if both of the following conditions are met:

- Enemy units control its capital and
- There are no friendly ground units within the country's boundary.

## **SURRENDER AT END OF SEASON**

A country will surrender at the end of a Season if both of the following conditions are met (place Surrender Markers on countries which are going to surrender as a reminder):

- Enemy units control its capital.
- Enemy ground units country equal or outnumber friendly ground units.

## **SURRENDER CHECK**

In addition to other situations that can cause a country to surrender, countries may be forced to make an immediate surrender check. Make surrender checks...

- Immediately after enemy ground units capture a country's capital.
- See Finland, France, Italy, and Soviet Union.
- If an A-Bomb is dropped on the country.

If a country's surrender check dice roll is greater than the number listed below, it surrenders (if it is less than or equal to the number, it does not surrender).

- **Major Powers:** Commonwealth (all) 7, France 5, Germany 8, Italy 5, Japan 8, Soviet Union 7, United States 6.
- **Minor Powers:** Maoist China 7, all others 5.
- **Non-powers:** Automatic. **The power that controls the capital gains control of all the country (except those hexes occupied by enemy units). Territories comprised by several islands that do not have capitals can't surrender and must be captured island by island.**

## **CONTROL**

Who "owns" a hex or even an entire country is critical for many reasons. Control is not transferable between countries (e.g., if Germany controls a hex, it cannot 'give' it to Japan). A hex is controlled by a country if it meets any of the following conditions:

- That country controlled it at the beginning of the game and no other country has gained control.
- It has surrendered to that country.

- It contains that country's fortress or unit.
- It was last moved through by that country's ground unit. Ground units are the only unit class that can alter hex control. Units belonging to allies that traverse friendly-controlled hexes do not affect hex control, even if the ally controlling those units is non-cooperating.
- It is controlled (as above) by a cooperating ally or country in which friendly or cooperating units have intervened. **This can be interpreted in this way: If a power loses a territory, and then an cooperating ally captures it, it can return to the original owner's control (e.g. If the CW loses Egypt, and the US recaptures it, it may be returned to the CW instead of staying under US control.**

If a major country surrenders, countries it formerly controlled will also change control. Under most circumstances, when a country surrenders, all hexes it controlled when it surrendered switch control to the major power to whom it surrendered.

The following are exceptions to this general rule.

- If enemy ground units are present in the country, and no other hexes of the country are friendly-controlled/in friendly GZOCs, the country becomes controlled by the enemy units' owner.
- If enemy ground units are present in the country, but one or more hexes of that country are friendly-controlled, the units present control all hexes within their GZOC. If GZOCs overlap, the disputed hexes are controlled by neither player (the first player to enter them can claim control).
- If neither enemy nor friendly units are in/control any hexes of the country, it becomes neutral.
- If a major power surrenders while its minor power allies are still in play, those countries immediately return to being neutral, unless there are enemy units in them, in which case they surrender to the same major power to whom their ally surrendered.

## **CONTROL MARKERS**

Control markers bear the flag of their representative nation. Use them to keep track of which territories change control during the game, or perhaps just to remember which hexes are controlled by friendly forces. You can also place them on the RCD to keep track of resource control.

## **RESOURCES**

Many countries have a numeric resource value that can be used by controlling major powers. If it has one, a country's resource value is listed on the RCD. A major power's Resource Limit is the sum of its controlled resource points.

Place the Resource Limit marker on the ED box corresponding to the number of resources available to the controlling country. Place the Resources Available marker on top of the Resource Limit marker.

## **RECOVERING USED RESOURCES**

If a country's Resources Available marker is at a lower value than its Resource Limit at the beginning of its player-impulse, increase it by 1, and add an additional +1 for every 3 resources it controls (RFU) (if it is higher, leave it there).

For example, the Soviet Union has a Resource Limit of 11. At the beginning of a Soviet player-impulse, its Resources Available marker is at 0. Increase the Soviet resources available by +5 (1 + (11 ÷ 3, RFU)).

## **RESOURCE USE**

Each time a resource is used, move a country's Resources Available marker one space to the left on the ED. There are several ways in which resources can be used.

- Buying Aps
- Building Units
- Convoy Raiding
- Strategic Bombing

- Partisans (see below)

## **PARTISANS**

If a captured country is worth any resources, you need to keep a ground unit (any type) in its capital or your available resources are penalized (exc. see Liberation).

If, at the beginning of a season an affected country's capital does not contain a friendly ground unit, immediately move your resources available marker one space to the left on the ED.

## **SUPPLY**

Supply is judged at the beginning of each Season before the Impulses begin. There may be cases where an immediate supply check may be required. For a hex to be supplied, it must be controlled.

## **SUPPLY SOURCES**

There are two types of supply sources: Permanent sources and HQ units.

### **Permanent Supply Sources**

Permanent supply sources are printed on the maps. Home country and allied capitals are supply sources for friendly units.

### **HQ Units**

HQ units can provide supply for friendly, cooperating units. To function as supply source, they must be able to trace a supply route to another supply source.

### **Captured Supply Sources**

If you capture an enemy capital or supply source, you can use it as long as it can trace a supply route to one of your own supply sources. (Exception: Soviet supply sources can only be used by the Soviet player).

### **Minor Power Supply Sources**

Minor power units outside their boundary may trace supply routes to their capital or supply sources belonging to their controlling major power ally.

## SUPPLY ROUTES

Supply routes must always be traced from a hex to be supplied and end at a friendly supply source. Do not count the hex you start in when counting. ZOCs may block supply routes. Each supply route may travel up to two supply route jumps. If a friendly supply source cannot be reached, the hex is isolated.

Each of the following constitute one supply route jump.

- Up to two land hexes on the ET Map.
- One land hex on the PT or SM Maps.
- Up to six NMPs over water from a port or island to another port or island.

## SUPPLY ROUTE IMPEDIMENTS

The following can interfere with or block supply routes:

Supply Route impediment	
Impediment	Effect
Enemy AZOC	Blocks overwater supply routes in a target MH unless a friendly AZOC is also present.
Enemy GZOC	Blocks overland supply routes unless a friendly ground unit or fortress is in the hex
Enemy NZOC	Blocks overwater supply routes in a target MH unless an enemy AZOC or NZOC is present.
Enemy SZOC	Blocks overwater supply routes in a target MH unless an enemy AZOC or NZOC is present.
Enemy Ground Unit	Enemy ground units block supply routes.

## ISOLATION

Place an Isolated marker on a unit that cannot trace a supply route at the beginning of a Season.

Isolation Effects	
Unit Class	Effect
All	May not be reorganized. Lose ZOCs.
Air	May only ferry or defend own hex. May not provide combat support.

Ground	Eliminated at start of next Season if still isolated (flipped if in a fortress or Japanese). May not move, but it may advance after combat.
Naval	Marked with Low Fuel if activated. May not enter the RD.
Sub	Marked with Low Fuel if patrolling. Eliminated in next Season if still isolated.

## RD SUPPLY

For units on the RD to be in supply (exc. German PB and RQ units), there must be a cooperating port in their RD Zone.

## IMMEDIATE SUPPLY CHECK

Some actions require the immediate tracing of a supply route. The following require an immediate supply check.

### Actions Requiring Immediate Supply Check

Activating a naval force.

Moving a unit via transport.

Voluntarily eliminating a unit.

Judging MH distance from a supplied port for purpose or amphibious assault landing attrition.

Deploying units.

## TERRAIN

There are many different types of terrain depicted in *The Second World War*.

## PROHIBITED HEXES

Diagonally shaded hexes are prohibited to the movement of all units. Some coastal hexes are only prohibited in their land portion, and can otherwise be used by naval, sub, and air units.

## WATER

Water is any hex or hexside that is not Land.

### Ocean Zones

Ocean Zones are separated by thick, blue lines. Ocean zone boundaries always follow the MH grid, and thus also serve as MH boundaries. Ocean zones are:

- **SM:** East Pacific Zone, North Atlantic Zone, South Atlantic Zone, and West Indian Zone.
- **PT:** North Pacific Zone, West Pacific Zone, and East Indian Zone.
- **ET:** Baltic Sea Zone, Black Sea Zone, Mediterranean Sea Zone, and Northeast Atlantic Zone.

### Sea Hexes

A **sea hex** is any hex that is wholly composed of water, and contains no coastlines hexes or islands.

### Coastal Hexes

**Coastal hexes** contain both sea/lake and land.

### Lakes

Any water obstacle composed of coastal hexes that do not connect via a contiguous series of coastal hexes to a sea hex is a lake.

### Straits

Strait hexes are dark-blue coastal hexes. MHs split by land that is connected by straits are treated as separate MHs.

### Effect on Supply Routes

Overwater supply routes cannot be traced through enemy-controlled straits.

### Effect on Ground Units

Ground units treat straits as if they were any other land hex, except that they may not enter a strait hex from one side and continue moving across to the other side as part of the same action.

### Effect on Naval/Subs

Subs may not move through neutral (unless the power is not belligerent) or enemy-controlled straits. SZOCs do not extend into enemy-controlled strait hexes.

Naval forces may amphibiously assault or provide gunfire support against straits, but they may not move through them (exception: They can move through neutral straits if not belligerent).

## LAND

Land hexes are any hexes that can stack ground and air units.

### Islands

An island is any land hex that is not adjacent to any other land hex. An island can base one naval or sub unit. See Marine Infantry Units.

### Clear Hexes

Clear hexes are any land or coastal hexes that are printed in white which do not contain a fortress.

### Jungle Hexes

Green hexes on the PT/SM Maps are jungle. Jungle hexes are not clear terrain. Armor unit GZOCs do not extend into them (see Soviet AR Units).

### Lowland Hexes

Green hexes on the ET Map are lowland hexes are not clear terrain. Armor unit GZOCs do not extend into them. See Soviet AR units.

### Rough Hexes

Rough hexes are brown. Ground units defending in rough hexes receive an additional -1 TEM (for a total of -2; -1 for not being clear, and another -1 for being rough).

## CITIES

Cities appear on land hexes. There are four city types: Capitals, Ports, Production Centers, and Supply Sources. Supply sources are described under the rules for Supply.

### Capitals

Capitals are represented by stars. Control of capitals can influence surrender. Islands (or groups of islands, e.g., Gilberts, Marshalls) that are not part of a larger territory and territories that consist of only one hex (e.g., Lagos, Mombasa) do not have capitals. Territories comprised of several islands without capital must be captured individually.

### Ports

Ports have a red dot (or a red star if also a capital). They can base up to four naval or sub units.

### **Production Centers (Germany only)**

Production centers are represented by “factory” symbols. They can be attacked by strategic bombing.

## **SPECIAL TERRAIN FEATURES**

Special terrain features modify other terrain in a hex.

### **Canals**

Canals (see Egypt, Kiel Canal, and Panama Canal) may be used by naval forces or subs. MHs connected by canals are adjacent, but may only be used by whomever controls the canal or their allies. Overwater supply routes can be traced between MHs connected by canals.

### **Convoy Routes**

Convoy routes are represented by a merchant vessel with a yellow crosshairs superimposed, and a notation below each symbol stating which major power is potentially vulnerable to convoy raiding by enemy subs in the MH. Convoy Routes are also printed in Raider boxes of the RD, and German raiders may raid convoys if stacked with one of them. See Convoy Raiding.

### **Transit Points**

Transit Points are used to conduct some types of inter-map movement. There are two types of Transit points: Land and Water.

## **CONTROL INDICATORS**

Two types of control indicators are printed on the maps: flags and nationality abbreviations. They have the same effect as control markers. If in the same territory as a control marker, the control marker supersedes the printed indicator.

## **HEXSIDES**

There are several types of hexside terrain, including Boundaries, MH Boundaries, Ocean Zone Boundaries, etc.

### **Boundaries**

Boundaries are thick, black and white lines that delineate political borders.

### **1941 Start Line**

The 1941 Start Line is one hex in Libya. In 1941 Scenarios, Western Allied units that set up in Libya must set up East of the line, and Axis units set up West of it.

## **TERRAIN EFFECT MODIFIERS (TEM)**

When a particular type of terrain is said to have a TEM, that TEM is a penalty to ground attacks made against the hex. Attackers must subtract the TEM of terrain from their combat strength.

## **FORTRESSES**

Any force performing a ground attack against a fortress has its combat attrition chance enhanced (die roll of 4-6). Enemy GZOCs do not extend into friendly fortresses. Fortresses are never isolated, but units stacked in them can be.

Fortresses provide a -2 TEM. Fortresses are not “clear” terrain, regardless of the other terrain in the hex. Their TEM stacks with that of other terrain in the hex (i.e., a fortress in a jungle hex would have a -3 TEM).

Fortresses are never eliminated. If they are captured, they begin to function for the controlling player immediately.

Fortresses have no inherent nationality modifier of their own— they share the nationality modifier of the units that are stacked in them.

Fortresses must be occupied by a ground unit to be able to make defense rolls. Empty fortresses may be attacked as if they were ground units. Although they are empty, attackers must make an attack roll, and they

are subject to combat attrition on a result of 4 through 6. If at least one attacking unit survives combat attrition, it may advance regardless of the combat result.

Isolated units in Fortresses are not eliminated. They are flipped instead.

## **WEATHER**

Weather affects units that are either stacked or based in, performing missions in, attacking, or assaulting affected hexes. It also influences the amount of APs you get by spending resources.

### **WINTER**

In Winter, amphibious assault landing attrition checks in the Baltic Sea, North Atlantic, Northeast Atlantic, and North Pacific Zones must subtract 3 from their die roll. The North Pacific Zone is always treated as if it was under the effects of Winter, regardless of season.

When you spend resources to gain APs on the ET Map, if it is Winter, you may not add your NM to your AP total.

#### **Extreme Winter**

Extreme Winter occurs in arctic climates and sometimes in the ET Soviet Union. Finnish units and Soviet units are immune to extreme winter, and treat such conditions as winter. The effects of extreme winter are:

- Affected units may not attack or provide combat support for other units. They may defend themselves normally, **but without defensive combat support (except same-hex air cover)**
- Amphibious assaults are prohibited against any hex that is affected by extreme winter.
- Affected units have a 0-NM. (See Schutzstaffel.)

#### **Arctic Climates**

Extreme winter occurs on every Winter season in all PT Map hexes of the Soviet Union, as well as in all land hexes adjacent to the North Pacific Zone, Finland, Iceland, Norway, and

Sweden. Countries so affected have an asterisk by the name.

## **MONSOON (SPRING-SUMMER PT)**

When you spend resources to gain APs on the PT Map, if it is Spring or Summer, you may not add your NM.

### **MUD (FALL ET)**

On Fall turns, all land hexes in the Soviet Union are affected by mud. Where mud conditions apply, infantry unit GZOCs affect armor unit movement.

## **ALLIED POWERS**

The Allies are Commonwealth, France, US, Soviet Union, and any of their allies. When specifically cited in the rules, they are always referred to as either “Allies” or “Allied Powers.”

If disputes arise between the Allies as to which power may perform a particular action, the priorities of choice are (influence only applies if the country is at war): Soviet Union, US, Commonwealth, France.

## **WESTERN ALLIES**

The Western Allies are the Commonwealth, France, and the US (if it is at war with the Axis). If disputes arise between the Axis or Western Allies as to which power may perform a particular action, the priorities of choice are (influence only applies if the country is at war): US, Commonwealth, France,

### **SITZKRIEG**

Until Winter 1941, the Western Allies cannot enter or attack any hex of Germany in any way unless Germany has first either attacked a land hex in France or Britain, or made a declaration of war against any country other than Poland.

If Germany does not have a ground unit in each land hex adjacent to France on any

Western Allied player-impulse, they may ignore this restriction from then on.

## **ATLANTIC CHARTER**

The Atlantic Charter takes effect in Summer 1941. The Western Allies may not declare war on any country that is not a belligerent Axis ally. Once the Charter comes into effect, if the Western Allies gain control of a country that was not controlled by them at the start of the 1939 scenario, they do not gain any resources from it.

## **LIBERATION**

When Western Allied powers capture other countries, they “liberate” them instead of conquering them. Captured countries become allies of whichever Western Allied power caused their surrender (all of their units are **permanently** removed). Western Allied powers are not affected by Partisans.

## **AXIS POWERS**

The Axis are Germany, Italy, Japan, and any of their allies. When specifically cited in the rules, they are always referred to as “Axis” or “Axis Powers.” If disputes arise between the Axis or Western Allies as to which power may perform a particular action, the priorities of choice are (influence only applies if the country is at war): Germany, Japan, Italy.

## **TRIPARTITE PACT**

The Tripartite Pact takes effect immediately if France surrenders. The Tripartite Pact has the following effects.

- Bulgaria becomes a German ally.
- Rumania becomes a German ally.
- If any Axis power goes to war with a neutral major power, the others must immediately declare war (exception, the Soviet Union is excluded from consideration in this treaty).

## **EUROPEAN AXIS**

The European Axis are Germany and Italy and any of their ET Map allies.

## **ALBANIA**

Albania is an Italian-controlled minor country (meaning that if Italy does not have a ground unit in the capital of Tirana at the end of each Season, its resource becomes used prior to building units).

## **BALTIC STATES**

Baltic States begins the game as a Soviet ally.

## **BELGIUM**

Belgium is a neutral minor power. If a major power declares war on the Netherlands, Belgium automatically declares war on that major power.

## **BRAZIL**

Brazil will automatically become a US ally at the beginning of the Winter 1942 game turn.

## **BULGARIA**

Bulgaria begins 1939 scenarios Neutral. It will become a German ally if the Tripartite Pact comes into effect. It begins 1941 Scenarios as a German ally.

### **Bulgarian Units**

Bulgarian units must deploy in Bulgaria. They may enter Bulgaria, Greece, Turkey, and Yugoslavia. Bulgarian units may never attack Soviet units, but they may defend against them.

## **CHINA**

China includes East China (Japanese-controlled), Maoist China, and Nationalist China.

### **Chinese Cease-Fire**

Maoist and KMT units may not attack each other.

## **MAOIST CHINA**

Maoist China is at war with Japan. Maoist China is played by the Soviet player in campaign scenarios and by the Allied player in PT scenarios.

It is treated as a neutral minor power (meaning it gets one action per impulse).

### **Maoist Chinese Surrender**

If Yenian is captured by enemy units, Maoist China will immediately surrender.

### **Maoist Units**

Mao units rebuild one unit per turn. They may not leave Maoist China.

## **NATIONALIST CHINA**

Nationalist China is at war with Japan.

If the US goes to war with Japan, Nationalist China becomes a Non-Cooperating US ally.

### **Nationalist Chinese Surrender**

If Kunming is captured by enemy units, Nationalist China will surrender.

### **KMT Conscript Units**

KMT conscripts may not move. They are automatically rebuilt each turn and deploy immediately. If Nationalist China surrenders, KMT conscripts remain in play until eliminated, but they may not be rebuilt.

### **KMT Infantry**

In 1944, place the KMT infantry unit in the Reinforcement Pool. It can be rebuilt by the US. **It may enter East China.**

### **KMT LB Unit**

The KMT LB unit may be rebuilt by the US, even while the US is neutral.

**Each Chinese faction is a minor power of its own: If one surrenders and then is recaptured, its units will not come back.**

## **COMMONWEALTH (CW)**

The Commonwealth (CW) is a Western Allied major power.

The Commonwealth (CW) is a Western Allied major power. It is composed of Australia, Britain, Canada, South Africa, and all of their controlled territories.

### **CW SURRENDER**

If **Britain (not the CW)** and the Soviet Union surrender, the Axis win an immediate victory.

**Optional Rule: Advanced CW surrender:**

**Each CW country surrenders separately. If Britain surrenders, all British (not Canadian, Indian, etc.) units are permanently eliminated, but all CW territories will remain in CW hands, and will not be controlled by whoever caused the surrender of Britain.**

**The Axis immediate victory is still the surrender of the USSR and Britain, and not the CW.**

### **CW COOPERATION**

Commonwealth units may use French infrastructure, but are otherwise non-cooperative with France. The CW is fully cooperative with the US.

### **CW UNITS**

CW units deploy anywhere within their home country, as noted on their nationality abbreviations.

#### **African Colonial (AF) Unit**

The African Colonial infantry unit may deploy in either Lagos or Mombasa. It is removed if both Lagos and Mombasa become enemy-controlled. **It may leave Lagos or Mombasa.**

#### **Australian (AZ) Units**

AZ/units may deploy anywhere in Australia or New Zealand. AZ/Reserve units may not leave Australia.

#### **Home Guard Units**

The British (Home Guard)/IF units may not leave Britain.

## Destroyers for Bases

In Summer, 1940, place the two Lend-Lease DD units in Canada. US units may enter, base, and deploy in the West Indies. **These units have a 0 NM.**

## AUSTRALIA (AZ)

Australia begins all scenarios as a Commonwealth committed ally.

Australia is composed of Australia, New Zealand, and New Britain.

### Australian Surrender

If Australia surrenders, all Australian territories also surrender. If Australia surrenders, remove all of its units.

## BRITAIN (BR)

All hexes of Britain are under the effects of an air defense network (ADN).

### British Geography

Britain (**The CW**) controls the following territories.

- **ET:** Cyprus, Egypt, Gibraltar, Iraq, Malta, and Palestine.
- **PT:** British Borneo, Burma, Diego Garcia, Ellice, Espiritu Santo, Fiji, Gilberts, Hong Kong, India, Malaya, Nauru, Solomons, and Tonga.
- **SM:** Aden, Ascension, Berbera, Falklands, Freetown, George- town, Karachi, Lagos, Mauritius, Mombasa, Port Sudan, Seychelles, and West Indies.

### Gibraltar

Naval units based at Gibraltar may move directly to or from either the RD Northeast Atlantic Zone or Mediterranean Zone. Naval units may (de)activate to/from either of the three adjacent MHs.

If the Commonwealth controls Gibraltar and the Suez Canal, German STs may not activate in the Mediterranean Sea Zone and Italian STs may not activate outside of it.

## India

Indian Reserve units may not leave India. Indian units deploy in either India (PT Map) or Karachi (SM Map).

## Egypt

Egypt contains the Suez Canal.

### Suez Canal

The Suez Canal is in the Cairo hex of Egypt. If the Allies control the Suez Canal and Gibraltar, Italian STs may not activate on the South side of the canal.

## CANADA (CA)

Canada begins all scenarios as a Commonwealth committed ally. All Canadian units deploy in Canada.

## SOUTH AFRICA (SA)

South Africa begins all scenarios as a Commonwealth committed ally. South African units may deploy anywhere in South Africa.

## DENMARK

Denmark begins all 1939 scenarios neutral. It begins all 1941 scenarios under German control.

Denmark controls the Faeroes and Iceland.

## KATTEGAT

The Kattegat is a narrow strait that separates Denmark from Sweden. Non-Swedish Ground units may not enter the Kattegat hex unless at war with Sweden. If Denmark surrenders, the Kattegat becomes controlled by the country that controls Denmark.

## FAEROES

If Denmark surrenders to the Axis powers, the Faeroes immediately become Commonwealth controlled (unless they are already Axis-controlled).

## ICELAND

If Denmark surrenders to the Axis or the Soviet Union, the Faeroes and Iceland become Western Allied allies. If the Commonwealth subsequently surrenders, they become US allies (If they US is neutral, they also become neutral—any CW units stacked there are placed in the PD 1-Box).

## **FINLAND**

Finland begins all scenarios neutral.

### **FINNISH-SOVIET “WINTER WAR”**

If the Nazi-Soviet Pact is in effect, the Soviet Union may demand the hexes East of the Moscow Treaty Line.

The player controlling the Finns (Germany) has two options.

1. Surrender, giving up the hexes for free.
2. Fight the Russians. See Treaty of Moscow, below.

*As per this interpretation of the rules, the SU will fight the Winter War with 1 AP per impulse.*

### **TREATY OF MOSCOW**

If the Finns fight, they can opt to end the war during an Axis player-impulse by expending their action to sign the Treaty of Moscow.

- Finland returns to being a neutral minor power.
- The Soviet Union gains control of all three hexes East of the Moscow Treaty Line, including Petsamo and Viipuri.
- Any Soviet units in Finland and West of the Moscow Treaty Line are placed in the PD 1-Box.
- The Soviet Union may not declare war upon Finland again. (If it becomes a German committed ally, Finland may still declare war upon the Soviet Union).
- Any eliminated Finnish units are automatically rebuilt if Finland later renounces the war.

The Treaty of Moscow is in effect at the start of 1941 scenarios.

### **Moscow Treaty Line**

The Moscow Treaty Line encompasses three hexes of Finland, including Petsamo and Viipuri.

### **FINNISH SURRENDER**

If Finland is at war with the Soviet Union, the Soviet player may try to impose peace with Finland if no Axis units are in the ET Soviet Union for one AP. Finland must make a surrender check. If Finland surrenders, it becomes a neutral minor power and all provisions of the Treaty of Moscow are applied. This may only be attempted once.

### **FINNISH-GERMAN ALLIANCE**

Finland will become a German committed ally the Season after Germany declares war on the Soviet Union. If the Soviet Union declares war on Germany, Finland will remain neutral.

### **German Units in Finland**

Only one German unit may be in Finland at any time, and only if Finland is a German committed ally.

### **FINNISH UNITS**

Finnish units may only enter Finland and hexes of the Soviet Union that are adjacent to Finnish land hexes (e.g., the strip of land that runs along the Finnish border from Murmansk in the North to Leningrad in the South). Finnish units are immune to extreme winter. All Finnish units have a nationality modifier of 1.

## **FRANCE**

France is a Western Allied major power.

### **FRENCH GEOGRAPHY**

France controls the following territories:

- **ET:** France, French North Africa, Levant, and Vichy France.

- **PT:** Indochina, New Caledonia.
- **SM:** Dakar, Djibouti, Madagascar, and Marquesas.

## **FRENCH SURRENDER**

If German ground units are adjacent to Paris, the German player may spend an action to force the French to capitulate. France must make an immediate surrender check. If they fail, they immediately surrender, and Vichy France (see below) is created.

**Optional: Germany can only force the surrender if it has ground units adjacent to Paris at the start of an impulse.**

If France passes its surrender check, it will only surrender normally, and Germany is not obligated to create Vichy France (although he may do so if he wishes). This option can only be used once.

If France surrenders, the Tripartite Pact comes into effect.

## **FRENCH UNITS**

The following special rules apply to certain French units.

### **French Colonial Units**

The French Dakar (Dk), Levantine (Lv), and North African (NA) units are colonial units. **They may leave their respective territories.**

### **French Maginot Units**

France's Maginot infantry units must set up in French fortress hexes. They may not leave them unless all fortress hexes in France are already stacked to capacity with Maginot infantry units. Maginot units may only defend themselves. They may not support other units. However, other units may support them. They may not be voluntarily eliminated.

## **GERMANY**

Germany begins 1939 scenarios at war with the Western Allies and Poland. Germany begins all 1941 scenarios with the Nazi-Soviet Pact in effect.

Germany is comprised of Germany and Königsberg.

### **German Minor Power Allies**

Bulgaria, Finland, Hungary and Rumania either begin the game as German allies or may become such during the game. See the special rules for those countries for more details.

### **Kiel Canal**

Naval and sub units based in Kiel may leave port on either side of the Kiel MH. Also see Kattegat.

## **GERMAN ADN**

All hexes of Germany gain an ADN beginning in Winter 1943.

## **GERMAN EAST FRONT GARRISON**

The German player must maintain a GZOC in every hex adjacent to East Front (e.g., from Königsberg in the North to the German-Rumanian border in the South). If Germany fails to maintain this garrison, the Soviet Union may declare war on Germany (exception: declarations of war are not allowed in Summer 1939).

## **GERMAN UNITS**

Germany units may deploy in either Germany or Königsberg.

### **German AR Units**

German armor units get a +2 bonus when attacking or defending in clear hexes instead of the usual +1. **Only if it is the attacking or defending unit: If it is supporting, the bonus is useless.**

### **Schutzstaffel (SS)**

The nationality modifier of Schutzstaffel units is never reduced below 2, even by extreme winter. If involved in ground combat, Schutzstaffel units must always take the first hit, even if the only hit is from combat attrition. If more than one Schutzstaffel unit is

involved in the combat, the opposing player may select which of them takes the first hit.

### **Luftwaffe Field Units**

For one AP, the German player may remove 2 LB units (any type) and immediately deploy one IF unit from the eliminated unit pool to the map. The LB units may be taken from anywhere, even eliminated units, reinforcements, PD, map, etc.

### **Jets**

Jets get a +2 bonus when defending against a force containing enemy air units or when performing or supporting air superiority airstrikes.

### **Night Fighters**

Night fighters are the only units that may defend against night raids. They may perform the following actions:

- Defend against enemy airstrikes.
- Ferry.

They may not:

- Perform airstrikes of any kind.
- Intercept naval units.
- Provide CAS.

### **Q-Ships (RQ)**

RQ units are disguised freighters. They do not require supply. They cannot return fire on attackers (Combat Attrition still applies). They can only sustain one hit before being eliminated.

### **Pocket Battleships (PB)**

PB units do not require supply. They are otherwise treated like any other naval unit except that they can raid. Unlike RQ units, they can return fire on naval units that attack them. **German BB units can also raid, but they require supply.**

### **German Submarines**

German SS units can be rebuilt in four turns instead of the usual five. Beginning in 1942,

German Submarines can extend their supply route range by three NMPs, to nine

## **GREECE**

Greece is a neutral minor power. Greece controls Crete.

In 1941 scenarios, both Greece and Crete are German-controlled.

## **HUNGARY**

Hungary begins the 1939 scenario neutral and the 1941 scenario as a German ally.

### **Hungarian Alliance with Germany**

Hungary will become a German ally if Germany declares war on either the Soviet Union or Yugoslavia.

## **HUNGARIAN UNITS**

Hungarian units must deploy in Hungary. Deploy all Hungarian units if Hungary becomes a German committed ally. They may enter Germany, Hungary, Poland, the Soviet Union, and Yugoslavia.

## **ITALY**

Italy begins all 1939 scenarios neutral, but it is a member of the Axis Powers. It begins all 1941 scenarios at war.

Italy controls the following territories:

- **ET:** Albania (captured), Italy, Libya, Rhodes, Sardinia, and Sicily.
- **SM:** East Africa.

## **ITALIAN SURRENDER**

If Italy surrenders while German units are stacked in Rome, Italy immediately becomes German-controlled. If Germany surrenders, Italy immediately surrenders to the Western Allies. See Portugal (Italian Surrender Effects on Portugal).

### **Italian Coup**

Besides other means by which Italy may surrender, it is also vulnerable to a pro-Allied coup. Once per game, the Western Allies may force Italy to make a surrender check.

- The US must be at war with the European Axis.
- The Western Allies must control East Africa.
- The Western Allies must control at least 4 hexes of mainland Italy, including a port.

## **ITALIAN TRANSPORTS**

See Gibraltar and Suez Canal.

## **ITALIAN UNITS**

Italian units may deploy in Italy, Sardinia, and Sicily.

### **Italy Units**

The three Italy/IF units may not leave Italy, even by ST. If they deploy on Sardinia or Sicily, they cannot leave unless eliminated.

### **East African Unit**

The Italian East African unit may deploy in East Africa. It may not move via Sea Transport or perform assaults. If East Africa surrenders to the Allies, remove the unit. The East African unit is removed in 1941 scenarios. **It may not leave East Africa.**

## **JAPAN**

Japan begins all scenarios neutral, but it is a member of the Axis Powers.

Japan controls East China, Hainan, Iwo Jima, Japan, Korea, Manchuria, Minami Torishima, Marshalls, and Saipan.

### **Japanese Minor Power Allies**

Thailand becomes a Japanese ally if Japan declares war on the Western Allies.

## **JAPANESE UNITS**

Japanese units must deploy in Japan (including island hexes within Japan's border). Japanese units may not enter the ET Map. Japanese units

are never eliminated because of isolation; they flip instead.

### **DD Units**

Japanese DD units get a +1 bonus when firing at enemy naval units.

### **LB Units**

All Japanese LB units are long-range.

### **China Garrison Units**

One Japanese LB unit, four IF units, and one HQ must set up in East China. They may not leave China (the LB unit may not attack targets outside of China. They may not embark upon transports. They deploy in East China.

### **Manchuria Garrison Units**

The Japanese Manchuria/LB unit and two IF units may not leave Manchuria unless Japan is at war with the Soviet Union. They may deploy in Manchuria. If either Manchuria or Japan surrenders to the Allies, remove all Manchuria units.

### **Korea Garrison Unit**

The Korea/IF unit may not leave Korea unless Japan is at war with the Soviet Union. If either Korea or Japan surrenders to the Allies, remove the Korea unit.

### **Kamikazes (KZ)**

KZ units may only ferry, port raid, or intercept naval forces. They do not allow or modify detection attempts. KZ units do not negate enemy AZOCs for purposes of tracing overwater supply routes.

KZ units cannot defend themselves against enemy air superiority missions. Attackers remain vulnerable to combat attrition.

To build a KZ unit, the Japanese player must remove one air unit from his order of battle. Such units may be taken from any available location, including reinforcements and eliminated units, as well as units that are not yet available to build.

In exchange for removing the air unit, the Japanese player may place one KZ unit in Japan.

No more than 3 KZ units may be in play at any one time. After they resolve an attack, KZ units are eliminated.

## **JAPANESE-CONTROLLED ISLANDS**

Amphibious assault landing attrition checks against a Japanese-controlled island get a -2 penalty.

## **PEARL HARBOR RAID**

Once per game, one Japanese TF that contains at least one CV unit gets the following benefits by declaring the Pearl Harbor Raid.

- When it activates, it may make an immediate bonus move of 4 NMPs at the beginning of its action. Following its bonus move, it may then move again (including launching the raid for one NMP).
- Detection attempts may not be made against the TF. It is not automatically detected for launching an airstrike.
- Just prior to resolving the airstrike, roll one die. On a 1, the US/CV unit that sets up in Hawaii is in port during the raid and may be hit. Otherwise, it must immediately displace.
- Resolve a port raid airstrike against Pearl Harbor.
- Any hits are doubled. The LB unit based in Hawaii cannot defend.
- The airstrike is immune to combat attrition.
- After resolving the airstrike, mark the Pearl Harbor Raid TF as having Low Fuel.

Unless using the optional fuel rule, a Pearl Harbor Raid launched on the third impulse of a turn will result in the naval units being eliminated by low-fuel.

## **NETHERLANDS**

Netherlands is a neutral minor power. It controls NEI. If a major power declares war on Belgium, the Netherlands automatically declare war on that major power.

## **NETHERLANDS EAST INDIES (NEI)**

The NEI begins 1939 scenarios controlled by the Netherlands. In 1941 scenarios, it is an uncommitted Commonwealth ally.

If Netherlands surrenders to the Axis, the NEI will become a Commonwealth ally. **It will be an uncommitted ally, so it will not add its resources to the CW.**

### **NEI Units**

NEI units only deploy if Japan declares war on the Western Allies. All NEI units deploy in Batavia. If deploying the NEI units would violate stacking restrictions, remove the overstacked NEI unit(s). If the NEI surrenders, remove all NEI units.

## **NORWAY**

Norway begins all 1939 scenarios neutral. It is German-controlled in 1941 scenarios.

### **NORWEGIAN GEOGRAPHY**

Norway begins all 1939 scenarios neutral. It is German-controlled in 1941 scenarios.

### **Norwegian Fjords**

Port raids against naval or sub units based in Norwegian ports have a -2 DRM to their attack rolls.

## **PERSIA**

Persia begins all scenarios neutral.

### **Annexation by the Allies**

Persia may be annexed by the Commonwealth without violating the Atlantic Charter if all non-surrendered Allied Powers adopt the Teheran Agreement (see below). Upon annexation, Persia becomes a Commonwealth ally.

## **TEHERAN AGREEMENT**

The Teheran Agreement may be implemented by the Commonwealth if the European Axis are at war with either Turkey or the Soviet Union, or in Summer 1941. Implementing the treaty requires one Commonwealth AP.

- Persia (South of the Treaty Line) is treated as a Commonwealth ally.
- Soviet units may enter Persia North of the Teheran Agreement Line.
- The US may increase Lend Lease to the Soviet Union by one resource point per impulse.

## **POLAND**

Poland begins 1939 scenarios at war with Germany and the Soviet Union.

In 1941 scenarios, Poland and all hexes West of the Poland Partition Line are controlled by Germany, while all other hexes are controlled by the Soviet Union.

## **PORTUGAL**

Portugal begins all scenarios neutral.

Portugal controls Portugal itself, as well as the Azores and Cape Verde.

### **Italian Surrender Effects on Portugal**

If Italy surrenders, the Western Allies gain control of the Azores and Cape Verde. Otherwise, Portugal will remain neutral unless attacked.

## **RUMANIA**

Rumania begins the 1939 scenario neutral and the 1941 scenario as a German ally.

### **Rumanian Alliance With Germany**

Rumania becomes a German ally if the Tripartite Pact comes into effect.

## **RUMANIAN UNITS**

Rumanian units must deploy in Rumania. They may enter Rumania and the Soviet Union.

## **SOVIET UNION**

In 1939 scenarios, the Soviet Union is at war with Poland and is bound by the terms of the Nazi-Soviet Pact.

In 1941 scenarios, the Soviet Union controls all hexes East of the Poland Partition Line.

## **SOVIET NATIONALITY MODIFIER**

The Soviet nationality modifier begins at zero (0) in 1939 and 1941 scenarios. In Winter 1943, increase the Soviet nationality modifier to one.

## **SCORCHED EARTH**

Enemy forces may not use Soviet supply sources.

## **RUSSIAN WINTER**

During the 1941, 1942, and 1943 Winter Game Turns, extreme winter is in effect over the entire Soviet Union.

## **SOVIET RT**

The following special rules apply to Soviet use of RT.

### **Trans-Siberian Railway**

Soviet units may use RT to move between the ET and PT Maps via transit points ET8 or PT1. Place the unit that is moving in the transit point hex, having acted (meaning that only one unit may cross maps per impulse). Enemy ground units in the opposite map land transit point prevent inter-map RT through that land transit point.

### **Arctic RT**

Soviet units may RT between Kamchatka and Siberia in one impulse by using one RT.

## **SOVIET SURRENDER**

The Soviet Union will only surrender if it fails a surrender check. If Britain and the Soviet Union surrender, the Axis win an immediate victory.

### **Soviet Surrender Checks**

The Soviet Union must make a surrender check if any of the following conditions are met (each can only occur once):

- Enemy ground units control Moscow and either Leningrad or Stalingrad.
- Enemy forces control the cities of Leningrad, Moscow, and Stalingrad.
- Enemy forces control Leningrad, Moscow, Stalingrad, and either Sverdlovsk or Vladivostok.

If all checks are passed, then the Axis can only win by surviving until the end of the game.

### **JAPAN-SOVIET TREATY**

This treaty is in effect at the start of the game. The treaty can be renounced by either side in Winter 1945. Otherwise it will be automatically extended until the end of the game.

While the treaty is in effect, neither Japan nor the Soviet Union may declare war on one another until the Season after the treaty has been renounced. The Soviet Union may not send non-PT units to the PT Map.

### **NAZI-SOVIET PACT**

The Nazi-Soviet Pact is in effect at the beginning of all scenarios. It has the following effects.

- The Soviet Union may not declare war on Germany, Bulgaria, Hungary, or Rumania.
- The Soviet Union may not declare war on Germany until Spring 1942 (exception, see German East Front Garrison).
- Following the surrender of Poland, the area East of the Poland Partition Line reverts to Soviet Control. The Poland Partition Line bisects Poland between

German-controlled and Soviet-controlled sectors.

- German units may not cross the Poland Partition Line unless Germany is at war with the Soviet Union. Their ZOCs extend across the line while Germany is at war with Poland.
- If Germany declares war on Russia, Soviet units in the ET may not fire back at attacking German forces on the impulse the declaration of war was made. German forces remain vulnerable to combat attrition as per normal.
- On the first impulse after one in which Germany declares war on the Soviet Union, the Soviet player may not roll dice to gain APs (he could still move his ground units and spend a default AP).

### **SOVIET UNITS**

Soviet units are immune to extreme winter.

#### **Soviet Armor Units**

Soviet armor units ignore mud. Their GZOCs extend into lowland hexes. They can be rebuilt in two impulses instead of the usual three.

#### **Siberian (PT) Units**

PT units are immune to extreme winter. They may deploy in any Soviet-controlled hex within Siberia or Kamchatka. They always have a 1-NM. They may not enter the ET unless the Soviet Union is at war with the European Axis.

### **SOVIET GARRISONS**

The Soviet Union must maintain garrisons. If the Soviet Player is out of compliance at the beginning of any Axis impulse, the German player may immediately pick up and move the minimum number of units necessary to bring the Soviet Union into compliance.

#### **East Front Garrison**

Until the Soviet Union is at war with any Axis major power, the Soviet player must occupy each East Front front-line hex with a ground unit, forming a line of contiguous hexes from the Baltic Sea to the Black Sea. All Soviet LB

units that set up in the ET must be based in front-line hexes as well.

### **Pacific Theater Garrison**

The Soviet player must maintain a minimal garrison of four PT units on the PT Map.

## **SPAIN**

Spain begins all scenarios neutral.

If war is declared upon Spain, it will commit to the first major power to intervene therein. Spain controls Spanish Morocco and Villa Cisneros.

### **SPANISH MOROCCO**

Naval units based at Tangier may move directly to or from either the RD Northeast Atlantic Zone or Mediterranean Sea Zone

## **SWEDEN**

Sweden begins all scenarios as a neutral minor power.

### **Swedish Geography**

See Denmark and Denmark (Kattegat).

## **THAILAND**

Thailand begins all scenarios neutral.

### **Thailand Alliance with Japan**

If Japan declares war on the Western Allies, Thailand becomes a Japanese ally.

## **TURKEY**

Turkey begins all scenarios as a neutral minor power.

### **TURKISH STRAITS**

To be able to use sea passage through the Turkish Straits, all strait hexes must be friendly-controlled.

### **TURKO-ALLIED TREATY**

The Western Allies may not declare war on Turkey.

### **TURKO-AXIS TREATY**

The Turko-Axis Treaty takes effect in Winter 1941. The European Axis may not declare war on Turkey. Bulgaria becomes a German ally.

### **FOREIGN INTERVENTION IN TURKEY**

The following restrictions apply to the ability of major powers to intervene in Turkey.

- Western Allies: Commonwealth or France may intervene in Turkey, but Turkey will not become a Commonwealth or French ally. If the US intervenes in Turkey, it will become a US ally. If the Commonwealth intervenes in Turkey and a neutral US subsequently enters the war, Turkey will become a US ally.
- Germany: If Germany intervenes in Turkey, it will become a German committed ally.
- Soviet Union: The Soviet Union may not intervene in Turkey.

## **UNITED STATES**

### **US DECLARATIONS OF WAR**

The US may only declare war in the following cases:

- Any major power declares war on the US.
- Japan declares war on any non-Vichy French country.
- If Japan makes more than one attack in China per season, the US may declare war on Japan. Place the “Japan China Attack” marker in the Season space of the TD as a reminder that Japan has attacked China that turn.
- In Winter 1943 or later, the US may declare war on Germany.

### **US GEOGRAPHY**

The US controls the following territories and islands (see Destroyers for Bases).

- **PT:** Aleutians, Baker, Christmas, Guam, Hawaii, Howland, Johnston, Midway, Philippines, Samoa, and Wake.
- **SM:** Palmyra.

### **Panama Canal**

Western Allied naval and sub units may use the Panama Canal to cross from the Atlantic Ocean to the Pacific Ocean. Transiting the canal does not cost any extra NMPs.

### **US East Coast**

US East Coast Ports are Miami, New Orleans, New York, Tampa, and Washington, DC. In PT scenarios, any units that start in the US East Coast are placed in the OT Commitment Pool. Units that can deploy there may also be placed in the OT Commitment Pool at the US player's discretion.

### **US West Coast**

The US West Coast includes San Diego, San Francisco, and Seattle. In ET scenarios, any units that start in the US West Coast are placed in the OT Commitment Pool. Units that can deploy there may be placed in the OT Commitment Pool at the US player's discretion.

### **Philippines**

Naval and Sub units based in Manila, the Philippines, may only enter the MH on the West side of the Manila hex (see note on the PT Map).

## **US UNITS**

US units deploy in any US East Coast or US West Coast hex. See Philippine Units.

### **SB Units**

Beginning in 1944, US SB units get long-range escort fighters. If performing a daylight raid, they can fire back at defending LB units if they are bombing a target hex that is within 6 ET or 4 PT Map hexes of their air base.

### **Superfortress SB Units**

Two (SF)SB units are available to the US player beginning in 1944. They are the only units that can drop A-Bombs. They can conduct Strategic Bombing normally.

### **LB Units**

All non-Philippine, US LB units become long range at the beginning of 1944. US LB units can be rebuilt in two turns instead of the usual three.

### **DD Units**

US/DD units add +1 to their combat strength when attacking or defending against enemy subs.

### **Philippine Units**

The US/Philippine unit deploys in the Philippines. If the Philippines surrender, remove the Philippine units. They may not leave the Philippines or the Manila MH

### **Hawaii Unit**

The US/Hawaii Unit deploys in Hawaii. It may not leave Hawaii.

## **ATOMIC BOMBS (A-BOMBS)**

A-Bombs are US reinforcements available in 1945.

### **Deploying and Moving A-Bombs**

A-Bombs must deploy in ports. Once deployed, A-Bombs may only be moved by naval units. A-Bombs do not affect stacking. They do not count against the capability of naval units to perform any other functions (including carrying other units) simultaneously. A-Bombs may never be placed in China or in Soviet territory. A-Bombs do not appear in ET scenarios.

### **Using A-Bombs**

Only US (SF)SB units may drop A-Bombs. An A-Bomb may be used as part of daylight Strategic bombing if it is stacked at the same air base as a US/(SF)SB unit. If not eliminated (see below), at the conclusion of the mission, the A-Bomb is successfully dropped.

If an A-Bomb is dropped, the target country's industry is reduced by one. This is either a remnant of a playtest rule, or the Resources Available marker being moved to the left. It must also make an immediate surrender check. If the country passes its first check, and it is hit with a second A-Bomb, it must check again with a +4 DRM.

### **A-Bomb Elimination**

A-Bombs are automatically eliminated if dropped or if captured by enemy forces.

They may be eliminated if a force carrying them suffers any hits. If that happens, make a die roll. If the result is a 1, A-Bomb is eliminated before it can be dropped. If more than one A-Bomb is being transported by the force, roll for each bomb. There s a die roll to score a hit, and another one to determine if the A-Bomb is eliminated.

If a transporting force is completely eliminated, but the bomb is not, place the bomb in the PD 1-Box. If an (SF)SB unit carrying an A-Bomb is eliminated, but the bomb is not, it may still be dropped.

### **LEND-LEASE ACT**

The Lend-Lease Act takes effect in Summer 1941. It allows the US player to transfer resources from his ED track to those of his allies.

#### **Commonwealth Lend-Lease**

The US can spend one AP to transfer one resource point from the US ED track to the Commonwealth ED track. The US can send up to three resources per impulse to the Commonwealth.

#### **Soviet Lend-Lease**

If the Soviet Union is at war with Germany, the US may transfer resources to the Soviet Union. The US could send a theoretical total of three resources per impulse to the Soviet Union.

- If the Soviet player controls Murmansk, the US player can spend one AP to send one Resource to the Soviet player.
- If the Soviet player controls Vladivostok, the US player can spend one AP to send one Resource to the Soviet player.
- If the Teheran Agreement is in effect and a supply route can be traced from Abadan (Persia) to both a Soviet and a Western Allied supply source, the US may spend one AP to send one resource to the Soviet Union.

### **PAN-AMERICAN NEUTRALITY ZONE**

The US may perform ASW Patrols in any MH in range of any coastal hex of the United States, even while neutral.

### **VICHY FRANCE**

Vichy France is neutral, however, German units may draw supply from and trace supply routes through Vichy France. Axis units may not enter or overfly neutral Vichy French territories.

All Vichy French territories instantly become Western Allied-controlled if Germany surrenders.

Vichy France controls all French territories that have not already surrendered to the Axis (Exception: New Caledonia becomes Commonwealth-controlled). Any Allied units in Vichy France are immediately eliminated.

### **VICHY FRENCH UNITS**

If Germany creates Vichy France...

- Place 2 Fr/IF units and 1 Fr/LB unit Vichy France.
- Place the French Colonial Units (Dakar, Levant, North Africa) in respective capitals (Algiers, Dakar, Damascus).
- Remove all other French units.

### **CREATION OF VICHY FRANCE**

All non-French units present in Vichy French territory when Vichy is created are placed in

the PD 1-Box. Vichy French territories that have already surrendered to the Axis do not join Vichy France. The Allies may not declare war on any Vichy French country in the same season in which France surrenders.

### **If Vichy France Surrenders before France**

Should the territory of Vichy France surrender before France does, the Axis players may not choose to create it should France subsequently surrender. Any French colonial units become Western Allied controlled, but they cannot leave their home country. Otherwise, the effects are the same as in Vichy French Dissolution, below.

### **VICHY FRANCE DISSOLUTION**

Vichy France may be dissolved by the German player if the US is at war with Germany. Dissolving Vichy France costs one AP. If dissolved, all French territories and units not in Vichy France defect to the allies. Remove all Vichy French units. Vichy France automatically becomes German-controlled.

### **ALLIED ACTION AGAINST VICHY FRANCE**

Whenever the Western Allies first attempt to enter an uncommitted Vichy-controlled country, roll on the Vichy France Commitment table. Apply any results immediately. If Vichy France surrenders, all Vichy territories immediately become Western Allied allies.

### **Vichy Commitment Roll Triggers**

If a commitment roll is triggered by an assault, make the commitment die roll just after resolving landing attrition. If a commitment roll is triggered by an airstrike, resolve the airstrike before rolling. If a commitment roll is triggered by a ground unit entering a Vichy controlled hex, roll after the ground unit finishes its move.

If a commitment roll is triggered by a ground attack against a Vichy controlled hex, roll after resolving the attack.

### **Vichy France Alliance with Germany**

If a modified die roll of seven or higher is made on the Vichy French Commitment table (see below), all Vichy French-controlled territories become German allies.

### **Vichy French Alliance with Commonwealth**

If a Vichy French territory becomes a Commonwealth ally, its units (if any) are treated as Commonwealth units. They may deploy either in their home territory or in Britain.

### **Belligerent Vichy French Territories**

If a Vichy territory becomes a belligerent neutral power, the Axis may not intervene. If any Vichy French territories are at war with the Western Allies when Germany disbands Vichy France, those territories immediately surrender to the Commonwealth.

### **Vichy France Commitment**

<b>Die Roll</b>	<b>Result</b>
≥ 7	All Vichy France and all Vichy French territories and units become German allies.
4-6	Country is treated as a minor power.
≤ 3	A country surrenders to the Western Allies.
≤ 1	A country becomes a Commonwealth ally.
<b>DRM</b>	<b>Situation</b>
+5	Vichy France is the Target
+1	Target country is on the ET map (and is not Vichy France).
-2	The US is at war with the European Axis.
<b>-4</b>	<b>The US is at war with the European Axis and France is in controlled by the Western Allies</b>

### **YUGOSLAVIA**

Yugoslavia begins 1939 scenarios the game as a neutral minor power. In 1941 scenarios, it begins under German control.

Yugoslav Commitment During any Axis Player-Impulse in which Yugoslavia is neutral, Germany may attempt to make

Yugoslavia a German ally by spending 1 AP and rolling a die

## Yugoslavl Commitment

Die Roll	Result
1-2	Yugoslavia becomes a German committed ally.
3-6	Yugoslavia does not and will never ally with Germany. Germany must immediately declare war on Yugoslavia (there is no additional AP cost for this).

## Sequence of Play

### Beginnig of Season

- Reset Japanese China Attack Marker (re-move if Japan is at war With the United States).
- Reset Reinforcement Limit markers on the ED for all major powers.
- (Theater Scenarios) Make OT Attrition Checks.
- (Theater Scenarios) Check to see if the Western Allies have maintained their OT Commitment.
- Eliminate isolated ground units that are still isolated (flip isolated Japanese ground units and ground units in fortresses).
- Place Isolated markers on isolated units.
- Place Low-Fuel markers on active naval units.
- Move your Resources Available marker one to the left for each country with Partisans.

### During each player-Impulse

Perform any actions you desire, spending re- sources as needed to gain action points or to build units. Possible actions include (but are not limited to):

- Ferry air units.
- Move ground and sub units.
- Activate naval units.
- Transport air/ground units.
- Attack enemy forces.
- Raid convoys.
- Build, rebuild, or reorganize units.
- Declare war.

### End of Each Player-Impulse

- Remove Acted/Moved markers from all units.
- Remove Displaced markers from your air units.
- Replenish your available resources (RFU).
- Remove all Acted/Moved markers.
- Put Low-fuel markers on TFs that have been three impulses at sea.
- Eliminate Low-fuel TF that have been three impulses at sea.

### End of Season

- Countries that have lost their capital may surrender.
- Eliminate all low-fuel naval units that are still active.

