GLOBAL WAR

1936 - 1945

RULES v3.1

INDEX

Cover picture: HBG Game Designers from Left to right- Delaja Schuppers, Doug Friend, Morten Munck, and Will Henson

Acknowledgements

Historical Board Gaming would like to acknowledge the people who worked on this most recent edition of this game. We would like to thank our contributors and design team: Morten Munck & Delaja Schuppers (and their respective play groups), Robert Hatcher, Brian Primrose (aka. General Hand Grenade), Michael Kesler, Mike Kelley, Andrew Allison, Joseph Krejcar, and Kirt Purdy. Thanks to every customer out there who sent in questions and ideas for improvement. Thanks to the many active folks on the forum who asked questions and provided answers. We appreciate our community! We also owe a debt of gratitude to our families for allowing us the time and support to pursue our passions.

Finally, all of us owe a great debt to the men and women across the world who fought for freedom in the Second World War. Your sacrifice continues to resonate throughout the world today.

Welcome to the New Global War!

Welcome to the new Global War 1936-1945. Global War has the largest map of any published game of its genre. It has the most different types of units and is the most expanded game we know of – with over 33 single 3D printed pieces and over 200 different types of units and markers, and over 35 full length expansions, this is truly the *ultimate* World War II game. We have no intention of stopping the stampede of expansions and connecting games. More are on the way!

After years of receiving and listening to our customers from around the world and compiling untold pages of feedback we have produced a full revision of our Global War rules, and map.

New units include:

• **Tank Destroyers**	• **Light Cruisers**
• **Self-Propelled Artillery**	• **FEC Gurkhas**
• **Heavy Battleships**	• **Seaplanes**
• **Heavy Carriers**	• **Attack Transports**
• **Coastal Defense Ships**	• **Strategic Rockets**
• **Fast Battleships**	• **French Foreign Legion**
• **Battlecruisers**	• **And more…**

The revised map is very exciting. We've continued to update place names and features to reflect historical accuracy. To our map we have now printed facilities such as ports, air bases, and fortifications onto the map directly. You will also find Major and Minor shipyards, ports, and dockyards. The railways now are designated as standard gauge (1,435mm) and broad gauge (1,520mm and wider). We have added deserts, jungles, marshes, narrow crossings, channel ports, and more!

We have also significantly updated the rules for convoy raiding and escorts and added new rules, new technologies, and revised all the play aids and National Reference sheets for greater clarify and playability. We have fixed some loopholes and added more examples.

We have greatly expanded the possibility for East vs. West conflict – resulting in what we think is a more Global War experience. We've updated CCP and KMT so they are more fun to play as well.

There are lots and lots of optional rules to enhance your experience. Throughout the rules where there are significant changes to be aware of we will call them out so our previous players can get a sense of where to focus and re-read. Major new rules or changes are marked with this tab placed to the left of the rule.

NEW

A few things have come to light in our communication with Global War players. First, we know this is a long game and we've had many people asking for ways to shorten it but yet more asking us to add more detail and more historical flavor. Our concept of Global War is this: The base game is playable in a very long (but very enjoyable) day – and there is not much we can do about that. You can speed it up by having players who know the rules, take their turns quickly, buy most of their units ahead of time (etc....) but in the end, it's a marathon – and we hope a fun one. For those who want <u>more</u> options and flavor we reserve those very specific details for optional rules and for our expansions. We hope this allows you to play with the details you want and adjust the game's length accordingly.

Second, teaching new players and learning the game can be a challenge. To this end we would say it is imperative that everyone understand that EVERYONE needs to read every nations National Reference Sheet – there are a lot of nation-specific rules there that are not in the rule book. It can result in nasty surprises when Japan sneak attacks everyone or the U.S. joins the war in 1937. So now, without further ado, lets move on to the rules.

General Rules & Terminology

0.1 Terminology:
Global War rules use many specific terms. For ease of use, where a term has a specific definition in the game it is capitalized. For example, the terms Control, Possession, Alliance are capitalized to differentiate them from their more common usage.

0.2 Fractions:
Round all fractions to the nearest whole number (e.g. 1.4999 is 1). Round ½ up (e.g. half of 3 is 2).

0.3 Bonuses & Die Roll Modifiers:
Bonuses and die roll modifiers are cumulative except as follows:

(a) A player can only claim the <u>highest positive</u> Attack or Defense bonus available to each unit each round. For example, an infantry defending in a city with a fortification can claim +2 on the first round of combat for a fortification, but infantry also gets +1 for defending in a city. The infantry would claim +2 on the first round of combat and then could claim the +1 (for the city) on all subsequent rounds – but it would never claim both.

(b) A player is only subject to the highest negative Attack or Defense modifier to each unit each round. For example: a mountain and river in a zone would both subject an Attacking armor to a -1 Attack, but the Attacker would only suffer -1 (not a combined -2).

(c) Permanent changes to a unit's statistics are not modifiers. Thus, an infantry unit that changed from an Attack/Defense of 2/4 to a 3/5 would still be subject to terrain modifiers (This occurs in some of our expansions).

(d) Negative modifiers never reduce an Attack value to less than one. Units without an Attack value (*N/A* for Attack) still have no Attack value and can never gain one no matter how many modifiers they have.

0.4 Damage Markers:

Damage markers are used to show damage to facilities, railway lines, convoy lines, and capital ships.

0.5 Sharing Zones:

There are times that units of different nationalities share land or sea zones (other than being in combat).

Sharing Land Zones

(a) Nations may not share land zones until they are Aligned (members of the same Alliance are Aligned [4.4] when they are at war with the same Major Power.) For example, British and French units cannot be in Picardy until they are at war with the same Major Power even though they are from the same Alliance. Members of the British Commonwealth can always share land zones regardless of war status.

Sharing Sea Zones

(b) Major Powers that are not at war with each other may freely share sea zones and do not affect each other. There are instances when units that are at war might share a sea zone such as

* When naval units of Major Powers that are not at war suddenly come to be at war
* When a submarine submerges
* When an aircraft on Maritime Air Patrol declines combat

In these cases, units do not participate in combat until one power makes a new combat move during the combat movement phase against the other units in that zone. Either side can move out of the zone freely without triggering an attack.

Example: *The USSR and Germans are not at war and their ships are in the same sea zone. Then Germany declares war on the USSR. Germany could attack the Soviet ships (during Germany's combat movement phase), move out of the sea zone or stay in the same zone and do nothing.*

Joint Defense

(c) When two or more members of the same Alliance have units in a zone that is being Attacked, defending players jointly decide which units suffer casualties. If players cannot agree on which casualty to take, either player may request to resolve the issue with a die roll where highest roller makes the choice (ties are re-rolled). In the case that members of different Alliances (e.g. Comintern and Allies) share a sea zone **and** are Attacked by a power they are both at war with they would also defend together (perhaps with a little less agreement on who suffers the casualties and a lot more rolling!).

(d) When one player is the Attacker in a sea zone, the Attacking player must choose his own units as casualties. He cannot choose units from other members of his alliance. For example, if a German fleet enters a sea zone with U.S. fleet and an Italian submarine, the Italian submarine could not be selected as a casualty during combat because it is not Italy's turn and the submarine is not Attacking. This would be different if the U.S. was the Attacker as the German and Italian units could defend together.

0.6 Optional Rules:

Optional rules are found throughout the manual. In general, optional rules will enhance realism with the cost of an extra layer of complexity. A list of additional optional rules is included in Section 15, and an Optional Rules and Expansions checklist are found at the end of the rulebook.

0.7 Regions:

There are times at which the rules will reference regions of the map (North America, Europe, etc....). The map below shows which regions of the map are referenced by which terms. Note that only land zones are referenced here. This is used for some Victory Objectives (3.4) and strategic rail movement (10.4).

0.8 Movement & Range:

When calculating movement (when moving units) or range (when firing strategic rockets or calculating Maritime Air Patrol ranges), crossing each land or sea zone border counts as one point of movement or range. Movement must always be across a border. Diagonal movement is not allowed across a vertex. Movement within a zone (such as moving from a carrier into the same sea zone) does not count against a unit's movement.

Table 0-1
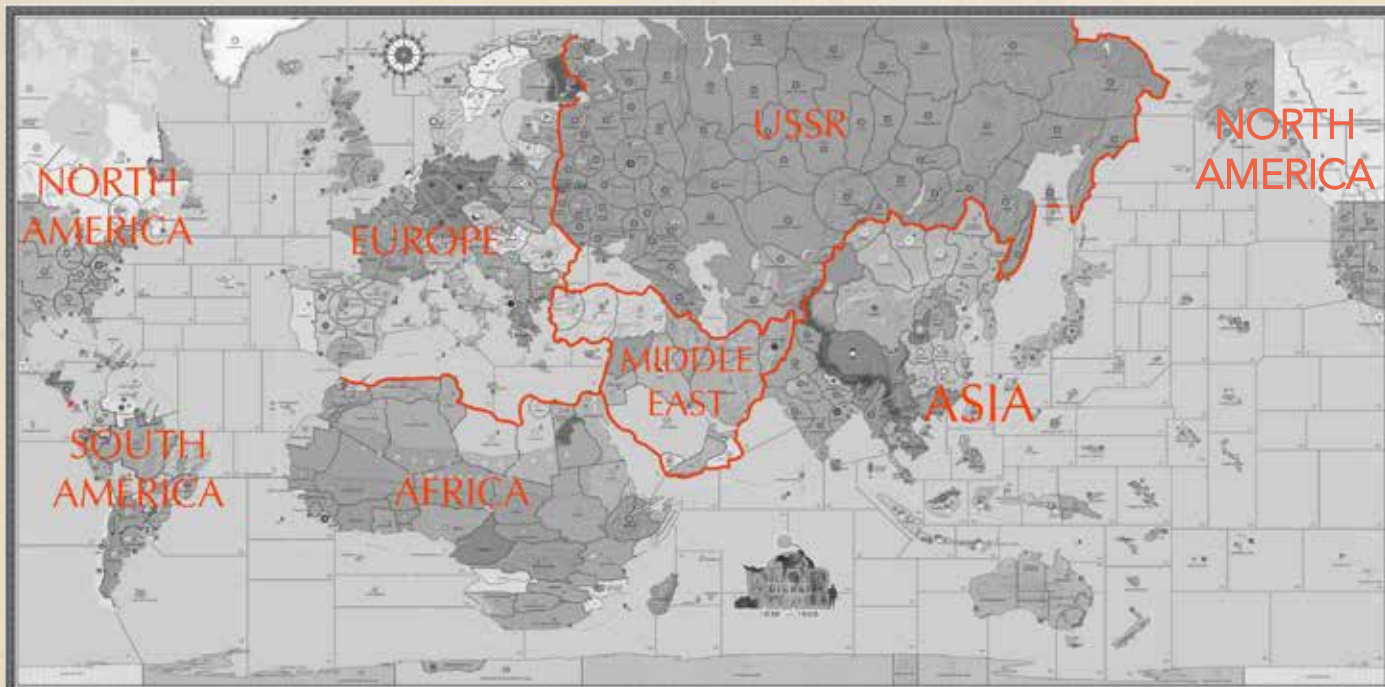
0.9 GLOSSARY

Alliance: Any of three main groups; Axis, Allies or Comintern. Minor Powers may join these Alliances during the game. In order to avoid confusion, we use the term "member of your Alliance" instead of "allies" to avoid confusion with the Alliance called the "Allies."

Aligned: Two or more nations are "Aligned" (4.4) when they meet certain conditions. Major Powers that are members of the same Alliance will *Align* with each other when they are at war with the same Major Power. Minor Powers can also Align to Major Powers when they are Attacked by an enemy player or a Minor Power meets certain Alignment conditions (See Tables 4-4, 4-5 and 4-6).

Annexation: An *Annexation* is a combat move that takes place with no combat and no declaration of war. It is allowed only under certain conditions: the Molotov-Ribbentrop Pact (14.2), German Annexations of Bohemia, Slovakia and Austria (see German National Reference Sheet) and Italian Annexation of Albania (see Italian National Reference sheet).

Attacker/Defender: The *Attacker* is the player who is currently taking a turn. The *Defender* is any other player that is being attacked by that player. Where the rules use the words "Attack" or "Defend" they also refer to this dynamic. Thus, if a rule states that a unit gets +1 Attack, it only gets that bonus when it is the "Attacker" (i.e. during its turn) and not when it is the Defender.

British Commonwealth: Great Britain, Far East Command (FEC), Australia & New Zealand (ANZAC) and all land zones on the map marked with a British, Canadian, FEC, or ANZAC roundel are considered part of the British Commonwealth (See 2.3). Canada is treated as part of Great Britain.

Carrier: Where a rule applies to a "Carrier", it applies to any type of Carrier (Light, Fleet or Heavy) unless further specified.

Capital Ship: Fleet and Heavy Aircraft Carriers and regular, Fast, and Heavy Battleships are Capital Ships. These ships take two hits to destroy (3 in the case of a Heavy Battleship). Battle Cruisers and Light carriers are not Capital Ships.

China: When the rules refer to *China*, (without a specific reference to KMT or CCP) they refer to all Chinese land zones with a KMT, CCP or Warlord roundel printed on the map.

Control: Control (4.5) is a level of decision-making power a Major Power has over a non-Aligned Minor Power. This typically includes rolling for that nation's units in battle and choosing their casualties in combat and if they survive long enough for you to do so, to manage their forces and make recruitment rolls (Table 4-2). It is important to understand the difference between "aligned" and "controlled".

D6: A six-sided die: This die is used mainly in convoy raiding and strategic bombing.

D12: A twelve-sided die. This die is used for most rolls in the game. When the rules call for a die roll, use a twelve-sided die unless otherwise specified.

Declaring War: Declaring war is "initiating" war. This means the nation had a choice and chose to start a war. It would not apply where a nation was attacked. Many Nations have certain requirements to meet before they can declare war and limitations when, how and on whom they can declare war. These are listed on their National Reference Sheets.

Enemy: Nations (and all their units, facilities and land zones) are *Enemies* when they are at war with each other. (e.g. Germany and France are not "Enemies" until they are at war).

Friendly: A Nation (and all their units, facilities and land zones) are *Friendly* if (a) they Possess them or (b) they are Aligned with them. (e.g. London is not a Friendly land zone for the United States until the U.S.A. and British Commonwealth are Aligned.)

Home Country: Each nation has a group of land zones that comprise their Home Country as defined on the National Reference Sheet. For a Minor Power the Home Country includes the primary nation but not its colonies, islands or conquered land zones.

IPP. Industrial Production Points are the basic unit of money in the game.

Income: A nation's income is the amount of IPPs it receives during its *Place Units and Collect Income* Phase. Peacetime Income is the income a nation receives until they are at war with a Major Power (which means they could be at war with a Minor Power and still be getting Peacetime Income). Peacetime Income may increase based on the actions of other countries. Actions that increase a nation's peacetime income are listed on that nation's National Reference Sheet. Once a nation's Peacetime Income reaches the total value of all land zones they owned at the start of the game, many nations are allowed to declare war (but check the National Reference Sheet for restrictions). Capturing land zones can also increase a Nation's Peacetime Income.

Lend-Lease: A system by which Major Powers may lend IPPs to, and produce units for, other Nations without the lender necessarily being at war themselves (see 7.9 & 11.4). Lend-lease specific notes and restrictions are described on each player's National Reference Sheet.

Nation: A Nation is any Major or Minor Power in the game (even though some like the CCP, FEC and Free France are not technically sovereign countries). A nation consists of all the land zones that are marked with the same roundel. For example: Poland is a nation that consists of Warsaw, Lubelskie, Dolnoslaske, East Poland and West Poland.

National Reference Sheet: The National Reference Sheet (NRS) is a reference for each playable entity that lists their set-up, unit characteristics, bonus income, and other important information. These are part of the rules and any player can view any NRS at any time.

Possession/Ownership: Possession means that a Nation <u>owns</u> a land zone – either because they conquered it, Aligned it, or already had it at the start of the game. If a Nation Possesses a land zone, its roundel is on it – either because it is printed on the map or was placed there during the game. The word "ownership" is used synonymously in the rules. A Nation can never Possess a sea zone.

Strategic Bombing: A type of combat where bombers Attack and cause damage to Enemy facilities. Only Medium, Strategic and Heavy Strategic bombers can use Strategic Bombing. Strategic Bombers can make a special Attack against units called Carpet-Bombing (9.17).

Submerge: The ability of an Attacking or Defending submarine to retreat but remain in the same sea zone (12.2).

Surface Ship: Any naval vessel that is not a submarine.

Supply Path: A supply path (1.5) is a virtual path of land and or sea zones traced across the map for various purposes including lend-lease (11.4), motorized upgrades (11.2) and others.

Unit Class: Unit classes in the game are: Infantry, Vehicle, Artillery, Air, Naval and Facility (12.1).

Warship: Any surface ship that has an Attack value.

Wartime income: Some nations have to reach a certain level of income to be able to declare war. This is called wartime income.

BEVEROL

SECTION 1: THE MAP

1.1 Land Zones:

A land zone is any zone representing land. All land zones have a name printed on them. If a land zone does not have a name, it is part of an adjacent zone or island chain and not a separate zone. Many land zones have red numbers in them indicating their IPP value and other artwork representing terrain, bases, and other features. Lakes inside of land zones are not sea zones but block movement. For example, the lake between Chad and Nigeria would block land movement but it is not a separate "sea" zone and would not count as a space for a moving aircraft.

1.2 Sea Zones (SZ):

A sea zone represents an ocean, sea or large body of water. All playable sea zones in the game have a number printed in them.

1.3 Colors & Roundels:

All Nations on the map are identified by a color and a roundel. Nations that have more than one land zone have the brightest roundel located on their capital and muted roundels in other locations.

ANZAC   **USA**   **JAPAN**   **ITALY**

GREAT BRITAIN   **SOVIET UNION**   **GERMANY**   **FEC**

CHINA CCP   **CHINA KMT**   **FRANCE**   **FREE FRANCE**

NEUTRAL

NEW

1.4 Facilities:

Minor Shipyard   **Major Port**   **Minor Dockyard**   **Air Base**

Minor Port   **Major Dockyard**   **Major Shipyard**   **Submarine Base**

Land zones may have various man-made structures in them referred to henceforth as "facilities". Many facilities are shown on the map. Additional facilities can be built during the game using facility markers.

1.5 Supply Paths:

Supply Paths are virtually traced across the map when required by a rule (they are not actually shown on the map). A Supply path can be traced any distance and does not require a transport nor uses up strategic rail or Naval capacity. A lend-lease supply path has more specific requirements and exceptions (11.4) A supply path can be traced as follows:

By Land: When a supply is traced via a land zone it must be traced along an undamaged railway or river (or combination thereof). Players may give each other permission to trace supply paths through land zones they Possess (regardless of Alliance) using their railways/rivers and facilities as needed.

By Sea: When a supply path is traced across sea zones the path must enter and leave land zones where there is an undamaged Port, Shipyard or Dockyard (Lend-lease rules allow limited leasing through Minor Bases). Players may give each other permission to trace supply paths through straits and canals they Possess and use their bases. Enemy units do not prevent the tracing of supply paths with the following exceptions: Blockade (8.11) and Lend-lease interdiction (11.4).

Restrictions:

A supply path can be traced any distance across land and sea zones but once it has re-entered land zones from sea zones it cannot cross more sea zones.

1.6 Convoy Lines:

Convoy lines are printed on the map with a white dotted line. These lines have one or more roundels with blue numbers, showing how many IPPs each nation can lose to raiding per calendar turn. Convoy Lines are further described in 9.11.

1.7 Terrain:

There are several terrain types in the game.

If the roundel in a land zone is located in a terrain type, the entire land zone is subject to rules for that terrain type. The territory you are standing in does not count (assume you are standing right at the border). The first territory you move into determines the type of terrain.

1.8 Mountains [Optional Rule]:

Units are subject to Mountain rules on the first round of combat when crossing a mountain border and on all combat rounds in a mountain zone.

Combat: All Attacking land units have -1 Attack.

Movement: All land units (except cavalry) have their movement reduced to 1 when subject to Mountain rules. Units cannot blitz across an Enemy Mountain border or into Mountain terrain.

1.9 Deserts [Optional Rule]:

Units are subject to Desert rules on the first round of combat when crossing a desert border and on all combat rounds in a desert zone.

Combat: All Attacking land units have -1 Attack. All Attacking vehicle-class units that roll a "12" in combat are forced to retreat. This represents the mechanical breakdown and the stress of desert warfare.

Movement: All land units have their movement reduced to 1 when subject to Desert rules. Units cannot blitz across an Enemy desert border or into desert terrain.


Example: Romania. The roundel is placed in mountains, so all of Romania is a mountain zone.

If the roundel is not located in terrain, but you need to cross a terrain type in order to reach the roundel from the border of the land zone, you are subject to "border terrain" rules. Border terrain rules for that terrain type last one round.

Example:
Attacking Northern Manchuria from Chita makes you subject to mountain rules on the first combat round.
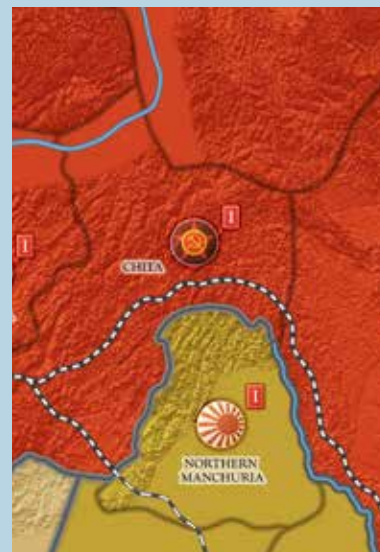
Terrain marked with the word "impassable" cannot be moved into by land units. Air units can fly over this terrain but cannot end their movement there.

NEW 1.10 Jungles [Optional Rule]:

Units are subject to Jungle rules on the first round of combat when crossing a jungle border and on all combat rounds in a jungle zone.

Combat: All vehicle-class units have -2 Attack/Defense.
Carpet Bombing is reduced by 2 dice (i.e. It becomes 1 die for a Strategic bomber and 3 dice for a Heavy Strategic Bomber).

Movement: All land units have their movement reduced to 1 when subject to Jungle rules. Units cannot blitz across an Enemy jungle border or into jungle terrain.

Facilities cost +1 IPP to build in Jungle. Cost is added to first turn of construction.

NEW 1.11 Marshes [Optional Rule]:

Units are subject to Marsh rules on the first round of combat when crossing a marsh border and on all combat rounds in a marsh zone.

Combat: All vehicle-class units have -2 Attack/Defense.

Movement: All land units have their movement reduced to 1 when subject to Marsh rules. Units cannot blitz across an Enemy marsh border or into Marsh terrain.

Facilities cost +1 IPP to build in Marsh. Cost is added to first turn of construction.

1.12 Rivers [Optional Rule]:

Rivers are depicted as blue lines on the map. They are always treated as border terrain. Some rivers form the border between two zones and would apply to units crossing in either direction. A canal is not a river.

Land units that must cross river artwork in the attacked land zone before reaching the roundel in that land zone are subject to river rules.

Apply once per combat regardless of the number of rivers crossed but apply again if blitzing into a new land zone with a river.

Combat:
All land units except Marines and Artillery-class units are subject to -1 Attack on the first round of combat.

Strategic Movement:
A river can be used like a railway for strategic rail movement and for tracing a supply path. "Rail" use counts against the regional rail capacity for the turn. To use a river, a nation must control all land zones the river's supply path moves through, but one side being neutral is allowed. A unit can exit the river into any land zone you own. It may continue by rail or use the river after being railed.
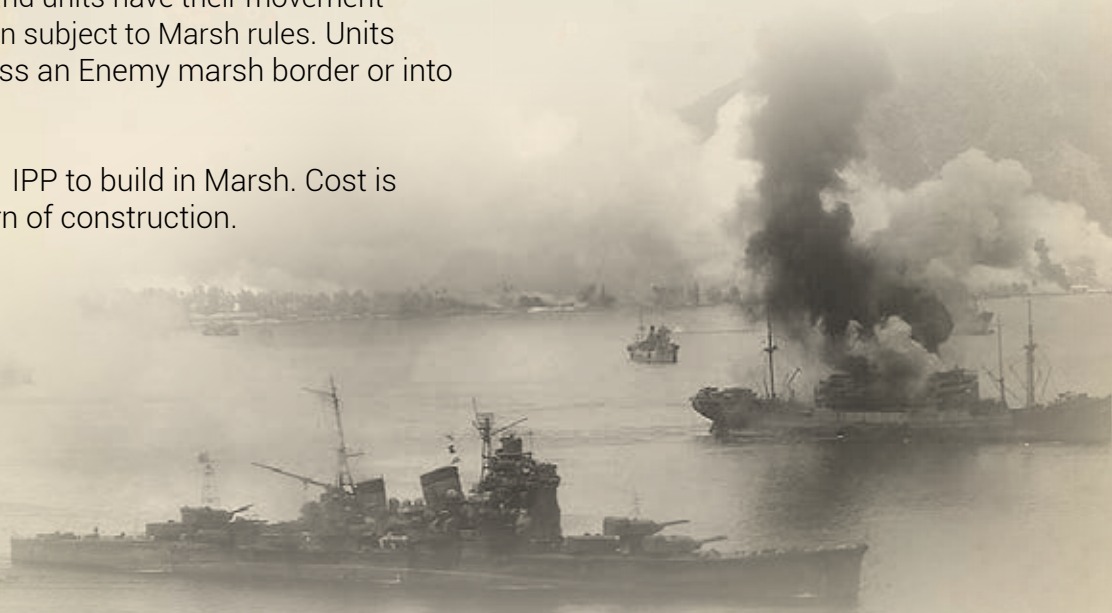
1.13 Tundra/Ice [Optional Rule]:

Some northern land zones have tundra and ice. These land zones are impassable and cannot be moved into by land units. Air units can fly over this terrain but cannot end their movement there.
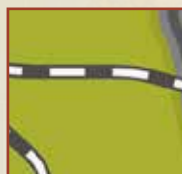
1.14 Railroads:

Railroads are drawn on the map in checkered lines. Regular gauge railroads are depicted with thin dashed lines. Broad gauge railroads are wider and the black segments are closer together.

REGULAR   **BROAD**

Railroads are used for strategic rail movement (10.4) and tracing supply paths (1.5, 11.4). Railroads can be built (12.11).

1.15 Straits and Canals:

Straits and canals are strategically important waterways. Straits and canals are labeled on the map with their respective names. Canals can be identified by the white canal symbol. Naval units pay no additional movement to move through straits or canals beyond what is required to change sea zones. Passage through a strait or canal can be restricted by a player who Possesses certain land zones as listed in tables 1-1 and 1-2. Neutral nations sometimes restrict access through their straits and canals. The primary difference between canals and straits is that a strait is located between two sea zones and a canal is located in a land zone. Thus;

(a) Land units can cross a canal but not a strait
(b) Air units can fly over neutral nation's straits but not a neutral canal.
(c) Submarines can move through closed straits but not closed canals.
(d) A naval unit can non-combat move through a strait the turn a player captures its controlling land zone, but not through a canal.

Table 1-1: Straits

STRAITS	CONTROLLING NATION / ZONE	STATUS & CLOSURE RULES
DANISH STRAITS	Denmark	British Commonwealth, France and USA cannot move warships through the Danish Straits until Denmark is Allied Possessed/Controlled. Soviet and German warships may move through the straits while Denmark is neutral.
STRAIT OF GIBRALTAR	Great Britain / Gibraltar	Owner of Gibraltar may close to nations with whom they are at war.

Table 1-2: Canals

CANALS	CONTROLLING NATION / ZONE	STATUS & CLOSURE RULES
PANAMA CANAL	United States / Panama	USA can close once income is 15 IPP or higher
SUEZ CANAL	Great Britain / Eastern Egypt	Great Britain can close to Enemy nations
KAISER-WILHELM CANAL	Germany / Western Germany	Germany can freely allow or deny passage to any Nation.
TURKISH STRAITS	Turkey / Istanbul	Turkey, while neutral, closes the strait to all nations at war with a Major Power.
BALTIC-WHITE SEA CANAL	Soviet Union	USSR may freely allow or deny passage to coastal- and regular submarines
ST. LAWRENCE SEAWAY & GREAT LAKES CANAL SYSTEM	Canada and the USA	Great Britain and USA may freely allow or deny passage.

NEW Combat Moving Through Canals
[Optional Rule:]
A nation cannot Combat Move through a canal unless they Possess it or are Aligned with the owner. For example: Italy cannot Combat Move through the British-owned Suez Canal in Eastern Egypt even when Italy is neutral.

Turkish Straits: Turkish Straits are significantly narrow enough that they are considered a canal for game purposes. A neutral Turkey closes the Turkish Straits to all nations at war with a Major Power.

Baltic-White Sea Canal: This narrow and shallow canal and lake system connects Leningrad with the White Sea. The canal may be used to move one submarine (or coastal submarine) in non-combat movement between sea zone 6 and sea zone 16. This uses the submarine's entire movement for the turn (including any bonuses). The canal is too shallow for other ships. The canal can be used as if it were a river for purposes of strategic movement and tracing a supply path.

NEW Saint Lawrence Seaway & Great Lakes
Canal System: The St. Lawrence Seaway and Great Lakes canal system is usable as if it were a river for the purposes of tracing supply paths and strategic movement and includes all the U.S. Great Lakes and their connecting canals. Torpedo Boat Destroyers and Coastal Submarines may enter the Great Lakes system via St. Lawrence Seaway and move between canals connecting the lakes. The entire Great Lakes system is one sea zone for movement purposes. Thus, A naval unit that moves into or within this system can end in any lake so long as it's a legal move and all connecting canals are open. There is a convoy line between all lakes in the system.

1.16 Cities:
A round land zone (circular or semi-circular border) on the map indicates a strategically important city.

Combat:
Cities give Defending infantry-class units +1 Defense on all rounds of combat and target selection at "1" (vehicle-class units). A city that is surrounded (and blockaded) gets neither of the above bonuses but instead give -1 to all Defending units on all rounds of combat.

A city is surrounded if all adjacent land zones are enemy possessed and if there is no undamaged Air Base / Naval Facility present. A blockaded Naval Facility is considered surrounded. If the City borders a Neutral Power, it can never be surrounded.

Movement:
Units cannot blitz out of a city.

1.17 Burma Road:
The Burma Road allows movement through the otherwise impassable Himalayan Mountains and opens on or after July 1938 if Japan and China are at war and Yunnan is in Possession of KMT and Burma is in Allied Possession. If these conditions are not met it opens at the start of the next calendar turn that they are met.
The Burma Road may be used to strategic rail move one unit from Burma to Yunnan following the same procedure as using a railroad. Land Units may not make combat or non-combat moves using the Burma road. The Burma Road may be used to trace a supply path as if it were a railway from Burma to Yunnan. It cannot be strategically bombed.

While the Burma road is open KMT may purchase Artillery and Anti-Aircraft Artillery.

1.18 Antarctica:
Antarctica is impassable terrain for both land and air units. Use of Antarctica is only featured in some of our expansion sets.

1.19 Northern Sea Route:

The Northern Sea Route is a passage across the Northern edge of the Soviet Union (off the map). USSR can move one naval unit per turn between sea zones 6 and 7 (in either direction). The unit must start its move in either sea zone 6 or 7, and it expends its full movement (including any bonuses) to make the move. USSR may give other nations permission to use this route.

NEW 1.20 Narrow Crossings:

Certain sea zones of the map are marked with a dotted line between land zones – these are Narrow Crossings.

The number of units that may be moved across is printed on the line. The presence of enemy warships, Coastal Artillery or aircraft on Maritime Air Patrol in the sea zone(s) prevents the crossing.

A player may combat move Marines across.

A player may non-combat move infantry-class units across. The units must begin on one side of the crossing and end their move on the other, as if they were adjacent even if there is no transport present in the sea zone. Units may not use strategic rail movement to make the crossing.

NEW 1.21 Channel Ports:

Channel Ports in the English Channel, shown in red on the map, represent strategically important ports in Belgium and Picardy. These were easy ferry points for troops crossing over from London. Channel Ports are Minor Ports and Narrow Crossings, but non-combat movement is not limited to infantry-class units. Channel Ports can be used to trace a supply path as if they were a railroad.

NEW 1.22 Fortified Lines:

Fortified lines are fortifications (12.8) that protect the borders they are drawn across. These lines exist in several areas on the map. Fortification lines are treated as a regular Fortification for all game purposes, and are destroyed once the land zone they protect is conquered for the first time in the game.

1.23 Maginot Line:

The Maginot Line is a strong fortified line that protects Alsace-Lorraine from invasion from Bavaria:

(a) All land units attacking across the Maginot line suffer double casualties on the first round of combat.

(b) The Maginot line provides two First Strike Artillery attacks at "6" on the first round of combat.

(c) Defending land units get +3 Defense on the first round of combat.

NEW 1.24 Himalayan Air Hump [Optional Rule]:

Each aircraft that flies over the Himalayan Mountains (labeled impassable on the map) or is lend-leased via the Burma road (in theory, the aircraft itself would fly the hump) rolls a D12. On a roll of "11-12" the aircraft is eliminated.

1.24 Dual Terrains:

Some zones have more than one terrain in them. Remember that a player must claim their highest Attack/Defense bonus and must take their highest negative modifiers on combat each round. This can change as some terrain types only impact the first round of combat.

Examples of Dual Terrains

(a) Mountain Cities: A Mountain City (example: Madrid) gives +1 Defense for all infantry class units on all rounds of combat and a -1 to the Attacker unless surrounded. Mountain Infantry do not gain an additional +1.
(b) Mountain Rivers: Attacking across a river and into a mountain is still only -1 on the first round of combat. Mountain infantry would be subject to the -1 for the river even though they suffer no Attack penalty in Mountains.
(c) River City: The river would provide -1 to the Attacker on the first round of combat, and the city would provide +1 to the Defender on all rounds of combat.

Section 2: Setting Up

2.1 Choose Scenario:

There are two scenarios to choose from:

1936:

This scenario begins in July 1936. Players begin by fighting some small conflicts (Spanish Civil War, Ethiopia, and Chinese Civil War) and building their armies for the impending war. The game ends in July 1945 (18 turns).

1939:

This scenario begins in July 1939. This is the traditional World War II scenario and ends in July 1945 (12 turns). The game begins with Germany already at war with Britain, France and with Japan at war with CCP and KMT.

NEW **Variable End [Optional Rule]:**

This option creates a variable endpoint to either game scenario. Beginning July 1944, a D12 is rolled at the end of each calendar turn. The US player rolls the die after its turn is finished. The game ends on the following rolls:

JULY 1944	1
JANUARY 1945	1-2
JULY 1945	1-3
JANUARY 1946	1-5
EACH TURN THEREAFTER	1-6

Add +1 per Major Power capital that is Enemy-possessed.

2.2 Choose Optional Rules and Expansions:

Before starting the game, players decide which optional rules and expansions they want to use.

2.3 Assign Nations:

Decide which nations each player will command. Use table 2-2 to assign players to nations based on how many players you have. The British Commonwealth is split into separate playable entities and the United States may be split if you need additional nations.

The British Commonwealth: The Commonwealth is divided into three separate playable entities which include Great Britain, Far East Command (FEC) and the forces of Australia and New Zealand (ANZAC). Great Britain determines when the Commonwealth declares war. All Commonwealth entities share the same technology marker and per turn limits on developing technology (7.7). All sides share per turn lend-lease limits (7.8) as well as Strategic Rail (10.4) and Strategic Naval Movement (15.10) limits. The British Commonwealth is one Major Power and its separate playable entities are treated as the same major power for the purposes of Attacking, Defending and moving together, transporting, sharing zones and bases.

Eastern and Western United States: USA may be divided into two playable entities. The Eastern player plays with all units in Eastern USA, South America, Africa and the Atlantic Ocean. The Western player plays with all other units (Western USA, Asian land zones, Pacific and Indian Ocean). If a unit crosses one of these boundaries it becomes part of the other player's forces. The Eastern player makes all decisions regarding diplomacy including declarations of war. Both sides share the same technology and per turn limits on developing technology (7.7) and per turn lend-lease limits (7.9). All money is split equally between East and West, with the Eastern player distributing the undivided balance (i.e. if the US has 15 IPP each side gets 7 and the Eastern player assigns the last 1 to either

side). Sides may freely exchange money at any time. The USA is one Major Power and its separate halves are treated as the same major power for the purposes of Attacking, Defending and moving together, transporting, sharing zones and bases.

2.4 National Reference Sheets (NRS):
Each nation has a National Reference Sheet that contains important information needed to play that nation. The National Reference Sheets are part of the rules and all players can see each other's sheets at any time. We strongly advise anyone learning the rules read all the national reference sheets to avoid unpleasant surprises as many nation-specific abilities are listed only on the NRS.

Table 2-1

COUNTRIES	2 PLAYERS	3 PLAYERS	4 PLAYERS	5 PLAYERS	6 PLAYERS	7 PLAYERS	8 PLAYERS
GERMANY	1	1	1	1	1	1	1
ITALY	1	1	1	1	6	6	6
JAPAN	1	1	4	4	4	4	4
SOVIET UNION	2	2	2	2	2	2	2
COMMUNIST CHINA (CCP)	2	2	2	2	2	2	2
GREAT BRITAIN	2	3	3	3	3	3	3
FAR EAST COMMAND	2	3	3	3	3	7	7
ANZAC	2	3	3	3	3	7	7
W. UNITED STATES	2	3	3	5	5	5	5
NAT. CHINA (KMT)	2	3	3	5	5	5	5
FRANCE/FREE FRANCE	2	3	3	5	5	5	8
E. UNITED STATES	2	3	3	5	5	5	8

Historical Board Gaming Unit colors

- [Germany] Black
- [USSR] Dark Red
- [CCP] Bright Red
- [Japan] Pumpkin Orange
- [Great Britain] Tan
- [FEC] Gold
- [ANZAC] Gray
- [France] Blue
- [Free France] Light Blue
- [Italy] Dark Brown
- [Eastern USA] Olive Drab
- [Western USA] Dark Green
- [KMT] Light Green
- [Neutrals] White

2.5 Setting up:

Set up the game according to the Scenario Set Up Chart.

Units:

Set up all the units as indicated for each nation. Some of the set up includes placement of ships at various levels of production. Set up neutrals using HBG's White Neutral pieces.

Facilities:

Starting facilities are printed on the map. Note that some naval facilities are situated on the border of two sea zones and these facilities benefit units in *both* sea zones.

Starting IPP and Income:

Give each nation their starting IPPs for the scenario as listed for the scenario on the NRS. Do not include bonus income. Place each Nation's roundel on the IPP Tracking Chart number that corresponds to their starting income.

Turn & IPP Tracker:

Place the calendar marker on the top of the IPP Tracking Chart to indicate the current calendar turn. This will be July 1936 for the 1936 scenario and July 1939 for the 1939 scenario. Each calendar turn represents six months, so a year is divided into two turns designated by their starting month (January or July) as listed at the top of the Turn Tracker.

IPP Tracker

July 1936	Jan 1937	July 1937	Jan 1938	July 1938	Jan 1939	July 1939	Jan 1940	July 1940	Jan 1941	July 1941	Jan 1942	July 1942	Jan 1943	July 1943	Jan 1944	July 1944	Jan 1945	July 1945	Jan 1946	July 1946	Jan 1947	July 1947	Jan 1948
PRE-WAR						WWII					1942 Version							END WAR					
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96

INDUSTRIAL PRODUCTION POINTS

97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

Section 3: Victory Objectives

3.1 Victory Points Earned Through Victory Objectives:

Nations have Victory Objectives listed on their National Reference Sheet. Each Alliance (Axis, Allies, and Comintern) has 18 scorable Victory Objectives divided among their respective nations (table 3-1). Victory Objectives scored by a nation scores an equal number of Victory Points.

3.2 Victory Points Earned Through Capture of Objective Cities:

The following cities are Objective Cities: Berlin, Tokyo, Rome, London, Calcutta, Sydney, Paris, Washington D.C., Nanking, and Moscow. Capturing an Objective City from an opposing player scores one Victory Point for each Objective City captured.

3.3 Loss of Victory Points Due to Captured Home Country Land Zones:

A nation loses one Victory Point for each land zone worth at least 1 IPP in its Home Country that is Enemy-possessed at the end of the game.

3.4 Victory:

At the end of the scenario (typically July, 1945), calculate the total number of Victory Points for each Alliance using 3.1-3.3. A nation that has surrendered has a total score of zero Victory Points. The Alliance with the highest number of Victory Points wins the game!

NEW **Sudden Death:**
If the game ends and two Alliances are tied for number of Victory Points, the game continues and ends one turn later. This continues until the Victory Point scoring is no longer tied.

Example: In July 1945 the Allies and Comintern have the same number of Victory Points. The game does not end and will continue until the end of a turn in which one side can claim victory. The Axis are considerably behind however they continue to play and could even win!

Table 3-1 Victory Objectives by Nation

ALLIED OBJECTIVES	AXIS OBJECTIVES	COMINTERN OBJECTIVES
USA: 6 GREAT BRITAIN: 4 FEC: 1 ANZAC: 1 FRANCE: 3 KMT: 3	Germany: 7 Italy: 4 Japan: 7	USSR: 15 CCP: 3

GERMANY

OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
LEBENSRAUM	4	Score 1 victory objective for each of the following groups of land zones Possessed by Germany at the end of game: (1) Warsaw, West Poland and Dolnoslaske (2) Lithuania, Latvia and Estonia (3) Denmark, Netherlands and Belgium (4) Yugoslavia and Thessaly (5) Southern Ukraine, Western Ukraine and all of Belorussia.
ELIMINATE COMMUNISM	1	Score 1 victory objective if Germany Possesses Moscow or two other Soviet Cities.
GAIN RESOURCES	1	Score 1 Victory Objective if German income from land zones and bonus income is > 50 IPP.
SPANISH CIVIL WAR	1	Score 1 victory objective if the Nationalists won the Spanish Civil War (1936 scenario) or if all 6 land zones in continental Spain are Axis-possessed (1939 scenario).

SOVIET UNION

CONDITION	MAXIMUM SCORABLE POINTS	SCORING
BUFFER ZONE	1	Score 1 victory objective if the USSR Possesses East Poland, Lubelski, Karjala, Lithuania, Latvia and Estonia.
WORLDWIDE COMMUNISM	11	Score 1 victory objective for each land zone worth at least 1 IPP that USSR Possesses that it did not Possess at start of game and are not scored as part of another Soviet victory condition.
EASTERN SECURITY	1	Score 1 victory objective if the Soviet Union can trace a supply path using railroads from Moscow to Primorsky Krai (Ignore damage markers for this calculation).
ICE FREE PORT	1	Score 1 Victory Objective if the U.S.S.R. possess one of the following (a) a Major Naval Base with a sea zone # of 8 or greater or (b) Crimea and Istanbul.
TECHNOLOGICAL SUPERIORITY	1	Score 1 Victory Objective if USSR has Heavy Strategic Bombers, Long-Range Aircraft, Strategic Rockets, and Heavy Armor technology.

COMMUNIST CHINA (CCP)

OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
EXPEL FOREIGN INFLUENCE	1	Score 1 victory objective if there are no non-Chinese land units in Continental China (all starting KMT, CCP and Warlord land zones excluding Hainan)
INFLAME THE REVOLUTION	2	Score 2 victory objectives if CCP has more land units in Chinese Home Country than KMT.

British Commonwealth

GREAT BRITAIN

OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
CONTAIN COMMUNISM	1	Score 1 victory objective if USSR has no land unit in Austria, Denmark, Spain, Norway or in the Home Countries of Germany, Italy, France or Great Britain.
MAINTAIN THE EMPIRE	1	Score 1 victory objective if Great Britain is in Possession of the following land zones: South African Union, Eastern Egypt and Aden.
CONTAIN FASCISM	1	Score 1 victory objective if both Germany and Italy are at or below their scenario starting income for 1939 scenario (24 IPP for Germany, 10 IPP for Italy)
MEDITERRANEAN SECURITY	1	Score 1 victory objective if Great Britain has twice as many capital ships as the Axis in the Mediterranean and Possesses Malta, Eastern Egypt and Gibraltar

FEC

OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
PRESERVE THE EMPIRE	1	Score 1 victory objective if FEC possesses all of the following; Haryana, Calcutta, Southern India, Benares, Maharashtra, Burma, Bengal, Ceylon and British Malaya

ANZAC

OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
SOUTH PACIFIC SECURITY	1	Score 1 victory objective if ANZAC possesses all land zones in Australia and New Zealand and there are no Enemy surface warships within two sea zones of Australia.

UNITED STATES

OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
MONROE DOCTRINE	1	Score 1 victory objective if there are no Axis or Comintern land units in North, South or Central America *and* no land zone in the US Home Country has been in Possession of an Axis or Comintern nation during the game at any time.
CONTAIN FASCISM	1	Score 1 victory objective if German and Italy are at or below their 1939 starting income (Germany 24 IPP, Italy 10 IPP).
CONTAIN COMMUNISM	1	Score 1 victory objective if the USSR ends the game in Possession of less than five new land zones with an IPP value.
PACIFIC SECURITY	1	Score 1 victory objective if the U.S. has twice as many capital ships in the Pacific as Japan.
MAINTAIN THE EMPIRE	1	Score 1 victory objective if the U.S. is in Possession of all its original land zones as of 1936.
TECHNOLOGICAL SUPERIORITY	1	Score 1 victory objective if the U.S. has Heavy Bombers, Jet Fighters, Strategic Rockets, and Long- Range Aircraft technology.

ITALY

OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
EXPAND THE EMPIRE	2	Score 1 victory objective for each new land zone Italy Possesses at end of game that Italy did not Possess at start of game (regardless of value).
MEDITERRANEAN DOMINANCE	1	Score 1 victory objective if Italy has twice as many capital ships in the Mediterranean as the Allies or Possesses Gibraltar, Eastern Egypt and Malta.
TRIUMPH OF FASCISM	1	Score 1 victory objective if the Nationalists won the Spanish Civil War (1936 scenario) or if all 6 land zones in continental Spain are Axis-possessed (1939 scenario).

JAPAN

CONDITION	MAXIMUM SCORABLE POINTS	SCORING
COLONIALISM	2	Score 2 victory objectives if Japan's total income is > 50 IPP including bonus income.
PACIFIC SECURITY	1	Score 1 victory objective if Japan owns three of the following (a) Midway, (b) Wake, (c) Mariana Islands (d) Hawaiian Islands (e) Caroline Islands and (f) Marshall Islands or twice the number of combined capital ships as the Allies in the Pacific and Indian oceans.
RAW MATERIALS	4	Score 1 victory objective for each of the following Japan Possesses: (a) British Malaya, (b) Cochinchina & Annam-Tonkin, (c) Philippines, (d) Borneo, (e) Java and (f) Sumatra

FRANCE & FREE FRANCE

OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
DISARM GERMANY	1	Score 1 victory objective if German-owned land zones total <24 IPP at end of game.
ELIMINATE COMMUNISM	1	Score 1 victory objective if the Comintern does not Possess any land zones adjacent to French Home Country. A neutral Republican Spain counts as Comintern land zones.
MAINTAIN THE EMPIRE	1	Score 1 victory objective if at end of game France has Possession of all its starting land zones that are worth one or more IPPs.

NATIONALIST CHINA (KMT)

OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
EXPEL FOREIGN INFLUENCE	1	Score 1 victory objectives if there are no non-Chinese land units in Continental China (all starting KMT, CCP and Warlord land zones excluding Hainan)
RECLAIM CHINA	1	Score 1 victory objective if KMT has Possession of any two of the following land zones: Rehe, Western Manchuria, Eastern Manchuria, Northern Manchuria, Formosa.
DEFEAT THE COMMUNISTS	1	Score 1 victory objective if at end of game there are no CCP units in Chinese Home Country.

Section 4 National Relations

4.1 Major Powers:
There are seven *Major Powers* in Global War. Major Powers are the primary military and industrial powers of World War II. All Major Powers are run by players. The Major Powers are Germany, Italy, Japan, United States, British Commonwealth (Great Britain/FEC/ANZAC), France, and the Soviet Union.

4.2 Minor Powers:
All other nations are *Minor Powers*. Some Minor Powers are also run by players. These include Nationalist China (KMT) and Communist China (CCP) and Free France.

4.3 Alliances:
There are three Alliances in the game – The Axis, Allies, and Comintern (the international communist movement, headed by the Soviet Union.) Table 4-1 shows which Major and Minor powers are part of each Alliance at the start of the 1936 and 1939 game scenarios. Table 4-2 and 4-3 describes political relations.

4.4 Aligning:
Nations that are member of the same Alliance become "Aligned" when they are at war with the same Major Power. Minor Powers Align to Major Powers under certain conditions.

A Minor Power will Align with a Major Power:
(a) If it is Attacked (see table 4-3) or
(b) Special conditions are met per tables 4-4 through 4-6.

Once Aligned a Minor Power and its units become part of the Major Power for all purposes and ceases to exist as a separate nation for the rest of the game. KMT, CCP and Free French are exceptions to this rule as they do not become incorporated into their Aligned major power and are run as separate nations with their own National Reference Sheets.

> **Example:** If a Minor Power Aligns in the Produce New Units Phase, the Major Power can use any of its units in the following phases in the same turn.

4.5 Control:
The term "Control" refers to a limited level of decision-making a nation may have over a non-Aligned Minor Power (See Table 4-2). A Nation gains Control of a Minor Power as per table 4-3 when it is Attacked.

Table 4-1

Alliance composition at start of game (1936 & 1939)			
	ALLIES	**AXIS**	**COMINTERN**
Major Powers	British Commonwealth France United States	Germany Italy Japan	Soviet Union
Controlled Minors	Abyssina (France) 1936 only Nationalist China (KMT)	Spanish Nationalist (Germany) 1936 Only	Spanish Republicans (USSR) 1936 Only Communist China (CCP)

NEW Table 4-2 Control and Alignment

If a nation is a member of your Alliance:
You must return Possession of a land zone you capture from an Enemy to your Alliance member if that land zone has their roundel printed on it. You may not declare war on a member of your Alliance.

Major Powers that are Aligned to one another may:
Give (or deny) permission for units of those Nations to enter, move through or fly over land zones they Possess (including use of straits, canals, railways, rivers, etc..). Defend together when Attacked in a land or sea zone (0.5). Use each others' Bases and Shipyards for purpose of Movement and Repair

If a Major Power controls a minor power:
The Major Power May; • Move the Minor Powers' units including combat movement if already at war. • Make a recruitment roll each turn on a D12. On a result that is equal to or less than the number of land zones that controlled nation has, you get either 1 Infantry or 2 Militia to place in any of its land zones. The Major Power May Not have the controlled Minor Power do the following: • Declare war or take actions that put the Minor Power at war with any Major or Minor power they are not already at war with. • Collect Income of any kind • Lend-lease • Research technology • Engage in Diplomacy Exceptions: Controlled minors with a National Reference Sheet (KMT, CCP and Free France) are not handled through this process. Refer to their National Reference Sheets for how they may act.

4.6 Neutrality:

A Major power is Neutral until it is at war with a Major Power (even if it is at war with a minor power).

A Minor power is neutral until it is Aligned to a Major power. (e.g. Japan is neutral even if it is at war with the KMT and CCP because the KMT and CCP are Minor Powers).

4.7 Alignment and Control Conditions:

Table 4-3 shows how to determine which Nation will Align or take Control of a Minor Power. (See optional rule for assigning Minor Power control to Italy and France. 15.13)

Example: The USSR and Germany are not at war. The USSR attacks Turkey and captures Kars. Turkey (per Table 4-3) comes under Axis *Control*. On Germany's turn it controls Turkey, and could move Turkish forces inside Turkey, use them to Attack and make a Recruitment roll for Turkey. Germany could not move units into or fly over Turkey since Turkey is still technically a neutral. A few turns later Germany declares war on the USSR. It replaces all of Turkey's forces with German pieces and places a German roundel in each land zone Turkey still owns.

Table 4-3

Alignment Sphere of Influence		
ALLIES	**AXIS**	**COMINTERN**
Nations Align with the Allies if an Axis Nation declares war on them. Nations come under Allied Control if they are Attacked by the Axis but the Attacking power is not at war with the Allies.	Nations Align with the Axis if the Allies or Comintern declare war on them. Nations come under Axis Control if they are Attacked by the Allies or USSR but the Attacker (Allies or USSR) is not at war with the Axis.	Mongolia and Republican Spain Align with the Comintern if an Axis or Allied Nation declares war on them.
ASSIGNING ALIGNMENT AND CONTROL	**ASSIGNING ALIGNMENT AND CONTROL**	**ASSIGNING ALIGNMENT AND CONTROL**
Assign to British Commonwealth (Britain, FEC or ANZAC) that owns the nearest land zone. If the Minor Power is in North or South America assign to Western USA.	Assign to Germany. Assign Siam to Japan.	Assign to USSR.

4.8 Special Alignment Conditions:

Some nations have special alignment conditions that allow them to Align during play. See table 4-4, 4-5, and 4-6. Alignment conditions go into effect immediately in the phase the condition is met.

4.9 KMT / CCP and Warlords:

Many regions of China are controlled by regional warlords at the start of the 1936 scenario. These semi-autonomous provinces are each marked with their own warlord roundel and individually colored for identification:

-Yunnan
-Tibet
-Tsinghai
-Suiyuan, Hopeh & Peking
-Kwangtung
-Hainan & Sinkiang

An attack by a foreign nation on an originally owned Warlord, CCP, or KMT land zone, is considered an attack on all of China and causes all Warlords to Align to KMT.

If a warlord is attacked by either Chinese faction, it and all its remaining land zones and units align to the other Chinese faction if unconquered by the end of the Combat Phase.

Table 4-4

Allied Alignment Conditions
Poland: At the start of the British turn, Britain may Align Poland if Britain and/or France is at war with Germany. The British player may move Polish units in the same turn.

Pan American Nations: The Pan American nations (Cuba, Central America, Brazil, Mexico. Peru, Ecuador, Bolivia, Paraguay, Uruguay, Colombia, and Venezuela) can be Aligned by the USA as follows: the USA may attempt to Align these nations once per turn once the USA is at war with a Major Power. To Align any of these nations the US player may pay up to 3 IPP and roll a D12. If the roll is less than or equal to the IPPs paid, that nation will Align to the USA immediately. The IPPs paid to influence are lost regardless of the outcome. Income from Aligned Nations is added to the USA's Peacetime Income.

Add +1 to the number needed if Enemy units convoy-raided the New York-Rio De Janeiro convoy line, or are in a sea zone adjacent to that nation. The USA may attempt to influence any number of nations but only one attempt per nation per turn may be made

4.12 Minor Power Colonies:

If a Minor Power is defeated and you Control that power, the Colonies of the defeated power continue to be Controlled by you and Align to you when you are at war with the conquering nation.

Table 4-5

Axis Alignment Conditions

Bulgaria, Hungary and Romania: After France has surrendered. Germany may, in the three subsequent Place Units Phases after the fall of France, Align one of these three nations per turn. As soon as Germany is at war with USSR, the remaining nations Align.

Finland: If Germany and USSR have signed Molotov-Ribbentrop Pact, Finland Aligns with Germany as soon as Germany is at war with USSR. If the pact has not been signed, Finland Aligns normally as per 4.7.

Turkey: If Germany conquers Transcaucasia, Turkey Aligns with Germany at the end of the German Combat Phase.

Nationalist Spain: If the Nationalist have won the Spanish Civil War; Spain will Align with Germany if Axis possesses either (a) London or (b) Both Gibraltar and Eastern Egypt. Spain begins Nationalist in all scenarios starting July 1939 or later.

Iraq: If there is a German or Italian land unit in a land zone adjacent to Iraq, Iraq Aligns with either Axis Power at the end of the German/Italian Combat Phase..

Sweden: If USSR declares war on a neutral Norway or Denmark, Sweden Aligns with Germany at the end of the Soviet Combat Phase.

Argentina: Germany can attempt to Align Argentina once Germany is at war with a Major Power. Germany pays 2 IPP to the bank and roll a D12. On a "1-2" Argentina Aligns to Germany. Increase US peacetime income by a D12 if successful. Germany may only make one such attempt per game.

Siam: In the Production Phase of the Japanese January 1939 turn, Siam Aligns with Japan.

Table 4-6

Comintern Alignment Conditions

Republican Spain: A neutral Republican Spain will Align with the USSR if attacked.

Tanna Tuva: Tanna Tuva Aligns with the USSR at the beginning of the 1936 and 1939 scenarios.

Section 5: War and Peace

5.0 Overview:
Global War scenarios begin with some nations at war and others at peace. In this section you will learn about how nations behave when they are not at war with a Major Power.

5.1 Reduced Income:
A nation at peace often has reduced income compared to when at war.

5.2 Peacetime Income Increases:
Some Nations cannot declare war until they reach their Wartime Income level (which is equal to the value of their starting land zones). Nations income can *permanently* increase due to the actions of other nations until they reach their Wartime Income (i.e. the full value of their starting land zones). Nations that get variable per turn increases roll for them at the start of each turn.

Example: The British National Reference Sheet shows that Britain begins with a peacetime income of 11 IPP. Britain's income will increase based on the actions of other Major Powers. This income will also increase by D12 each turn starting July 1939. Once Britain reaches 25 IPP it will be eligible to declare war. It will get no further income increases but will be eligible for the Wartime Bonus Income.

In the 1939 Scenario Britain begins at war with Germany and thus starts with all of its regular income. It will collect its Wartime Bonus Income at the end of the turn.

5.3 Immediacy:
Income increases occur immediately, even though the income itself is not collected until the player's turn. Thus, a player may be able to take income-dependent actions like declaring war even on another player's turn.

5.4 Wartime Bonus Income:
A nation is eligible to collect its Wartime Bonus Income *every turn* during the Place Units and Collect Income Phase when it is at War with a Major Power. Wartime Bonus Income is listed on each Nation's National Reference Sheet.

(Note: (1) The Molotov-Ribbentrop Pact bonus income can be claimed while at peace by the USSR and Germany (2) Remember that the KMT, CCP and Free France are Minor Powers and do not give a nation at war with them the right to claim wartime bonus income.)

National Reference Sheet Example

5.5 The Ability to Declare War:

Each nation has different conditions under which it can declare war (i.e. initiate war) which are listed on each National Reference Sheet. In some cases, the nation only needs to reach its full Wartime Income level. In other cases, there are certain stipulations. Once you are able to declare war you may do so at any time, even during another player's turn.

Example: Germany attacks Belgium and this increases Britain's income by enough that it can declare war. The British player doesn't do it right away, but during the German Non-Combat movement he sees the German player is moving a submarine into a zone where a British seaplane is on Maritime Air Patrol. He goes ahead and declares war even though it's not his turn so he can Attack the submarine.

5.6 Allied Declaration of War Penalty:

Great Britain and France/Free France must pay a 10 IPP penalty if they declare war on a Neutral Minor Power. USA must also do this when at wartime income. The 10 IPP cost is due immediately and may be shared by all nations that are able to declare war. Until at war with a Major Power, USA suffers a -8 IPP income decrease each time an Allied power declares war on a Neutral Minor Power.

Example: Britain wants to declare war on Portugal, so it can gain a toehold for an invasion of Axis-Aligned Spain. Britain and France are Aligned and at war with Germany and Italy but the USA is not. USA's current income is at 34 IPP. The 10 IPP cost for the declaration of war can be shared by France and Britain but the USA may not share this cost because it is not yet able to declare war. USA loses -8 IPP so its income goes down to 26. The Allies fail to take Portugal and so it immediately becomes a German Aligned minor. Germany puts German roundels on Portugal and all Portuguese colonies and replaces Portuguese ships with German ones.

5.7 Monroe Doctrine:

USA has a special doctrine in place known as the Monroe Doctrine which claims all North and South America as off limits to foreign colonization. The Monroe doctrine allows USA to attack any foreign Major Power's units that are bordering North or South American land zones indifferent to its own income level and without declaring war. USA is also allowed to attack captured land zones in North and South America.

US actions based on Monroe Doctrine does not trigger US peacetime income increases.

Example: Germany Aligns Argentina in 1940 prior to the US and Germany being at war. Germany replaces all Argentinian units with German ones. Even though no Attack has taken place, USA can still invoke the Monroe Doctrine and Attack Germany in Argentina. If USA chooses to do so, USA gets no income increase, but continues with its peacetime income increase rolls.

Section 6: Order of Play

6.1 National Order:

Nations perform their turns in a specific order as per table 6-1. A Calendar Turn, in which all nations have acted, represents six months of calendar time. Turns start in January and July of each year (e.g. July 1936 is the first turn of the Global War scenario, January 1937 is the second turn, etc....).

Some nations share a turn. The nations within the British Commonwealth (Great Britian, FEC & ANZAC) Attack/Defend together as if one nation.

USSR & CCP also share a turn but may not Attack together until CCP has evolved to Major Power.

USA and KMT also share a turn but may not Attack together until KMT has evolved to Major Power.

Controlled Minor Powers act at the same time as the Controlling Major Power.

At the beginning of some turns the Neutral National Reference Sheet lists additional forces to be placed on the board. Place these at the start of the calendar turn they are listed if the Minor Power is still neutral.

Table 6-1

Table 6-1 Order of Nations
1 **Germany**
2 **Soviet Union & Communist China**
3 **Japan**
4 **Great Britain & Far East Command, ANZAC**
5 **France & Free France**
6 **Italy**
7 **United States & Nationalist China**

6.2 Phases of a Turn:

Nations go through the following phases during their turn. Unless otherwise specified the player taking his turn can perform the actions within a turn phase listed in any order.

Order of a Turn	What Players Do
1. Production Phase	• Roll for Peacetime income increases • Make technology research rolls • Purchase new units and facilities • Make diplomacy influence rolls • Pay to move units along production chart • Declare lend-lease
2. Combat Movement Phase	• Move units that are moving into combat (including convoy-raiding, strategic bombing) • Pay for declarations of war against minor nations (Allies only)*
3. Combat Phase	• Resolve combats
4. Non-Combat Movement Phase	• Move units that are not entering combat • Use strategic rail movement • Use strategic naval movement
5. Place Units & Collect Income Phase	• Put all the nation's units from the Place Units Box of the Production chart onto the map • Deliver lend-lease via valid supply path, and make lend-lease interdiction rolls • Make Recruitment rolls for Controlled Minors • Resolve Motorized upgrades • Last of all Collect income

*Declarations of war made at other times are paid for immediately

Section 7 : Production Phase

7.0 Production Phase:
Players may spend IPPs to do any of the following:

Purchase military units and facilities listed on their National Reference Sheet
Pay to upgrade facilities
Repair facilities and Capital Ships
Purchase diplomacy rolls (Table 4-4, 4-5)
Research technology
Declare lend-lease

7.1 Building Units:
The costs to build units are listed on each nation's National Reference Sheet. Once units are paid for they are placed on the Production Chart. They will not be placed on the map until the *Place Units and Collect Income* Phase of the turn. Nations may only buy what is on their National Reference Sheet. Some nations do not have all units available to them.

7.2 Availability Dates:
Some units do not become available for purchase until certain dates. For example, Strategic Bombers become available July 1939. These dates are listed on the National Reference Sheet for each nation.

7.3 Multi-Turn Production:
Some ships and facilities require more than one turn to build (See table 7-1.) These are listed as per-turn costs. (e.g. a Heavy Cruiser listed as 5/5 costs 10 IPP and take two turns to complete.)

Process:
A player pays money to initially place the purchase on the Production Chart. In order to start this process, the purchasing nation must meet the criteria for placing that unit (e.g. you could not start construction of a Fleet Carrier if you did not have a shipyard or a legal sea zone to place it in). In future turns you may but are not required to pay to advance that unit to the next stage of production. When it reaches the Place Units Box on the Production Chart it is ready to be placed on the map during the Place Units and Collect Income Phase of that same turn. You may postpone the placement of units in the place units box if desired.

Facilities:
When building facilities, place a marker on the map with an Under-Construction Marker beneath it to signify where you are building it. Place an identical marker on the Production Chart to show its progress. Facilities that are captured when under construction can be completed by the capturing player.

Upgrading:
Some facilities can be upgraded. Facilities that can be upgraded are listed on the National Reference Sheet's facilities section. The upgrade is paid for in the Production Phase and the newer facility is placed in the Place Units box and is placed in the Place Units and Collect Income Phase.

Table 7-1 Production Chart

Capture of Units in Production:
If a nation surrenders, the conquering player may take possession of any ships or submarines on the Production Chart and continue building them.

Damaging Facilities Under Construction [Optional Rule]:
A facility under construction may be strategically bombed. A facility under construction has no anti-aircraft guns. It may take up to four damages. If it takes five or more damages it is instead pushed back one turn on the Production Chart. It is removed from the Production Chart all together once it is pushed past its starting point.

7.4 Repair:
During Production Phase a nation may spend IPPs to repair damaged facilities. Facility damage is noted with damage markers. Capital ship damage is represented by a damage marker. To get repaired, a ship must be at a friendly Shipyard or Dockyard. A friendly Dock-/Shipyard may repair one hit per free production slot available at no cost. Thus, a Minor Dock-/Shipyard can repair 1 hit per turn, and a Major Dock-/Shipyard can repair 5 hits per turn. Each repair job takes a full turn and uses up a production slot for that turn. The repair is finished in the Place New Units Phase the same turn.

Optional: Another way of repairing Capital Ships can be found in rule 15.5.

7.5 Peacetime Income Increases:
During Production phase some Nations roll for Peacetime Income Increase (5.2) and adjusts their income accordingly. These increases are listed on the Nation's National Reference Sheet.

Technology Research

7.6 Technology Research:
Major Factories are the source of your Technology Research capacity. For every undamaged possessed Major Factory, you get 1 Technology die roll per turn. You can only roll for a technology once per turn.

A damaged factory yields no rolls.
Note: If you repair a damaged factory you get the Technology die roll in the same turn.

You cannot research beyond stage II before July 1939.

7.7 Technology Chart:
The Technology Chart (Table 7-2) lists the technologies and the number needed to pass each stage of development. Rolling the indicated value or higher on a D12 results in success and the player places a roundel on that stage of development to show that stage is complete. (Note that some nations begin with markers on the chart signifying a head start in one or more technologies.)

Table 7-2 Technology Chart

1936		STAGE 1	STAGE 2	STAGE 3	COMPLETE
1	Advanced Artillery	7+	7+	7+	7+
2	Advanced Mechanized	7+	7+	7+	7+
3	Heavy Armor	8+	8+	8+	8+
4	Jet Fighters	8+	8+	8+	8+
5	Heavy Bombers	9+	9+	9+	9+
6	Long Range Aircraft	7+	7+	7+	7+
7	Advanced Submarines	8+	8+	8+	8+
8	Advanced ASW	7+	7+	7+	7+
9	Strategic Rockets	9+	9+	9+	9+
10	Radar	7+	7+	7+	7+
11	Wartime Economy	7+	7+	7+	7+
12	Improved Factories	7+	7+	7+	7+
13	Improved Construction	7+	7+	7+	7+
14	Heavy Battleships	7+	7+	7+	7+
15	Heavy Carriers	8+	8+	8+	8+
16	Attack Transports	8+	8+	8+	8+

TECHNOLOGY CHART

7.8 Technologies:

Below is a list of technologies players can research. Units that become available after acquiring advanced technology have to be built in Home Country.

Advanced Artillery:

represents improved artillery doctrine and advanced artillery weapons. Advanced Artillery is Artillery for all purposes except as follows: Improved attack and defense values and may make an Attrition Attack on a neighbouring land zone at "2".

When an Advanced Artillery unit conduct an Attrition Attack to a neighbouring land zone, combat lasts one round only. Units present in the land zone are not able to fire back.

Unit	Attack	Defense	Move	Cost
Advanced Artillery	4 2*	4	1	4
Advanced Self-Propelled Artillery	4 2*	4	2	5

* Attrition Attack

Advanced Mechanized Infantry:

represents improvements in mechanized infantry doctrine and weapons. Advanced Mechanized technology allows a nation to build Advanced Mechanized Infantry.

Advanced Mechanized Infantry is Mechanized Infantry for all purposes except as follows: Improved attack and defense values and may pair 2:1 with blitzing with armor (e.g. 2 Advanced Mechanized may accompany one blitzing armor).

Unit	Attack	Defense	Move	Cost
Advanced Mechanized Infantry	4	5	2	4

Heavy Armor:

represents significant improvements in armored warfare doctrine and tank characteristics. Heavy armor technology allows a nation to build Heavy Armor units.

Heavy Armor is Medium Armor for all purposes except as follows: Improved attack and defense values and target selection at "1" (vehicle-class units).

Unit	Attack	Defense	Move	Cost
Heavy Armor	8	7	2	8

Jet Fighters:

represents 1st generation jet engine fighters. Jet Fighter technology allows a nation to build Jet Fighters.

Jet Fighters are Fighters for all purposes except as follows: Jet Fighters have improved attack and defense and an interception value of "5".

Unit	Attack	Defense	Move	Cost
Jet Fighter	8 (5)	8 (5)	4	12

Heavy Strategic Bombers:

represents large bombers with long range. Heavy Bomber technology allows a nation to build Heavy Strategic Bombers.

A Heavy Strategic Bomber acts as regular Strategic Bomber for all game purposes except it has better armament. A Heavy Strategic Bomber does 3D6 damage in strategic bombing and Attacks with carpet-bombing with five dice at "2".
Heavy Strategic Bombers defend during interception at "2".

Unit	Attack	Defense	Move	Cost
Heavy Strategic Bomber	3D6 strategic bombing damage 5D12 carpet bombing at "2"	3 (2)	6	13

Long-Range Aircraft: represents improvements in aircraft range. As soon as a nation develops Long Range Aircraft technology, it gets the following advantages:

- Strategic- and Heavy Strategic Bombers get +2 movement
- All other aircraft get +1 movement
- Medium Bombers get +1 Maritime Air Patrol range

Note: When a nation develops Long Range aircraft, all its existing aircraft are automatically upgraded.

Advanced Submarines:
represents significant improvement in submarine technology. Advanced Submarines technology allows a nation to build Advanced Submarines.

Advanced Submarines are Submarines for all purposes except as follows:

1. Higher convoy raiding modifier (+4 instead of +2)
2. Advanced Submarines can only be *Attacked* during the Attackers combat phase by an aircraft on Maritime Air Patrol (not with a paired Destroyer).

Units defend against an Advanced Submarine normally.
Advanced Submarines are purchased separately from regular Submarines for 7 IPP.

Unit	Attack	Defense	Move	Cost
Advanced Submarine	4	4	3	7

Advanced ASW (Anti-Submarine Warfare):
represents a host of improvements to naval vessels, aircraft and merchantmen to detect and destroy submarines. As soon as a nation develops ASW technology, it gets the following advantages:

- Defending convoys gain +1 to their convoy escort modifier roll.

- Any time a submarine makes a raiding roll the convoy gets a free Defense roll on a "2" against each raiding submarine.
- In regular combat all Naval Transports Defend at "1" allocating any hit to Attacking submarines.

NEW **Strategic Rockets:**
represent long-range weapons designed to strike facilities and population centres. Strategic Rocket technology allows a nation to build rockets. Rocket units have no attack or defense value in normal combat. They are eliminated if they are ever alone in a zone with an enemy land unit.

A rocket can be fired at any target that can be strategically bombed. The rocket has a range of 3 and does 1D6 damage. A rocket can make a carpet-bombing attack at "2". A rocket is transported like a vehicle-class unit.

Attack	Defense	Movement	Price
1D6 strategic bombing damage	-	1 (range: 3)	6 IPP
1D12 carpet bombing at "2"			

Radar:
represents advanced naval and air detection capabilities. Radar gives the nation the following advantages:

- Defending convoys gain +2 to their convoy escort modifier roll
- Air Bases may scramble an unlimited number of Fighters
- Fighters gain +1 Interception

Wartime Economy:
Each turn during its *Place Units and Collect Income Phase* the nation rolls 2D6 and collects that many additional IPPs. The nation's base income does not go up. A nation must be at war with a Major Power to get this income. British Commonwealth may divide the money each turn among Great Britain, FEC and ANZAC.

Improved Factories: represents modern mass production. As soon as a nation develops Improved Factories technology, It gets the following advantages:

- Minor Factories can produce 2 units per turn instead of 1
- Medium Factories can produce 5 units per turn instead of 3
- Major Factories can produce 8 units per turn instead of 5

A captured improved factory gives no benefit to the captor unless the captor also has developed Improved Factories technology.

NEW **Improved Construction:**
As soon as a nation develops Improved Construction technology, It gets the following advantages:

- All facilities and ships cost -1 IPP per cycle
- Instead of saving 1 IPP per cycle, a player may pay for the first two construction turns at the same time: Thus, a facility that costs 5/5/5 could be built for 10/5.
- Minor Shipyards can produce 2 units per turn instead of 1
- Major Shipyards can produce 8 units per turn instead of 5.

NEW **Heavy Battleships:**
Heavy Battleships represent very large ships, usually in excess of 65,000 tons. Heavy Battleships are treated as regular battleships except as follows: Heavy Battleships require 3 hits to kill. Each hit reduces the battleship's Attack and Defense value by 2. Heavy Battleships are purchased separately from regular battleships.
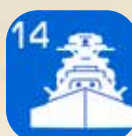
Unit	Attack	Defense	Move	Cost
Heavy Battleship	10	10	3	7/7/7

NEW **Heavy Carriers:** Heavy Carriers represent the largest types of carriers in the second world war. Heavy Carriers are treated as regular carriers except as follows: A Heavy Carrier can carry three Fighters or Tactical Bombers (or any combination thereof). Heavy Carriers are purchased separately from other carriers. Aircraft cannot take off or land on a damaged Heavy Carrier.

Unit	Attack	Defense	Move	Cost
Heavy Carrier	0	2	3	6/6/6

NEW **Attack Transports:**
represents specialized troop transports designed for amphibious invasions. Such vessels often featured well-decks to launch amphibious landing craft. During an amphibious assault, units Attacking from an Attack Transport do not suffer double casualties. Any land unit may Attack on round 1 of combat from an Attack Transport. Attack Transports are otherwise identical to regular transports.
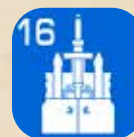
Unit	Attack	Defense	Move	Cost
Attack Transport	NA	NA	2	9

7.9 Lend-Lease:

Major Powers may send lend-lease to other Major and Minor Powers. This can be either military units or IPPs.

Each Major Power has its own set of conditions for lend-lease. A nation may not lend-lease to itself or to Aligned minors (since they are technically also part of that nation).

A player may lend-lease:
- Up to half the receiving nation's current income in IPPs (not counting bonus income)

OR

- One military unit. Such a unit must be produced at a factory in the Home Country specifically for the purpose of lending. You may not lend-lease units already on the board.

Production: Purchase the unit during the Production Phase and place it on the Production Chart with the receiving nations roundel underneath it. During your *Place Units and Collect Income Phase* you will deliver the lend-lease if it's in the Place Units Box (See 11.4).

Player Note:

Many nations lack the means to build certain units: for example, ANZAC, FEC, KMT, CCP, and Free France do not start with the facilities needed to build Capital Ships, If a nation wants one of these ships it will have to get a nation with a Major Shipyard to build it for them. The building nation would build and deliver it through the lend-lease process.

It would be perfectly acceptable for the builder to ask the receiver to pay for some of the cost (in which case the receiving nation might use the lend-lease process to deliver some money back to the builder). The builder might even add a small fee if they were feeling greedy (See Designer Note #2).

ANZAC wants a Fast Battleship to protect its waters from the Japanese and requests the USA lend-lease it one. The US player balks at spending 18 IPPs (6/6/6) to protect the Aussies. She requests the Aussies give her three IPPs per turn and the US will pay the rest of the cost. The Aussies agree. On each turn, ANZAC will lend-lease 3 IPPs to USA and USA on their turn pays the cost to advance the Fast Battleship on the Production Chart. Three turns later the vessel is delivered to Australia via the lend-lease process.

Section 8: Combat Movement Phase

8.1 Declarations of War:

Declaring war means a player is initiating war with a nation it is not currently at war with. Nations are only allowed to declare war under certain circumstances as outlined on their National Reference Sheets. A player may declare war at any time when these conditions are met, including during another player's turn; (see table 8-1 for specific steps.) It is automatically assumed a nation is declaring war when it Attacks another nation's land zones or units, including strategic bombing, convoy raiding etc.... The timing of the declaration may have immediate consequences as illustrated below.

Table 8-1 Declaration of war steps

DECLARATION OF WAR

Announce:
Check your National Reference Sheet to see if you can declare war on nation. Announce that you are declaring war. You may declare war at any point in the game at which you are able to do so - including during another player's turn.

Consequences:
Declaring war on a nation may have a number of consequences

a: Income increases: A declaration of war may give other Major Powers more income. These income increases occur immediately, although the income is not collected until nation's collect income phase.

b. Available Actions: As nations income increases, the ability to take immediate action may also increase; such as close straits or declare war.

Determine Control/Alignment:
If an attacked nation is a Minor Power you must determine which player will take command of that nation as per table 6-2

Set up:
Set up the Minor Power's force

8.2 During Combat Movement

A player moves all units that are conducting combat.

Example: Germany wants to move two heavy Cruisers into a sea zone with a Medium Bomber on Maritime Air Patrol. It must do so during Combat Movement Phase even though the aircraft could decline combat if it wishes (8.7)

Examples of Combat Movement include:

- Moving into an Enemy-possessed land zone
- Blitzing through an unoccupied Enemy land zone into another zone.
- Moving into a sea zone as part of an Amphibious Assault.
- Conducting strategic or carpet bombing
- Designating one or more ships as escorts.
- Moving Aircraft on Maritime Air Patrol.
- Convoy-raiding
- Blockading

Note that combat may not always occur as sometimes one or both players will be given the choice to engage in combat or not.

8.3 Combat Moving Aircraft:

Aircraft may fly over Enemy-possessed land zones and sea zones containing enemy units if there are no enemy fighters in that zone. Aircraft may not fly over neutral nations or nations they are not at war with or Aligned with. Aircraft must save enough movement points to return to a Friendly land zone or carrier during Non-Combat Movement Phase.

8.4 Transporting Cargo:

Naval Transports and Air Transports may carry units into combat. Units being transported never participate in combat while in transport although they may end their combat move in combat (e.g. during an amphibious invasion or Airborne Assault). If a transport is destroyed the units it carries are also destroyed. A Naval Transport may not continue moving after unloading units. An Air Transport must return to a Friendly landing spot. A Naval Transport may unload its units in one or more adjacent land zones.

Amphibious Assaults: A Naval Transport may pick up units before or during movement and unload them to Attack in an amphibious assault.

Airborne Assaults: An air transport may pick up one Airborne Infantry before or during their combat move and unload it to Attack in an Airborne Assault.

Transporting Allied Units: You can transport other members of your Alliance's forces on your naval transports. Such units would load on their turn, move on your turn and unload on their next turn.

8.5 Strategic Bombing:

If you are making a Strategic-Bombing Attack (including carpet-bombing) you will combat move all of your Attacking bombers and any fighters you want to use for escorts to the zone.

NEW 8.6 Scramble:

Airbases allows its owner to send up to three Fighters into combat in adjacent zones where its Alliance has at least one Defending unit or facility. Scramble is declared *at the end* of the Attacker's Combat Movement.

8.7 Maritime Air Patrol is a form of combat

movement for aircraft. Aircraft using Maritime Air Patrol move into a sea zone and can remain there until it chooses to end its patrol.

Starting a Patrol: Move aircraft into position within range and place a Maritime Air Patrol marker underneath.

On Patrol: In its nation's Combat Phase, an aircraft that is on Maritime Air Patrol may choose to engage in combat with enemy naval units that are in its sea zone. It does not have to engage if it does not wish to. On Enemy turns, an aircraft on Maritime Air Patrol defends against enemy units entering its sea zone. An aircraft on Maritime Air Patrol may decline to engage in combat with ships if opponent has no aircraft present. An aircraft that declines combat with moving ships allows them to continue moving. An aircraft can stay on Maritime Air Patrol indefinitely as long as a suitable landing spot is within range.

Ending a Patrol: An aircraft on Maritime Air Patrol may opt to return to a land zone or Carrier using its patrol range during non-combat movement. An aircraft has to end a Maritime Air Patrol before it can be used for other purposes.

Elimination: An aircraft on Maritime Air Patrol is automatically eliminated if it is ever more than its patrol range away from an available landing spot or if enemy aircraft block the aircraft on Maritime Air Patrol from reaching an available landing spot, which could happen to aircraft with a patrol range of 2.

Carrier-Based Aircraft: Aircraft on Carriers have the same Maritime Air Patrol range as their land-based counterparts. Thus, they can reach 1 sea zone away from the sea zone they are currently in. Note: that if the Carrier moves or is destroyed, the aircraft must have another suitable landing spot, otherwise it will be eliminated.

For game purposes, aircraft on Carriers may always act as if on Maritime Air Patrol. This enables them to engage Enemy Submarines that tries to move through the sea zone their Carrier is in.

Example: A U.S. carrier with a fighter and tactical bomber on Maritime Air Patrol is in Sea Zone 25 near Southern England when the German player moves a submarine into that sea zone. The U.S. player may force one round of combat with the submarine (after which they can submerge if not hit). Since it's the German players turn, they will use their *defense* values against the sub (6 for the fighter and 4 for the tactical bomber).

8.8 Escort, Raiding and Blockading:

Ships and submarines (and convoy-raiding aircraft) entering a sea zone must immediately announce if they are performing escort duty, convoy-raiding or starting a blockade and place the appropriate marker beneath those units. They may move their full movement before making this announcement. This happens during combat movement before combat is resolved and may affect how combat is handled. A unit cannot engage in more than one of these actions at a time.

8.9 Submarines:

Submarines have special rules that determine their entry into combat during both Friendly and Enemy Combat Movement.

A submarine may elect to participate in or decline in regular naval combat. The only time it cannot decline is when there is an Enemy aircraft on Maritime Air Patrol. If the submarine declines combat, it may ignore those units for all purposes until the end of the Combat Phase. A destroyer may pair 1:1 with aircraft on Maritime Air Patrol to participate in an Attack on a submarine.

Note: This effectively means that to kill submarines you either have to wait for them to Attack, kill them during convoy-raiding or hunt them using your aircraft on Maritime Air Patrol (paired with destroyers).

Submarines in Combat Movement:

When a submarine combat-moves into a zone with Enemy units, it may decline combat with all units present and remain in the zone or continue moving if desired unless there is an aircraft on Maritime Air Patrol. The player announces the submarine's intention upon entering the zone.

Combat Moving into a Zone with a Submarine:

When other units combat-move into a zone that contains only Enemy submarines, the procedure is as follows;

The moving force announces its intention to conduct combat or continue moving. The moving force must have an aircraft on Maritime Air Patrol to Attack submarines. If so combat occurs.

The moving force announces its intention to move into or through the zone and the submarine can decide to conduct combat or decline combat. The Moving player may announce the use of screening forces (8.10) at this time.

EXAMPLES

Example A: *Ignoring Combat:* A German Submarine combat-moves into a sea zone with a British fleet consisting of a Battleship, Destroyer and Transport. The Submarine chooses to decline combat with the fleet and continues moving. The fleet does not have the option to engage the submarine and since there is no combat it cannot scramble a land-based aircraft.

Example B: *Some Units Participate:* A German Submarine enters another sea zone where there is a British Light Cruiser and a Medium Bomber on Maritime Air Patrol. The Submarine announces it is convoy-raiding. The Light Cruiser cannot participate in combat because it is on escort duty. Only the aircraft on patrol can participate. Had the Submarine wished it could have Attacked the Cruiser in regular combat instead of raiding and both the Cruiser and Medium Bomber would have Defended normally.

Example C: *One unit can't hit the other*: A British Submarine enters a sea zone with an Italian Tactical Bomber on Maritime Air Patrol. The Submarine must stop for entering a zone with an enemy unit with which it can't decline combat. The Submarine can't hit the aircraft, so it doesn't get to fire. On combat round one, the Italian bomber misses. The Submarine then chooses to submerge.

NEW *8.10 Screening Forces:*

Screening is a form of Combat Movement for naval units. There are two scenarios where this can be used:

(a) When attempting to move through a sea zone containing enemy units *or*
(b) During an amphibious assault where naval combat needs to occur first.

In both scenarios the Attacking player divides a subset of his units into a "screening force". These units then attempt to clear a sea zone of enemy units, so the Attacking player may continue either moving or conducting an Amphibious Assault.

The combat process is detailed in 9.7

Clarifying Ordering Effects

There are times that ordering Combat Movement and the Attacker and Defender responses can become convoluted if multiple things are happening at once. The following will help clarify this:
(a) The Attacking player must always announce his intention first. So when moving into a new zone the Attacker announces if a unit will be blockading, raiding, going on escort duty, starting a Maritime Air Patrol, or be a screening force etc.
(b) The Defending player then has the option to make decisions about what his forces will do such as if his submarines will fight or submerge, or if his aircraft will decline combat.
(c) Finally, at the **end** of the Attacking player's Combat Movement Phase, the Defending player can Scramble aircraft.

8.11 Blockade:

If you have three or more surface warships in a sea zone, they blockade all Enemy naval facilities in that sea zone. A blockade denies Supply Paths going through naval facilities. Units may still be built at a blockaded Shipyard.

You cannot blockade a nation's naval facilities unless you are at war with that nation.
Great Britain and Japan are "Island Nations". They have special considerations regarding blockades of their Home Country. See their National Reference Sheets for more information.

Section 9: Combat Phase

NEW *9.1 Combat Procedure:*

- The Attacking player decides in which order the declared combats are resolved.
- When resolving a combat, the Attacker and Defender each place their units on their respective Battle Boards on the number that corresponds to their Attack or Defense values.
- Each player, Attacker first, rolls 1 die for each unit of that type. The Attacker can choose the order in which her units will make the Attack. Rolling the Attack number or lower, scores a hit. After each *type* of unit makes their roll, Defender chooses one casualty for each hit. Those casualties are moved to the side (they will get to make Defense rolls)
- Defending units (including those chosen as casualties) get their Defense rolls. The Defender can choose the order in which her units will Defend. Rolling their Defense number or lower scores a hit. After each type of unit makes their roll, the Attacker removes one casualty immediately.
- (First strike casualties are removed immediately when hit and do not return fire unless they also have first strike ability).

Example: Italy Attacks Soviet forces in Yugoslavia with 4 Infantry, 2 Medium Armor, an Artillery and a Fighter. The Soviets have 4 Infantry.

Italy uses its artillery first (since it has first strike) and rolls a hit. The Soviet player removes an infantry from the map. Since it does not have first strike it will not get to fire. The Italian player then rolls for the 4 infantry and scores one hit. The Soviet player moves one unit to the side of the battle board. Finally, the two Italian Medium Armor score one more hit. The Soviets move one more unit to the side of the board.

The Defending Soviet player fires back with 3 infantry (1 that is on the board and 2 that are casualities) and causes two hits to the Italians who choose two infantry as causalities and remove them immediately.

9.2 Double casualties:

There are some instances an Attacker is required to take *double casualties.* When this occurs, one hit causes the Attacker to select any two units as casualties – sometimes with a qualifier (e.g. Attacking land units).

9.3 Special Abilities:

Some units have special combat abilities as listed on table 9-1.

Table 9-1

First Round of Combat

First Strike: On the first round of combat, units with first strike roll before other units and those casualties are immediately removed without a Defense roll (unless they also have first strike). If units on both sides have first strike, those units all fire at the same time.

Air Superiority: In the first round of combat any casualties caused by units with Air Superiority must be assigned first to enemy aircraft present in that battle.

All Rounds of Combat

Target Selection: Units that roll target selection hits assign casualties the opposing player must remove. Target Selection is a dice range. For example, a unit with an Attack of "7" and a Target Selection of "1-3" would choose which casualty it causes on a "1-3". On a "4-7" the Defender would choose. When a player achieves a target selection with a double casualty situation, only one unit is subject to target selection. Target Selection may also be limited to a specific class or type of unit (air units, land units, vehicle-class units, etc...).

Air Superiority Example: Germany attacks French forces in Paris with 3 Fighters, 2 Tactical Bombers and 2 Medium Armor. France has one Fighter, a Tactical Bomber and 2 Infantry. Germany rolls 3 hits with the Fighters. France must select its two aircraft as casualties and the third casualty is applied to an Infantry.

9.4 Retreats from Combat:

Attacking units may retreat at the end of any combat round. This retreat is in lieu of making their next round of Attack rolls. A player who choose to retreat must retreat with all their units in that battle. Retreated units cannot be moved again in non-combat movement.

Land Units: must retreat to an adjacent Friendly land zone. At least one Attacking unit must have come from that zone. Retreating units can retreat to more than one zone if desired.

Surface Ships: must retreat to adjacent sea zones. At least one Attacking ship must have come from that zone. Retreating units can retreat into more than one zone if desired.

Submarines: Attacking or Defending Submarines may submerge (i.e. retreat but remain in the same sea zone), in addition to retreating to adjacent sea zone in lieu of making their next Attack or Defense roll. Submarines that cannot decline combat must endure 1 round of combat before doing so.

Aircraft: may only retreat to the limit of their remaining movement points. Aircraft on Maritime Air Patrol may only retreat their patrol range. If they cannot find a suitable place to land, they are eliminated from the game.

Land Combat

9.5 Land Combat:

During land combat land and air units fight until the battle is resolved. Table 9-2 shows the sequence of land combat. This sequence is performed in the designated order.

Table 9-2

Land Combat Sequence

1. **First Strike:** Attacking and Defending units with First Strike roll first. Casualties are immediately removed from the Battle Board.
2. **Air Superiority:** If there are Fighters or Jet Fighters present on either side, casualties from these units must be taken from other aircraft (if possible).
3. **Attacker** rolls for all Attacking units. Attacking Units that roll their target selection number or less can select which unit the Defender chooses as a casualty.
4. **Defender** selects casualties and moves them to the side (they get to Defend)
5. **Defender rolls for all Defending units:** once Defending units that were taken as casualties make their roll, remove them from the battle board. Defending Units that roll their target selection number or less can select which unit the Attacker must choose as casualty.
6. **Attacker** selects and removes casualties from the Battle Board.
7. **Retreat:** Attacker has the option to retreat if possible.
8. **Repeat** steps 3-7 until the battle is over.

Blitz: Units that can participate in a Blitz can now continue and initiate an Attack in an adjacent land zone.

Table 9-3

Blitz Requirements

- **Combat** must have lasted <3 rounds and units must have sufficient remaining movement.
- **Eligible units:** Medium and Heavy Armor
- **Units that can pair with Armor:** Mechanized Infantry, Self-Propelled Artillery, Fighters, and Tactical Bombers
- **Prohibitions:** No blitzing into or out of Desert, Jungle, Marsh, Mountains, when subject to Enemy fortifications or after an Amphibious assault.

Table 9-4

Naval Combat Sequence

1. **First Strike:** Attacking and Defending units with First Strike roll first. Casualties are immediately removed from the Battle Board.
2. **Air Superiority:** If there are units with Air Superiority present on either side, casualties from these units must be taken from other aircraft (if possible).
3. **Attacker** rolls for all Attacking units. Attacking Units that roll their target selection range can select which unit the Defender takes as a casualty.
4. **Defender** selects casualties and moves them to the side (they get to Defend).
5. **Defender rolls for all Defending units:** once Defending units that were taken as casualties make their roll, remove them from the battle board. Defending Units that roll their target selection number or less can select which unit the Attacker must take as casualty.
6. **Attacker** selects and removes casualties from the Battle Board.
7. **Retreat:** Attacker has the option to retreat if possible. Defending Submarines not used in point 5 above may submerge/retreat.
8. **Repeat** steps 3-7 until the battle is over.

Naval Combat

9.6 Naval Combat:
Some units have special rules.

Special for Naval Transports:

- Naval Transports are chosen last as casualties unless the Attacker applies Target Selection.
- If a Naval Transport is eliminated, its cargo is also eliminated.
- Naval Transports are eliminated if they are the only units left.

Special for Seaplanes:

- **Seaplanes** can only cause hits to Submarines or Naval Transports.

If the naval units were a Screening Force, and cleared the sea zone of enemy units, the moving force can continue and initiate a second combat or conduct Shore Bombardment / Amphibious Assault.

NEW 9.7 Combat with Screening Forces

9.7 Screening Forces:
During combat movement a player declares if he is using a screening force and divided his forces into *moving* and *screening* forces as per 8.10.

(a) Combat occurs as normal with the player who is taking his turn deciding the order in which combats are resolved (9.1)
(b) The screening force engages in combat with any Enemy units present during combat phase. If the screening force wins (i.e. it eliminates all Enemy units or they retreat), the moving force <u>immediately</u> moves into the next sea zone where it may conduct a second regular naval combat **or** an amphibious invasion (but not both). To move into another sea zone each ship must have remaining movement points and expends them all in doing so
(c) If the entire screening force is eliminated or retreats/submerges the moving forces must retreat to an unoccupied sea zone that at least one ship came from and cannot participate in any further combat.

9.8 Amphibious Assaults:
Amphibious Assaults usually consist of several phases:

1. Naval Combat by Screening Force
2. Shore Bombardment / Defending Coastal Artillery
3. Amphibious Assault

Naval Combat

Any Enemy surface warships in the sea zone from which the Amphibious Assault will be initiated must be eliminated. Enemy Submarines may be present and do not hinder an Amphibious Assault.

Amphibious Assault

On the first round of an Amphibious Assault only aircraft and infantry class land units may attack. The land units suffer Double Casualties unless they are Marines. Any other land unit must wait until the second round of combat to Attack. At least one infantry class unit has to survive the first round of combat for the non-infantry class units to participate in the second round of combat

Combat Sequence:

1. First Strike: Attacking and Defending units with First Strike roll first. Casualties are immediately removed from the Battle Board.
2. Air Superiority: If there are Fighters or Jet Fighters present on either side, casualties from these units must be taken from other aircraft (if possible).
3. Attacker rolls for all Attacking units. Attacking Units that roll their target selection range can select which unit the Defender takes as a casualty.
4. Defender selects casualties and moves them to the side (they get to Defend)
5. Defender rolls for all Defending units: once Defending units that were taken as casualties make their roll, remove them from the battle board.
6. Defending Units that roll their target selection number or less can select which unit the Attacker must take as a casualty.
7. Attacker selects and removes casualties from the Battle Board.
8. Repeat steps 3-7 until the battle is over.

It is not possible to blitz nor retreat from an Amphibious Assault. If units from adjacent land zones are attacking at the same time as amphibiously assaulting units, amphibiously assaulting units must be chosen as casualties first. The units Attacking from adjacent land zones are able to retreat.

Example: Japan attacks Peking with four Motorized Infantry from Rehe plus two Infantry and two Artillery from Naval Transports in sea zone 54. On the first round of combat Japan suffers 1 casualty. Japan must choose two (i.e. double casualties) of the amphibiously Attacking Infantry as casualties. It cannot choose the artillery because artillery cannot attack from the transport the first round of amphibious assaults and it cannot choose the motorized infantry because it must select amphibious attackers first. The amphibiously assaulting artillery may not land on round two because all amphibiously assaulting infantry were eliminated.

9.9 Shore Bombardment:

Attacking ships that have not participated in the naval combat may conduct Shore Bombardment in support of the Amphibious Assault. The maximum number of Shore Bombarding ships is equal to the number of Amphibiously Assaulting land units.

Any Defending Coastal Artillery placed on the land/sea border may Defend against Shore Bombarding ships and Naval Transports carrying the invasion force.

Due to First Strike, casualties from Shore Bombardment and Coastal Artillery are removed immediately.

Table 9-6
Shore Bombardment Values (D12)

Light Cruiser	1
Heavy Cruiser	2
Battle Cruiser	3
Coastal Defense Ship	3
Battleship / Fast Battleship	4
Heavy Battleship	5

9.10 Submarines:

Submarines have special rules during combat as summarized below:

- Submarines may not be Attacked unless the Attacker has an aircraft on Maritime Air Patrol.
- Submarines have First Strike unless the Enemy has a Destroyer present.
- May submerge instead of making their next Attack/Defense roll
- Submarines may never cause a hit to aircraft.
- Submarines have a Target Selection of "1"

NEW ### 9.11 Convoy Raiding:

Players may attempt to raid Enemy IPPs along open convoy lines.
A Submarine or surface ship may move up to its full movement before raiding.

The Global War map has several white dotted lines drawn across sea zones. These lines are named and represent major trade and convoy routes of World War II. Each route is labeled and marked with the amount of IPP that can be lost by a particular Major Power to raiding each calendar turn.
The Soviet-Arctic Line is the only line without an IPP value. This line provides Wartime Bonus Income to the USSR as described on the USSR & USA National Reference Sheets. USA can deny this income to the Soviet player on any turn he chooses.
A convoy line can start and end in a land or sea zone. If it starts or ends in a land zone, it will close, if one or both of these ends is possessed by an Enemy. A closed convoy line cannot be raided. If this happens, place a Convoy-Line Closed marker on the line.

Raiding Convoy Lines:

During Combat Phase, the raiding player and the Enemy player who has the most IPP along the route make opposing D6 rolls. The rolls are made separately for *each* raiding submarine. For each roll, if the raider's roll is higher, the raider does damage equal to the difference between the two rolls. This amount is lost immediately by the nation being raided. If there is more than one opponent that could be damaged, damage is assigned first to the player with the most IPP to lose until all that player's IPP

are lost. If a submarine is at the intersection of two or more convoy lines, it may raid up to the combined value of all lines with the Defending player assigning damage to the lines as he wishes. Table 9-8 lists the <u>cumulative</u> raiding modifiers applied to these rolls. Raiding lasts only one round.

Maximum Raider Damage:

A nation may not lose more than the IPP value of each convoy line per calendar turn. Use HBG's Damage markers to mark how much IPP has been lost to raiding. Remove these markers at the beginning of the calendar turn (i.e. before the start of Germany's turn).

Table 9-7

Convoy Raiding
1. The raiding player announces convoy-raiding during combat movement.
2. The raiding player and the player with currently the most IPPs on the convoy line to lose each roll a D6, modified as per table 9-8. A separate roll is made for each submarine. If the raider's modified roll is higher, the losing player pays the difference in IPPs to the bank.
3. Players with Aircraft on Maritime Air Patrol or Escorts make defense rolls 　(a) One roll for each ship designated as an escort in the sea zone 　(b) One roll for each aircraft on Maritime Air Patrol in the sea zone. 　(c) Each attacking submarine is attacked at "2" by the inherent defenses of the convoy if the Defending nation has Advanced ASW (7.8)

Escorting:

Surface warships in a sea zone with a convoy line running through it may be designated as escorts. Escorts protect all members of the Alliance they are Aligned to. Ships on escort duty forfeit any Combat Movement during their turn but Defend together with other Aligned or Possessed ships if this sea zone is attacked.

Enemy units may ignore escorting units when moving into or through a sea zone without having to engage in naval combat.

NEW 9.12 Surface Ships Raiding [Optional Rule]:

A surface ship with a move of 3 or higher may engage in convoy-raiding. They may not raid in zones where ships on Escort Duty are present.

NEW 9.13 Mine Warfare [Optional Rule]:

A Submarine, Heavy Cruiser, or Seaplane may use mines to raid convoy lines. When doing so, raiding is done with a +0 modifier but is not subject to escort's (or aircraft on patrol) defense rolls.

NEW 9.14 Convoy-Raiding Aircraft [Optional Rule]:

Tactical Bombers, Medium Bombers, and Seaplanes on Maritime Air Patrol may engage in convoy raiding, using the raid modifier in Table 9-8. Each escorting ship gets one defense roll, using its normal defense value. Enemy aircraft on Maritime Air Patrol in the sea zone may engage in one round of interception.

Table 9-8

Raider Modifiers	Convoy Modifiers
+0 Mine Warfare (Submarine, Heavy Cruiser, Seaplane)	+1 per escorting surface warship in the sea zone
+1 Coastal Submarine, Convoy-Raiding Aircraft (Tactical Bomber, Medium Bomber, Seaplane)	+2 if aircraft is on Maritime Air Patrol in the sea zone
+2 Submarine	+2 If having Radar Technology
+4 Advanced Submarine	+1 If having Advanced ASW Technology

Air Combat

9.15 Airborne Assault:

An Air Transport or Strategic Bomber may transport an Airborne Infantry into an Airborne Assault. An Airborne Assaulting unit cannot retreat from combat.

If the transporting aircraft is chosen as casualty in the first combat round the Airborne Infantry is eliminated.

9.16 Strategic Bombing:

Medium and Strategic Bombers may conduct Strategic Bombing of Enemy facilities.

Table 9-9 Strategic Bombing

Strategic Bombing Sequence
1. The Attacker decides if he wants to send escorting Fighters
2. The Defender decides if he wants to scramble Fighters.
3. If Defender has scrambled Defending Fighters, there is one round of interception combat where all aircraft participate at reduced values. Any casualties are removed at the end of the Interception combat.
4. Any surviving bombers continue to their target and roll for Strategic Damage.
5. Defender rolls for inherent Facility Anti-Aircraft Artillery. One die per bomber, up to an unlimited number (not up to 3 like a normal AA unit).
6. Damage is marked and eliminated bombers removed.
7. The Attacker lands his aircraft in the Non-Combat Phase.

Interception Combat Values:
Jet Fighters: 5
Fighters: 3
Strategic Bombers: 1
Medium Bombers: 1
Heavy Strategic Bombers: 2

Damage:
Attacking bombers damage facilities as follows:
Medium Bombers: 1D6 damage
Strategic Bombers: 2D6 damage
Heavy Strategic Bombers: 3D6 damage

Strategic Rockets can also be used for Strategic Bombing, but they are not subject to interception or AA fire.

Railroads do not have inherent Anti-Aircraft Artillery.

9.17 Carpet Bombing:

Carpet Bombing is a special form of Attack available to Strategic Bombers. It lasts for one round only. The Attacking bomber is subject to interception from Fighters and fire from Anti-Aircraft Artillery. No other land forces may fire back. Casualties are removed at the end of the combat round. Only land units can be attacked.

9.18 Maximum Damage:
All facilities have a maximum after which they cannot be further damaged. See descriptions of each facility (Chapter 12).

Combat Aftermath

9.19 Capturing a Land Zone:
When a Nation captures a land zone it places its roundel in that zone and adjusts its income up and the former owner's down based on the IPP value of the zone. (Remember: The red number on the map indicates the zone's IPP value.)

9.20 Recapture:
If a nation recaptures a land zone that belongs to another member of your Alliance you must immediately return it to that nation's Possession.

NEW ## 9.21 Voluntary Return:
If a nation captures a land zone that originally belonged to a Player nation not a member of their Alliance they may (but are not required to) return it to its original owner. In this case the following rules apply:

The original owner may ask for it to be returned at any time.
The new owner may refuse or accept at that time.
* If the new owner accepts, he immediately moves all units from the returned land zone to his nearest friendly land zone regardless of distance or movement barriers.
* If the new owner refuses, the original owner may (but does not have to) declare war on the new owner up until the moment the land zone is returned. Once war is declared nations stay at war for the rest of the game.

The refusing nation can return the land zone at any time, which would end the original owner's ability to declare war.

Example 1: Italy conquers Syria from Free France in 1941. The next turn USSR conquers it from Italy. The Free French player immediately demands its return. USSR says no. Free France is in no position to fight the Soviet Union. After conferring with British Commonwealth, who are also struggling, they decide not to declare war. By 1944 USA has joined the war. It's clear that the Allies are strong, so the Soviet player decides to be friendly and give Syria back before the Allies feel strong enough to declare war.

9.22 Defeating a Player Nation:
All player nations have surrender conditions. Refer to each National Reference Sheet for details on if, when and how they surrender. The surrender may be reversed if the status of their surrender conditions changes. For example, if Rome is taken by the Allies then recaptured by the Axis, Italy is no longer considered to have surrendered and would again be an Axis nation. If a former KMT land zone is recaptured by an Allied power after the KMT has surrendered that power would be under obligation to "return it" and the KMT surrender would be reversed. When a player nation surrenders any Aligned/Influenced/Controlled Minor Powers become Aligned/controlled by another member of the surrendering member's Alliance (surrendering player's choice).
When a player nation surrenders, remove all its units from the board unless stated otherwise in the rules. Any surrendered unoccupied land zone can now be claimed by whichever nation moves a land unit into it first.

9.23 Capturing an Enemy Capital:
A nation that loses its capital loses all of its cash IPPs to the bank (even if it does not surrender) with the exception of France (which loses it to the conquering player). Some nations may relocate their capital if their capital is taken (USA, USSR, Britain and France).

If a nation relocates its capital, it can be moved back to its original capital at any time if again in Possession.

9.24 Defeating a Minor Power:
Defeat of a Minor Power occurs when all of the units in its Home Country are eliminated. The player that Controlled that minor maintains Control of all that nation's colonies and the forces, and all naval units. A Minor Power that has Aligned to a Major Power does not surrender because it has been fully incorporated into the major power (Exception: Chinese KMT and CCP, although they are Minor Powers, have separate provisions for surrender.)

> **Example:** Germany attacks Belgium in July 1937 but the income increase to the Allies is not enough for them to declare war. The British *Control* Belgium, rolling for their units in combat. Belgium is defeated but British maintain *Control* of Belgian Congo for now. Thus, they would get a recruitment roll in Belgian Congo and it would become British when Germany and Britain go to war.

Section 10. Non-Combat & Strategic Movement Phase

10.1 Non-Combat Movement:
During non-combat movement you may move your units that did not move during Combat Movement. You may not move into land zones that were conquered this turn (except if using optional rule 10.2).

10.2 Reinforcement of Captured Bases: [Optional Rule]:
A unit capable of naval transport may land units in non-combat movement at a Major naval base (shipyard/dockyard/port) captured this turn. Aircraft may land in non-combat movement at an airbase captured this turn. Seaplanes may land at naval and seaplane bases captured this turn.

10.3 Air Movement:
Aircraft returning from combat must use their remaining movement points to return to a Friendly land zone or Carrier. Aircraft may fly over land zones just conquered this turn, but they may not land there (except if using optional rule 10.2).

An aircraft on Maritime Air Patrol may opt to return to a land zone or Carrier using its patrol range (usually one) during non-combat movement. An aircraft has to end a Maritime Air Patrol before it can be used for other purposes.

10.4 Strategic Rail Movement:

Land & air units may non-combat move along railroad lines any distance. A coastal submarine may be strategically railed if it starts its movement adjacent to a Friendly Major Port/Shipyard/Dockyard, or Submarine Base and must end its move in a sea zone adjacent to a land zone with a Friendly Major Port/Shipyard/Dockyard, or Submarine Base.

You have to possess a land zone since the beginning of the turn before you can strategic rail move through the zone.

Regions of the map have different rail capacity defined as the number of units each player can strategic rail move each turn. If you cross a rail boundary it counts against the limits in both areas.

Players of the same Alliance and at war with the same Major Power can give permission for each other to strategic rail units through their land zones.

Figure 10-1 Rail Capacity by Region
(see Table 4-1 on page 4)

Region	Strategic Rail Capacity
North America	4
South America	1
Europe	4
Middle East	1
Africa	1
USSR	2
Asia	1

NEW 10.5 Railway Gauge [Optional Rule]:

There are two types of railroad gauges - narrow and wide. When a unit moves from one gauge to another it must end its strategic rail movement in the first zone after the gauge changes.

NEW 10.6 Strategic Naval Movement:

Each nation can move a number of units using *strategic naval movement* during the non-combat movement phase of the game.

A Nation's Strategic Naval Movement number is the total number of units that can be moved. Each land or naval unit counts as 1 (so a transport with two units on it is 3 strategic naval moves).

The only units that can be moved with Strategic Naval Movement are Naval Transports optionally loaded with land units or aircraft.

The moving player may trace a path of sea zones so long as those sea zones do not go through closed straits, or through a zone that has enemy warships, submarines or aircraft on Maritime Air Patrol. They may move up to five spaces.

All units must start and end their movement at any Major or Minor Friendly Shipyard, Dockyard, or Port. Units can be picked up along the way, so long as they are also at a Friendly Shipyard, Dockyard or Port.

Nation	No. of Moves
Great Britain	3
French	2
Free French	0
USA	4
Germany	2
Italy	2
Japan	4
Soviet Union	2
All Others	0

Section 11. Place Units & Collect Income Phase

11.1 Place Units:

Place all units that are in the Place Units Box of the Production Chart onto the map. (Table 7-1) The following apply:

- Units must be placed at a factory you have Possessed since the start of turn.
- A newly placed factory cannot produce units until its next Place New Units Phase.
- If a factory is upgraded, you cannot build extra units there until the turn the factory *starts* as an upgraded (i.e. Medium or Major) factory.
- If you cannot place a unit for any reason it remains on the Production Chart until a later turn.

Advanced Technology: Any unit that is built because you have advanced technology (Jet Fighters, Heavy Strategic Bombers etc..) must be built in a nation's Home Country.

Capital Ships (Battleships, Fast Battleships, Heavy Battleships, Fleet and Heavy Carriers) must be placed at a Major Shipyard. The shipyard must connect to a Major Factory in your home country via an undamaged railway. You may not place more than five ships per turn at the same Shipyard.

Ships and Submarines can be placed at a Major or Minor Shipyard (or submarine base) adjacent to or connected to a factory via an undamaged railway as follows:

- Up to five ships or submarines can be placed at a Major Shipyard
- One ship or submarine can be placed at a Minor Shipyard.
- Up to two Submarines may be placed at a Submarine base.

Militia Do not require a factory for placement. The number of Militia you may place in a land zone is equal to the land zone's point value with a minimum of one Militia per land zone (even if the land zone has no point value). A captured land zone is always restricted to one Militia per turn regardless of its value. You must have possessed a land zone since the start of the turn.

Colonial Infantry: Do not require a factory for placement. Colonial Infantry may be placed in land zones with a point value outside of the building nation's Home Country. The land zone must be originally owned (i.e. have that players roundel on it). You must have possessed the land zone since the beginning of the turn.

11.2 Militia and Infantry Upgrade:

Militia can be upgraded to Infantry for 2 IPP and regular infantry can be upgraded to Motorized Infantry for 1 IPP.

Upgrading requires a Supply Path from a Factory in the Home Country to the land zone the unit receiving the upgrade is in. A unit that has moved/attacked can be upgraded in the same turn. If the upgrade can not reach a unit (because the unit was chosen as a casualty or because a Supply Path was lost), the upgrade remains on the production chart until a Supply Path exists in a future Place New Units Phase.

You can upgrade a maximum of 1 Militia per turn.

11.3 Facilities:

Facilities, including factories, factory upgrades, Naval and Air Bases; may be placed when completed. Place facilities where they were started (i.e. where there is an Under Construction marker.) If you cannot place a facility it remains on the Production Chart until you are able to. If you are upgrading a facility that is printed on the map you will need to place a marker of the appropriate kind over it to show the upgrade.

11.4 Lend-Lease Delivery:

Deliver lend-leased IPPs and military units.
You must start the lend-lease delivery at a factory in your Home Country. The lend-lease must then move along a lend-lease Supply Path to a land zone in the receiving player's Home Country. Lend-lease units have no combat value during delivery. If given verbal permission, you may use other players' ports and railroads to deliver lend-lease.

Over Land Zones Delivery Process: Lend-lease may be moved across any number of land zones controlled by you, the receiving nation, or another major power if granted verbal permission by that player. It must travel along an undamaged railroad and/or rivers. The lend-lease stops in the first land zone in the receiving nation's Home Country.

Across Sea Zones Delivery Process:
Lend-lease may be moved across any number of sea zones; No Naval Transport is required. Such movement must leave and enter land zones where there is an undamaged Naval Facility. Minor naval facilities can only send/receive 3 IPP or units worth 3 IPP or less.

1. Select which Naval Facility in your Home Country that will be used to send the lend-lease.
2. Select which Naval Facility will be used to receive the lend-lease. This Naval Facility may be controlled by the receiving player, the sending player, or even another Major Power (as long as this player gives verbal permission to use their Naval Facility).
3. The lend-lease must then follow the shortest path/route available. Where two routes are equidistant a player may select either. Begin moving the lend-lease along that route.

Interdiction: If the route passes through a sea zone that contains either:

• A submarine of a nation at war with the sending nation
• An aircraft on Maritime Air Patrol of a nation at war with the sending nation
• A fleet of at least 3 surface warships of a nation at war with the sending nation

The lend-lease is subject to a convoy raiding die roll. Roll a D6 with no modifiers for both sides. If the interdicting player rolls higher than the interdicted, the lend-lease is eliminated.

Blockade: A blockaded Naval facility cannot send nor receive lend-lease.

Failure to Deliver:
Lend-lease that cannot be delivered must wait until the player's next turn. On the next turn it can be:

• attempted again
• delayed another turn or
• reassigned to arrive in the next Place Units and Collect Income phase for the nation that built it.

Lend-Lease Example: USSR needs help from the Allies to resist German advances. USA decides to send one Medium Armor to USSR. The Danish Straits are closed by German ownership of Denmark, and the shortest route to the Soviet's northern ports traces through two German submarines. So USA decides to send the armor from its Major Port in San Francisco to the Soviet Major Port in Primorsky Kraj. It arrives and stops moving in Primorsky Krai where it becomes a Soviet unit. USSR can use strategic rail movement to speed it to the front on its next non-combat move.

NEW *11.5 Recruitment Die Roll for Controlled Minor Powers:*
Controlled Minor Powers, including Abyssinia, and those in the Spanish Civil War do not get IPP income, but make recruitment die rolls. A recruitment roll is a D12. On a result that is equal to or less than the number of land zones that controlled nation has, you get either 1 Infantry or 2 Militia to place in a land zone of that controlled nation. No factory is required for placement. Place in Home Country if possible.

With the exception of recruitment rolls for the Spanish Civil War, colonies and islands count towards the number of land zones when performing recruitment rolls.

Example: Republican Spain owns four land zones. It will roll one D12 and succeed on a 1-4. It rolls a 3 and the player can choose either 1 Infantry or 2 Militia to place in any of those zones.

11.6 Collect Income:
The last thing a player does during this phase is collect income from land zones (the sum of the red numbers printed on the map from zones in

possession) around the globe and from any bonus income.

11.7 End of Round:
Once the last player (the USA/KMT player) has collected income, it is the end of the round. Move the calendar marker along the track located at the top of the IPP Tracking Chart to the next round.

Section 12. Units and Facilities

12.1 Unit Classes:
Units are classified by the type of unit they represent. See table 12-1 below. These classifications are used in a variety of rule contexts.

Table 12-1

Infantry Class	Any unit represented by a soldier (infantry, marine, militia, airborne, etc…)
Vehicle Class	Any unit represented by a land vehicle (armor, mechanized infantry, motorized infantry, etc…). Cavalry is also treated as vehicle class.
Artillery Class	Artillery and Anti-Aircraft (AA) units including self-propelled units and Strategic Rockets.
Air Class	Any unit represented by an aircraft.
Naval Class	Any unit that is a ship or submarine.
Facility	Anything that represents a building or place: shipyards, dockyards, ports, bases, fortifications, coastal artillery, railroads, canals (etc..)

12.2 Unit Types:

Infantry Class:
Militia: The militia unit represents various types of local or immobile defense forces. These are often conscripted and poorly trained units such as garrison armies, colonial militias and similar units.

Militia can be built at a non-factory site. Militia can only move within a Major Power's Home Country.

Attack	Defense	Movement	Cost
1	2	(1)	2

Infantry:
Infantry represent a regular, unmotorized infantry corps. Militia can be upgraded to Infantry in the Place Units and Collect Income phase of the turn for 2 IPP if in Supply Path (max. 1 per turn)

Attack	Defense	Movement	Cost
2	4	1	3

Marine: Marines are a special type of infantry trained and equipped for amphibious warfare. Marines do not suffer river penalty or double casualties on round one of amphibious combat.

Attack	Defense	Movement	Cost
2	4	1	4

Airborne: Airborne represent a divisional level formation. Airborne infantry (i.e. paratroopers) are specially trained to insert into Enemy land zones via parachute. Airborne infantry may make an Airborne Assault (9.15) from a Strategic Bomber or Air Transport. When airborne assaulting they get +1 Attack on combat round one.

Attack	Defense	Movement	Cost
2 (3)	2	1	3

Mountain Infantry: Mountain infantry are specially equipped and trained for mountain warfare. Mountain Infantry add +1 to their Defense value in mountains and does not suffer an Attacker penalty in mountains. Note: If you are not using Mountain rules, replace Mountain Infantry with normal infantry during set up.

Attack	Defense	Movement	Cost
2	4	1	4

Colonial Infantry: Colonial Infantry represents regular infantry divisions raised from forces in colonies. Great Britain, ANZAC, FEC, France and Italy can build and place Colonial Infantry as outlined on their national reference sheet without needing a factory.

Attack	Defense	Movement	Cost
2	4	1	4

Vehicle Class:

Cavalry: Cavalry represent horse-mounted soldiers organized at the divisional level. Cavalry do not suffer movement penalty in mountains.

Attack	Defense	Movement	Cost
3	2	2	3

Motorized Infantry: Motorized Infantry represent regular infantry units that are supported by motorized transportation. They can tow Artillery and AA at a 1:1 ratio enabling these units to move 2. Regular Infantry may be upgraded to Motorized Infantry in the Place Units and Collect Income phase of the turn for 1 IPP if they are in a Supply Path.

Attack	Defense	Movement	Cost
2	4	2	4

Mechanized Infantry: Mechanized Infantry are equipped with halftracks, or other light armored vehicles designed for combat. Mechanized Infantry may blitz when paired 1:1 with blitzing armor.

Attack	Defense	Movement	Cost
3	4	2	4

Light Armor: Light armor represents various light and early war vehicles that would be inferior to Medium Armor both in armament and armor. Light Armor cannot blitz.

Attack	Defense	Movement	Cost
4	3	2	4

Medium Armor: Medium Armor represents a standard corps level armored formation in World War II. Medium Armor has a special "blitz" ability.

Attack	Defense	Movement	Cost
6	5	2	6

NEW **Tank Destroyers:** Tank destroyers represent mobile anti-tank guns mounted on a tracked chassis. Tank Destroyers have target selection "1-3" vs. vehicle-class units.

Attack	Defense	Movement	Cost
3	4	2	5

Artillery Class:

Artillery: Artillery represents various types of artillery units used for indirect fire. Artillery has *first strike* capability. The Attacking player may pair infantry-class units on a 1:1 basis to give the paired unit a +1 Attack bonus. Artillery can move two when paired 1:1 with a motorized infantry.

Attack	Defense	Movement	Cost
3	3	1	4

NEW **Self-Propelled Artillery:**
Self-Propelled Artillery is treated the same as Artillery (listed above) with the following changes: Self-Propelled Artillery can move 2. Self-Propelled Artillery may blitz when paired 1:1 with blitzing armor.

Attack	Defense	Movement	Cost
3	3	2	5

Anti-Aircraft Artillery: Anti-aircraft (AA) Artillery fires specifically at aircraft. It does not Defend facilities from strategic bombing (facilities have inherent AA Artillery which function similar to normal AA Artillery but do not move). An Attacking or Defending AA Artillery rolls one die for each opposing aircraft up to a maximum of three rolls and hits on a roll of "3" or less. The player suffering the hit chooses which aircraft to remove as casualties and those aircraft make their Attack/Defense rolls as normal. AA Artillery fire on the first round of combat only. It may be taken as a casualty in any round. AA Artillery can move 2 when paired 1:1 with a Motorized Infantry.

Attack	Defense	Movement	Cost
3	3	1	4

Air Class:

Fighters: Fighters represent propeller driven interceptor and fighter-bomber aircraft. Fighter aircraft have a special ability called *air superiority* that allows them to force their opponent to choose an air casualty on the first round of combat if they hit (See Table 9-1). Fighters participate in strategic bombing escort and interception combat at reduced values. Fighters may blitz when paired 1:1 with blitzing armor.

Attack	Defense	Movement	Cost
6 (interception: 3)	6 (interception: 3)	4	10

Tactical Bombers: Tactical Bombers represent dive-bombers, torpedo bombers and ground support aircraft used in land and naval operations. A Tactical Bomber has target selection "1-3" vs. Land or naval units. Tactical Bombers may blitz when paired 1:1 with blitzing armor.

Attack	Defense	Movement	Cost
7	5	4	11

Medium Bombers: Medium Bombers represent bombing aircraft used in both ground support and strategic bombing.

Attack	Defense	Movement	Cost
7	4 (interception: 1)	5	11

Strategic Bombers: Strategic Bombers represent large bombers that can be used to perform Strategic Bombing attacks on facilities. Strategic Bombers do not have a standard Attack value. They can also perform *carpet-bombing* on Enemy land units from high altitude for one round only (9.17). Strategic Bombers can also carry airborne infantry in an Airborne Assault (9.15).

Attack	Defense	Movement	Cost
2 (carpet bombing)	2 (interception: 1)	6	12

Air Transports: Air Transports can carry one infantry-class unit in non- combat movement. They may also carry one airborne infantry in combat movement during an Airborne Assault. Air transports must be the last unit selected as a casualty unless they are participating in an Airborne Assault (9.15).

Attack	Defense	Movement	Cost
N / A	N / A	6	8

NEW **Seaplanes:** Seaplanes represent a variety of aircraft designed for maritime roles including convoy interdiction, anti-submarine warfare and reconnaissance. Seaplanes may engage in convoy-raiding, mine-laying and Maritime Air Patrol. In combat, Seaplanes only cause hits to Naval Transports and Submarines. Thus, because Naval Transports are always chosen last in combat, a hit by a Seaplane in regular combat would not count unless (a) an Enemy Submarine was present or (b) the only surviving Enemy unit was a Naval Transport. Seaplanes have a Maritime Patrol Range of 2.

Attack	Defense	Movement	Cost
3	1	6	7

Ship Class:

Battleships: Battleships are large heavily armored warships. These ships are capital ships requiring two hits to sink. A battleship is marked with a damage marker when hit and continue to function at reduced values (see Battle Board) until repaired.

Attack	Defense	Movement	Cost
8	8	2	5/5/5

NEW **Fast Battleships:** Fast Battleships represent battleships with increased speed and are identical to Battleships in all respects except for their movement and cost.

Attack	Defense	Movement	Cost
8	8	3	6/6/6

NEW **Coastal Defense Ships:** Coastal Defense ships represent older warships built for the purposes of coastal protection: many of these were still in use at the start of World War II. These were typically shallow draft vessels that sacrificed speed for heavy armor and weaponry. Cannot be built during the game.

Attack	Defense	Movement	Cost
6	6	1	N / A

Fleet Carriers: Fleet Carriers are capital ships requiring two hits to sink. They may transport two Fighters or two Tactical Bombers (or one of each). Aircraft cannot take off or land on a damaged carrier.

Attack	Defense	Movement	Cost
0	2	3	5/5/5

Light Carriers: Light carriers are smaller aircraft carriers representing various types of early war, escort carriers and ship to carrier conversions. They are not capital ships and only carry one Fighter or Tactical Bomber.

Attack	Defense	Movement	Cost
N / A	1	3	4/4

NEW **Battlecruisers:** Battlecruisers are large warships similar in size and gun caliber to battleships but with less armor and greater speed. Battlecruisers are not capital ships.

Attack	Defense	Movement	Cost
7	7	3	6/6

Heavy Cruisers: Heavy Cruisers are large warships usually in excess of 10,000 tons with main armaments of 203mm or greater. They may use mine warfare (9.13)

Attack	Defense	Movement	Cost
6	6	3	5/5

NEW **Light Cruisers:** Light cruisers represent warships <10,000 tons, many of which were built to avoid restrictions from the 1922 WA Naval Treaty.

Attack	Defense	Movement	Cost
5	5	3	4/4

Destroyers: Destroyers represent ships that are smaller and generally faster than larger vessels. Destroyers are good for hunting submarines and providing escorts to larger vessels. The presence of a destroyer negates all submarines' first strike ability in combat. A destroyer may pair 1:1 with aircraft on Maritime Air Patrol to participate in an Attack on a submarine.

Attack	Defense	Movement	Cost
4	4	3	7

Torpedo Boat Destroyers: Torpedo Boat Destroyers (TBDs) represent smaller craft (usually less than 1,000 tons) and the predecessor of modern destroyers left over from a previous era. These were still in the arsenal of many navies at the start of World War II. Cannot be built during the game.

Attack	Defense	Movement	Cost
2	2	2	N / A

Submarines: Submarines represent larger ocean-going fleet submarines whose primary roles are to sink enemy warships and merchant vessels. Submarines have numerous special abilities summarized in table 9.10.

Attack	Defense	Movement	Cost
3	3	3	6

Coastal Submarines: Coastal submarines represent smaller, older submarine designs with limited patrol ranges. Many navies still operated Coastal Submarines at the start of the war. Coastal Submarines have all the special abilities of regular submarines. Cannot be built during the game.

Attack	Defense	Movement	Cost
2	2	1	N / A

Naval Transports: Naval Transports represent merchant, transport and other ships designed (or pressed into service) to carry military units. A transport can carry two infantry- class units or one infantry-class unit and one other land or air unit. Naval transports are always chosen last in combat except (a) when selected by a player using target selection or (b) when fired on by Coastal Artillery during an Amphibious Assault.

Attack	Defense	Movement	Cost
N / A	N / A	2	7

12.3 Facilities:
Facilities represent important infrastructure in a zone. Facilities can be built without the presence of a factory. Most facilities are considered to have inherent anti-aircraft guns that Defend them against strategic bombing. Most facilities can be damaged by strategic bombing. Most facilities may be captured.

12.4 Factories:
Factories represent the industrial production capacity of a land zone. This would include armaments factories and infrastructure to support production. There are three types of factories: Minor, Medium and Major (see Table 12-2).

A zone can hold more than 1 Factory. The turn a Factory is built/captured it cannot produce any units. The turn a Factory is upgraded its production is limited to the "old" quantity. If captured, Major and Medium Factories operate as a Minor Factory but revert to original level after liberation.

Table 12-2

	MAJOR FACTORY	MEDIUM FACTORY	MINOR FACTORY
PRODUCTION	5 units per turn	3 units per turn	1 unit per turn
IMPROVED TECH	+3 units	+2 units	+1 unit
MAXIMUM DAMAGE	20 Each damage point reduces the number of units that can be produced by 1	10 A damaged Factory cannot be used until repaired.	5 A damaged Factory cannot be used until repaired.
BUILDING & UPGRADING FACTORIES	Can only be built in Home Country	Can only be built or upgraded in Home Country	Can be built in any land zone with a IPP-value and in Supply Path to Major Factory in Home Country. Can only be upgraded in Home Country.
CAPTURE	Yes. A captured Major Factory functions as a Minor Factory	Yes. A captured Medium Factory functions as a Minor Factory	Yes
INHERENT ANTI-AIRCRAFT	Yes	Yes	Yes
COST	6/6/6	7/7	8
UPGRADE	N/A	Can be upgraded to Major Factory for 6 IPP	Can be upgraded to Medium Factory for 7 IPP

12.5 Bases and Ports:

There are multiple types of Bases and Ports in the game. These have some common features:

- **USE:** You can use it if it is yours or if you are aligned to the nation that possess it.
- **INHERENT ANTI-AIRCRAFT:** All bases and ports have inherent Anti-Aircraft Artillery that defend against strategic bombing. These fire during strategic bombing and are never eliminated or taken as casualties.
- **MULTIPLE BASES** in the same zone do not provide cumulative bonuses. They may be separately Attacked and damaged.

12.6 Naval Facilities:

There are several types of Naval Facilities:
- Ports
- Shipyards
- Dockyards
- Specific Bases.

12.7. Fortifications:

A Fortification represents major defensive networks established to prevent invasion. Fortifications are placed on a border of a land zone and protect from attacks across that border. They cost 5/5 to build. Only 1 Fortification per border may be built.

PORT OVERVIEW

	MINOR PORT	MAJOR PORT
MAXIMUM DAMAGE	3 A damaged Port cannot be used until repaired.	5 A damaged Port cannot be used until repaired.
SUPPLY-PATH	Maximum 3 IPP (can only send/receive lend-lease units worth 3 IPP)	Unlimited IPP
MOVEMENT BONUS	0	Ship Movement +1 Seaplane Movement +1
INHERENT ANTI-AIRCRAFT	Yes	Yes
COST	3	3/3
UPGRADE	Can be upgraded to Major for 4 IPP	N/A
PLACEMENT	Any land zone	Any land zone

SHIPYARD OVERVIEW

	MINOR SHIPYARD	MAJOR SHIPYARD
PRODUCTION SLOTS	1 non-capital ship per turn	5 of any type of Naval Class per turn.
REPAIRS	Can repair 1 hit per turn. Takes up the single production slot available.	Can repair 5 hits per turn. Each repair takes up one production slot.
MAXIMUM DAMAGE	8 A damaged Shipyard cannot be used until repaired.	10 A damaged Shipyard cannot be used until repaired.
SUPPLY-PATH	Maximum 3 IPP (can only send/receive lend-lease units worth 3 IPP)	Unlimited IPP
MOVEMENT BONUS	0	Ship Movement +1 Seaplane Movement +1
INHERENT ANTI-AIRCRAFT	Yes	Yes
COST	3/3	4/3/3
UPGRADE	Can be upgraded to Major for 5 IPP	N/A
PLACEMENT	Any land zone connected to a Factory via railroad	Only in Home Country

Fortifications Defend the first round of combat on a "5" with two first strike rolls. They add +2 Defense to all other land units in the zone on round one of combat.

Fortifications may not be damaged by strategic bombing or selected as a casualty.

Land units cannot blitz into a land zone border that contains an Enemy Fortification. A Fortification is removed if the zone is conquered. A Fortification is not cumulative with other terrain modifiers/penalties in the same Land zone on the same round of combat.

DOCKYARD OVERVIEW

	MINOR DOCKYARD	MAJOR DOCKYARD
REPAIR SLOTS	1 hit per turn	5 hits per turn
MAXIMUM DAMAGE	3 A damaged Dockyard cannot be used until repaired.	6 A damaged Dockyard cannot be used until repaired.
SUPPLY-PATH	Maximum 3 IPP (can only send/recieve lend-lease units worth 3 IPP)	Unlimited IPP
MOVEMENT BONUS	0	Ship Movement +1 Seaplane Movement +1
INHERENT ANTI-AIRCRAFT	Yes	Yes
COST	2/2	4/4
UPGRADE	Can be upgraded to Major for 5 IPP	N/A
PLACEMENT	Any land zone	Any land zone

BASE OVERVIEW

	SEAPLANE BASE	SUBMARINE BASE	AIR BASE
MAXIMUM DAMAGE	1 A damaged Base cannot be used until repaired.	3 A damaged Base cannot be used until repaired.	5 A damaged Base cannot be used until repaired.
SUPPLY-PATH	No	No	No
MOVEMENT BONUS	Seaplanes +1 movement Does not extend Maritime Patrol Range Other units +0 movement	Submarines +1 movement Other units +0 movement	Aircraft +1 movement +0 movement No bonus for Maritime Air Patrol Range
INHERENT ANTI-AIRCRAFT	Yes	Yes	Yes
COST	2	2	3/3
UPGRADE	N/A	N/A	N/A
PLACEMENT	Any land zone	Any land zone	Any land zone
SCRAMBLE	Up to 3 Seaplanes can scramble to an adjacent naval battle	N/A	Up to 3 Fighters from Territory can scramble to battles in adjacent Land or Sea Zones

Example: A unit defending in a city could claim the +2 bonus on the first round of combat (ignoring the +1 for the city) and then claim the city bonus on further rounds.

12.8 Special Fortification Zones:
Some areas on the map are so small that a single Fortification and/or Coastal Artillery protects the entire zone regardless of how many land or sea zones they border. These areas are:

(a) All islands that are not part of the Home Country of a Major Power.
(b) All Cities
(c) Panama
(d) British Malaya
(e) Crimea

12.9 Coastal Artillery:
Coastal Artillery represents Artillery emplacements along a land/sea zone border to Defend against Amphibious Assaults. Cost to build: 6 IPP. Multiple Coastal Artillery may be built on the same border.

Each Coastal Artillery gets one Defense roll at "3" per Attacking ship Shore Bombarding and/or unloading units in the amphibious Assault up to a maximum of three shots. The amphibiously assaulting player chooses casualties as normal.

At narrow crossings, Coastal Artillery may shoot at each enemy surface ship at "3" that passes through (up to a maximum of three shots per turn). To shoot, players have to move the ships across the dotted line on the map.

Example: Crete is an island, thus a special fortification zone. The German player conquer Crete and builds a Fortification on it. That Fortification covers attacks from both sea zones that border Crete.

Note: In the example where the narrow crossing is in the middle of a sea zone (e.g. The English Channel), the Coastal Artillery only gets to shoot if the ships cross the dotted line. An attack on the sea zone is an attack on all ships in the zone no matter if they are north or south of the narrow crossing.

Coastal artillery is removed if the zone is conquered. They may not be damaged by strategic bombing or selected as a casualty.

12.10 Railroads:
Railroads are placed on land zone borders. If a land zone has a border with a crossing railroad, the railroad allows rail movement across that border and is considered to connect to other rail lines present in that zone, including rail lines built on other zone borders.

Railroads do not have inherent Anti-Aircraft Artillery.

RAILROADS OVERVIEW

	NORMAL TERRAIN	DESERT, JUNGLE, MARSH, MOUNTAIN
COST	2	4
DAMAGED	Unusable	Unusable
MAXIMUM DAMAGE	1 IPP	2 IPP
REPAIR	1 IPP per damage Point	1 IPP per damage Point

Section 13. Historical Events

13.1 Spanish Civil War:

In the 1936 Scenario the Communist (Republican) Spanish Government fights the Fascist (Nationalist) forces for control of Spain.

Spanish Civil War (1936 scenario only)	
Forces	Spanish Republicans Controlled by the USSR Spanish Nationalists Controlled by Germany Germany and USSR use the Spanish forces they Control on their respective turns.
Participation	Spanish factions are controlled Minor Powers that cannot declare war on other nations. Germany and USSR are not at war with Spanish forces and cannot attack Spanish units or land zones (or vice versa).
Axis Support	Germany and Italy may both send lend-lease to the Nationalists. They may each send one military unit or IPP to repair Spanish facilities per turn.
Soviet Support	USSR may send lend-lease to the Republicans. They may send one military unit or IPP to repair Spanish facilities per turn
Allied Support	The Allies may send Lend Lease Supplies (upgrade 1 Militia to 1 Infantry. Price: 2 IPP) to both factions. Only one Allied Power may send supplies per turn.
Income & Production	Republicans and Nationalists do not collect or spend income during the Spanish Civil War. On their respective turns they make a recruitment roll during the Place Units & Collect Income phase. If the number they roll is equal to or less than the number of land zones they own in Continental Spain (excluding islands and colonies) they Possesses, they receive one Infantry or two Militia to place in any land zone they have Possessed since the start of their turn.
Victory	One side wins when it possesses all 6 continental Spanish land zones.
Resolution	Axis Victory: An Axis victory is a victory objective for both Germany and Italy. Every turn for the rest of the game, Germany gets a free "Blue Division" (Infantry) in the Placement Phase in Berlin. Germany can use Spain's naval facilities for repairs and movement bonus. Germany potentially gets to Align Spain later (Table 4.5). If a member of another Alliance attacks a neutral Nationalist Spain, it aligns to Germany. If Spain later Aligns, Germany stops getting Blue Divisions in Berlin. Comintern Victory: A Comintern victory is a victory objective for USSR. Every turn for the rest of the game, USSR gets a free "International Brigade" (Infantry) in the Placement Phase in Moscow. USSR can use Spain's naval facilities for repairs and movement bonus. If a member of another Alliance attacks a neutral Republican Spain, it aligns to USSR.
Defeated Forces	Remove all defeated forces from all colonies and islands. The victorious player can reconfigure all Spanish land and air forces as they wish in Spanish land zones. Ships of the winning faction are placed at Spanish ports. Any ships from the losing faction are scuttled. All facilities are immediately repaired.

13.2 Italian Campaign in Abyssinia:

In the 1936 Scenario Italy is at war with Abyssinia.

Italian Campaign in Abyssinia	
Forces	Italy vs. Abyssinian forces Controlled by France
Participation	Italy and Abyssinia fight using normal rules. Abyssinian forces can Attack Eritrea. Other nations may not intervene without a declaration of war. Both sides begin at war (no income increases are triggered). Nations may lend-lease to Abyssinia if a route is available and they are allowed to. Abyssinians get a recruitment roll each turn (as per table 4-2) If France and Italy are at war, Abyssinian Aligns to France.
Income & Production	Abyssinians do not collect or spend income during the conflict. They make a recruitment die roll (D12) during the Place Units & Collect Income phase. If they roll "1", they get to place 1 Infantry or two Militia.
Victory	Italians win if they Possess Abyssinia. Abyssinians win if they regain possession of Eritrea.
Resolution	Italian victory counts toward Italy's Expand the Empire Victory Objective. Abyssinian victory: If Abyssinians win, Abyssinia Aligns to France as soon as France is at war with a Major Power. If France is subsequently defeated Abyssinia becomes Free France.

13.3 Chinese Civil War:

At the start of the 1936 scenario the Chinese Communist (CCP) and Nationalist (KMT) have been at war for nine years with CCP having sustained significant losses. In the 1939 scenario CCP and KMT begin with the KMT-CCP truce due to the Japanese invasion of China in 1937.

Chinese Civil War (1936 & 1939 scenarios)	
Forces	Nationalist (KMT) forces Controlled by USA Communist (CCP) forces Controlled by USSR
Duration	Began January 1927, Ends when one faction has eliminated the other faction's units from continental Chinese Home Country.
Truce	CCP-KMT Truce If a foreign Major Power declares war on China; KMT and CCP may agree to a truce. The truce has the following provisions: • Neither faction may Attack the other faction • If one faction retakes a land zone in Chinese Home Country from a foreign power that faction gains Possession. • Both factions may move freely within each other's land zones defending together as if aligned. • The truce ends when there are no more non-Chinese units in Continental China. • Both sides may break the truce at any time
Victory	One side wins once it has eliminated the other faction's units from Continental Chinese Home Country.
Defeated Forces	Forces of the losing side that are outside of Chinese Home Country are removed from the game.

13.3.1 CCP Evolution:

Until evolved, CCP can only build units from its own build table and move/attack within Chinese Home Country.

Evolution to Major Power:
CCP evolves immediately once its land zone IPP values add up to 13 IPP (excluding bonus income).

After evolved to a Major Power it can build facilities, research technology and move/attack outside Chinese Home Country. After acquiring a factory, it may subsequently build anything on the Soviet Build Chart. An evolved CCP gains a strategic naval move of 1.

13.3.2 KMT Evolution:

Until evolved, KMT can only build units from its own build table and move/attack within Chinese Home Country.

Evolution to Major Power:
KMT evolves immediately once its land zone IPP values add up to 13 IPP (excluding bonus income).

After evolved to a Major Power it can build facilities, research technology and move/attack outside Chinese Home Country. After acquiring a factory, it may subsequently build anything on the U.S. Build Chart. An evolved KMT gains a strategic naval move of 1.

Section 14. Pacts and Treaties

14.1 Signing a Pact:
Players may sign a pact at any point in time, even during another player's turn (See Design note #2).

14.2 Molotov-Ribbentrop (Nazi-Soviet Pacts):
The Nazi-Pacts include the *Treaty of Non-Aggression Between Germany and the Union of Soviet Socialist Republics (*Molotov- Ribbentrop*)* and their secret additional protocol, as well as the *German-Soviet Trade Agreement.* This set of agreements may go into effect July 1939 (or later) if the German and Soviet players agree.

Pact Provisions:

Non-Aggression:
Germany and USSR "agree" not to declare war on the other. (This does not actually prevent them from doing so in the game.)

Sphere of Influence:
a. USSR may Annex the Baltic states (Lithuania, Latvia and Estonia) by making a combat move into each of these land zones and placing a Soviet roundel there. No combat occurs. Remove all Baltic States military units from the game.

b. USSR may Attack the eastern half of Poland by making a combat move into East Poland and Lubelskie and place a Soviet roundel in each after Germany occupies Warsaw (regardless of Polish Alignment to Britain). Combat occurs with any Polish forces present. This does not trigger any Allied declarations of war or income increases.

c. USSR may invade Karjala (Finland), without Finland Aligning to Germany. USSR may not attack other land zones in Finland. If the pact is terminated and Germany and USSR are at war, Finland Aligns to Germany.

d. USSR may not attack Romania or Hungary while those countries are neutral.

Trade: Germany and USSR agree to mutually beneficial trade. The players do not actually exchange resources.
Germany gets 5 IPP per turn bonus income.
USSR gets 3 IPP bonus income and a free research roll each turn.

Basis Nord:
Place a free German submarine base in Murmansk. This base is eliminated immediately if the USSR and Germany are at war. It may not be attacked by a nation that is not at war with USSR.

Baltic-White Sea Canal:
One German Submarine per turn may use the Baltic-White Sea Canal.

Northern Sea Route: One German naval unit may use the Northern Sea Route each turn.

Termination: Either player may declare the pact nullified at any time (even during another players turn). Once nullified the pact may not be signed again and all provisions end. The pact ends automatically if Germany and USSR are at war.

Japanese-Soviet Non-Aggression Pact

14.3 Japanese-Soviet Non-Aggression Pact:

The Japanese and Soviet players may sign a non-aggression pact with each other. The pact has the following provisions.

- Neither side will attack the other or engage in border clashes (See USSR/Japan National Reference Sheet)
- Neither side will lend-lease to a nation the other is at war with.
- Either side may break the treaty by paying 5 IPP.

14.4 French Surrender, Vichy France & Free France

14.4.1 French Surrender

All IPP currently in possession of the French player are surrendered to the conquering Major Power.

Once France surrenders (whether or not Vichy is implemented) the French player takes command of "Free France" which includes all French units on the board that are not in French Home Country (or Vichy land zones). If French surrender conditions are reversed (i.e. Paris is liberated), Free France will become "France" again.

14.4.2 Vichy France Creation

Immediately after French surrender, the German player (if France surrendered in the German turn) may opt to create a new neutral Minor Power called Vichy France. Vichy remains neutral until such a time that another Major Power declares war on it.

Place a Vichy roundel on Corsica and Southern France and a German roundel on all remaining land zones in French Home Country. Remove all French forces in French Home Country & Corsica. Germany receives income from all Vichy land zones. Move all Axis units out of Vichy land zones to an adjacent Axis-possessed land zone.

Other Forces:
If Allied forces are in any other part of France when French surrenders, they are allowed to move out of France. If they cannot, they are eliminated. However, if Paris is encircled with Allied units in it, those units immediately surrender with Paris and are removed from the game.

Vichy Army:
Place 3 Infantry, 1 Fighter and 1 Artillery in Vichy France.

French Colonies:
For each French colony (all land zones marked with a French roundel on the map that are not part of French Home country), roll a D12:

1-6: Place Vichy roundel there
7-12: Place Free French roundel there

The following land zones are combined into one die roll for purposes of this determination:

- Annam Tonkin, Cochin China, Gambier Islands, and New Caledonia *
- French Somaliland, Madagascar, and Réunion
- French Guiana and St. Pierre Island
- Northern-, Western- and Southern Algeria
- Mauritania, French Guinea, French Sudan, and Ivory Coast
- Dahomey, Niger, Chad, Cameroon, and Oubangui-Chari

Note: Annam Tonkin, Cochinchina, Gambier Islands and New Caledonia will become Japanese Possessed if they become Vichy (including any French military units present) – regardless of the war status of Japan.

French Controlled & Aligned Minor Powers:
All French Aligned Minor Powers (e.g. Abyssinia) become Aligned to Free French. All land zones that France has captured become Possessed by Free French.

Vichy Navy:
For each French naval unit on the board, roll a D12:

DIE ROLL	RESULT
1-3	Join the Allies; Unit becomes Free French.
4-6	Scuttled, remove from game.
7-10	Remains Vichy: Move to sea zone #49.
11-12	Join the Axis: Replace with German equivalent (Japanese equivalent if the naval unit is in the Indian- or Pacific Ocean).

The Axis players can decide to let ships sail to their Home Country under the French Flag. Thus, they can pass any ships belonging to a nation they are at war with.

For ships on the French Production Chart, roll a D12:

DIE ROLL	RESULT
1-7	Scuttled, remove from game.
8-10	Remains Vichy French and stays on the Production chart until Vichy France Aligns to a Major Power or surrenders. Germany can lend-lease IPP to Vichy for completion.
11-12	Replace with German equivalent on the Production chart.

14.4.3 Vichy Diplomacy
Vichy is a neutral Minor Power that is controlled by Germany. Vichy can receive Lend Lease from Germany in Southern France. As long as Controlled, Vichy gets Recruitment rolls on a "2" (from Corsica and Southern France) which can be placed in any Vichy possessed land zone. If successful, place either 1 Infantry or 2 Militia.

Vichy can only ever attack Free France. Vichy will Align with Germany if Vichy is attacked by the Allies/Comintern. Axis Powers may not attack Vichy.

14.4.4 Vichy Surrender
If Southern France is conquered, Vichy surrenders. All Vichy colonies subsequently join Free France. All Vichy units join Free France.

Section 15. Additional Optional Rules

15.1 Optional Rules Checklist:
Use the Optional Rules & Expansion checklist to record which rules are in use. Checklists are provided in the appendix section of the rules.

15.2 Suez Re-Route:
If Eastern Egypt or Gibraltar is Enemy-possessed, the British IPP in the Mediterranean cannot be the subject of Convoy Raiding. Instead, reassign the British IPP by adding 3 IPPs to the East African Line and 3 IPPs to the West African Line.

15.3 Advanced Carrier Aircraft Rules:

Placing Carriers: When an aircraft carrier of any type is placed on the board, it must be either (a) placed with at least one aircraft that is also produced that turn or (b) At least one aircraft from an adjacent land zone must be immediately placed on it. Otherwise, the carrier may not be placed.

Aircraft: Aircraft that began their turn on an aircraft carrier must return to an aircraft carrier at the end of the turn. They can never end their move in a land zone except if being swapped (see below)

Swapping: An aircraft may leave an aircraft carrier in non-combat movement if another aircraft either (a) lands on its deck in the same non-combat movement or (b) is in the place units box and is committed to being placed on the carrier.

No Planes: If at any time a carrier does not have any aircraft on board it must move towards its nation's nearest factory in each non-combat movement phase until it has an aircraft on it.

15.4 Slovakian Resistance:
When Germany attempts to Annex Slovakia the British and French players must decide jointly to allow or contest the annexation of Slovakia. They do this after the German player's Combat Movement Phase. If they allow it, proceed as outlined on the German National Reference Sheet. If they contest it combat occurs between Germany's attacking forces and the forces in Slovakia. If Germany wins, Britain's peacetime income is reduced by 3 IPP and France's by 1 IPP. However, if Germany loses or retreats the British and French are empowered to resist and instead Britain gains 3 IPP and France 1 IPP in Peacetime Income increases.

NEW 15.5 Alternate Capital Ship Damage:
When a capital ship is selected as a casualty the player rolls a D12.

> **1-8** The capital ship suffers a hit and a damage marker is placed on it.
> **9-11** Two damage markers are placed on the ship (sinks all ships except Heavy Battleship or Heavy Carrier).
> **12** Three damage markers are placed on the ship (fully sinks all ships)

A minor shipyard or dockyard can repair one damage marker per turn for the cost of D6 IPP. A Major Shipyard or Dockyard can repair any number of damage markers for D6 per marker payable at time of repair.

NEW 15.6 Forcing a Strait:
A nation may attempt to "force" its navy through a strait. To do this it simply moves through the strait. The player owning the strait makes one attack against each forcing ship at "3". Forcing a strait is a declaration of war on the owner of the strait, and subject to all restrictions thereof.

NEW 15.7 Advanced Escort Rules:
Battleships (of any kind), Battlecruisers, Coastal Defense ships and Heavy Cruisers may not provide escort duty.

NEW *15.8 Ships Under Construction:*
When capital ships are being produced, place them next to the shipyard where they are being built. Place on an Under Construction Marker. If the land zone the shipyard is in is captured, replace that ship with one of the capturing player's color.

NEW *15.9 Early War Fighters:*
Early War fighters represent fighters at the start of World War II. All fighters in the 1936 and 1939 scenarios begin with an Attack/Defense of 4/4 and a move of 3, and a cost of 8. Beginning in January 1940, modern WW2 aircraft become available. All aircraft on board must either (a) Convert by paying 4 IPP and replacing them no matter where they are or (b) scrapping them for a free 4 IPP or (c) keep (you will need to use a different piece).

NEW *15.10 Strategic Bombing of Canals:*
Canals can be bombed. Each canal can take up to 10 points of damage and is considered closed after taking 5. Canals have inherent Anti-Aircraft Artillery.

NEW *15.11 Italian & French Players:*
Since the Italian and French players often have less to do than usual, you can as an alternate style of play assign all nations that Align with the Allies to France or Free France, and all nations that Align with Germany to Italy. This creates a definite handicap for Germany with Balkan forces.

Appendix A: Designer and Playtest Notes

Playability vs. Realism: During the past few years we have continued to be inundated with requests from many people, which fell into two camps. The first was people who wanted more realism and more detail to make everything more historical. The second request was for less detail and speed to the game. Our approach to this game is to make it *fun* (which we assume is why you play), and *interactive* (see General Note #2), but add significant historically relevant detail. We could not please everyone but for those of you who want *less* detail and faster play, we encourage you to leave off anything you don't like. For those who want *more* detail and realism we save a lot of that for the optional rules and expansions.

Player Interaction: We designed this game with many subtle features designed to increase player interaction (cooperatively and competitively). We think this makes a good game! To that end, there are a lot of situations in the rules that we think support this. Victory Objectives (See End Notes #12) force players to balance national self-interest with those of their alliance and create a three-way competition between Axis, Allies and Comintern. Lend-lease is yet another area where players can cooperate (or not) and the ability to lend-lease will make it obvious to players which nations are team players and which ones are not. The US player will be besieged by the French, Russian, British and FEC players for money and equipment and must weigh whose loyalty is most helpful to win. There are also areas where players – even traditional enemies – might work together. Examples of these include specific pacts such as the Chinese Civil War Truce, the Japanese-USSR border clashes and non-aggression pact, the Molotov-Ribbentrop Pact and others. There are times players must ask permission from each other such as the use of railways and straits. If you've angered your Allies, they can always say no! You may also run into some chain of command issues for those playing FEC, ANZAC or Western USA and those playing Great Britain or Eastern USA respectively, who hold the seat of Government for decision making.

The sign of a good game is a constant back and forth between players. You should feel fully encouraged and enabled to make small deals. For example, imagine there are two Soviet submarines lurking in the Pacific. The US player requests they raid Japanese convoy lines. The Soviet player scratches his chin and looks at the Western Front. "How about a little lend-lease?" he says. "Say...6 IPPs or a medium armor?". There is nothing holding him to this, so he relies on the good faith of the Americans and risks his submarines. Then the US player on his turn, says he can't afford it anymore. There goes Soviet cooperation for the rest of the game! A bit later the Americans really need the Soviets to put more pressure on the Eastern front. The Soviet player grins again "You still owe me an armor but now the price has gone up!." This kind of wheeling and dealing is totally allowable and encouraged.

And to really improve the three-way competition we have made it easier for the USSR and West to come to blows should the Soviet player get too greedy.

1936 and 1939 Scenarios: There are two Global War scenarios provided. The 1936 Scenario is a long 18 turns and takes many hours to complete. The start of the war is slower and this scenario is good for people who appreciate the subtleties of the buildup to war, enjoy constructing their forces more deliberately and don't mind the restrictions that occur early in the game. The 1939 scenario is more straightforward and plays faster. We found play testers had different reactions to each scenario. Some really enjoyed the nuances of the buildup to war and others did not. Ultimately, which scenario you choose depends on your time and style of play.

Game Scale: Generally, infantry represent about 50,000 men (a corps) although some units (Airborne and Cavalry) represent a divisional level unit. Even though the average airborne soldier is better trained than the average soldier; airborne units are still weaker with a "2" Attack and Defense because of their relative unit size. Aircraft represent 250-500 aircraft and ships range from about 1:4 for capital ships to 1:22 or more for destroyers. These numbers are adjusted in their scope for various reasons such as the quality and training of the units.

Immediacy: You will notice some things happen immediately in the game. Declaring war, for example can be done any time you able to do so, even during an opponent's turn. We hope this adds to the player interaction and we see it leading possibly to some rash decisions late in the game as conflict escalates between the USSR and USA.

Appendix B: End Notes as Referenced in the Rules

1. Alliances: World War II was a three-way struggle, between Fascism, Communism and Democracy. This is reflected by the alliance system in which each Alliance has separate victory conditions. It is our hope that the rules and victory conditions create dynamic tension between (and even within) all three Alliances.

2. Aligning: Figuring out the complex way nations enter war was a difficult part of the design. The Alignment system regulates not only when nations come to war but how. Remember that when a minor power Aligns to a Major Power (except for player nations such as the KMT/CCP/Free France) it is *fully* incorporated into that Major Power. Its income is added to the Major Power, its forces are replaced with units of that Major Power's color (etc...). It is not run separately with the exception of some of the published expansions that allow for this (e.g. Netherland at War, Turkey at War).

3. Control: Control is the decision-making power a Major Power uses for a non-Aligned Minor Power. There are times that a Major Power declares war on a minor but that minor can't Align to anyone because the power that's attacking them isn't at war with another Major Power.

4. Income: Income represents the monetary and natural resources a nation receives for military and industrial output. Peacetime income represents what a nation can spend when not at war with a Major Power. This income will often increase over time, especially as other nations become more militant, spurring them to spend more on defense. Wartime income is the full value of all the land zones a nation owns. Most nations also get bonus income for meeting certain conditions. The process of coming to war is represented by nations gearing up their military spending and production in response to the increasing belligerence of the Axis and other powers. Players will notice these income increases take place immediately, and thus it could be that during another player's turn their actions trigger an income increase that allows that player to impact a later portion of the same turn. For example, the US increasing their income based on Japanese aggression might allow them to close the Panama Canal to Japan.

5. Lend-lease: The term "lend-lease" was historically based on the American Lend-Lease Act but in this game we are using it more liberally to represent all aid nations give each other through the "lend-lease" rule system. Lend-lease is intended to promote player cooperation and friction. It might be obvious that the USA can't help the USSR in 1941 but with lend-lease the Soviets know the USA could at least send some money (or better yet armor) and the French know they could get *something* to further their aims. It becomes pretty clear in a game who your friends are. If the USA isn't sending some help to the USSR, the USSR might not be willing to put pressure on Japan from the East. Lend-lease also allows nations to push arms to support minors at war such as in Spain. The mandatory route is the "shortest" both to prevent the player from tracing a wild route all over the globe but also to allow interdiction by submarines. Lend-lease really represents sending *materiel* – so lending an infantry unit by the US to the Soviet Union would really represent arms and war material with the Soviets supplying the personnel. If you are delivering lend-lease at the end of the turn you're going to want to make sure you spend your turn making this happen. That means clearing out enemy submarines from your routes, keeping blockades off critical ports, making sure important straits remain open, and repairing any damaged railways or bases you'll need to complete your supply path.

6. Supply Path: A Supply Path is a very important concept. Players will find it increases the importance of Major Ports and railways and is important in many expansions and advanced rules as well.

Remember that a *lend-lease* supply path is different than a regular supply path.

7. Railroads: Railroads in our latest version have been divided between standard (1,435mm) and broad gauge (1,520mm). In reality, a number of different gauges were present throughout the world, including various narrow gauge and trunk railways. The inclusion of this rule was meant to reflect the very real difficulties Germany had in having to switch rolling stock and engines when moving from European to Soviet rails.

8. Straits: Straits are easily controlled by minefields, small craft and coastal guns. The presence of a strait implies the ease at which nations can regulate passage and they are presumed to have inherent defenses.

The *Danish Straits* consist of three narrow channels connecting the North Sea to the Baltic. Allied warships are prohibited from entering here prior to the war as this action would have provoked not only the Germans (which the Allies were reticent to do) but also the Soviets. Furthermore, a German capture of Denmark would have left the fleet trapped with no friendly port access. The controlling depth of the channels (10 meters) and icing conditions made the Baltic unappealing. Britain operated submarines in the Baltic against Swedish ore shipments to Germany.

The *Strait of Gibraltar* is an 8.9-mile gap that separates the Mediterranean from the Atlantic Ocean. It along with the Suez canal were vital for protecting British supply lines. The British base here on the southern tip of the Spanish mainland had a protected harbor and was heavily fortified.

9. Canals: Numerous canals exist in the game

The *Baltic-White Sea Canal*: The Baltic-White Sea Canal was a shallow draft 227km canal and lake route between Leningrad and the White Sea. Too shallow for warships, the canal was only 3.5 meters deep, but submarines could be barged up through the route to the White Sea. The canal was built by prisoners, many of whom died in the process. The canal opened in August 1933. The canal was originally known as the Stalin-White Sea Canal. Its use by Germany was part of the Molotov-Ribbentrop Pact.

The *St. Lawrence Seaway & Great Lakes Canal System:* The Great Lakes consist of 2,340 miles of interconnected lakes and canals connected to the ocean via the St. Lawrence Seaway. During World War II the lakes were important for the shipment of iron ore, grain and limestone. 90% of U.S. iron ore came from the region and was shipped via the lakes. Shipyards on the Great Lakes constructed submarines, LCTs, barges and other ships used in the war. Icing conditions prohibited winter use from December to April. The canals around the Lachine, Soulanges and International Rapids on the St. Lawrence river limited ships to a maximum length of 259 feet and 14 feet of draft. The Rush-Bagot Agreement of 1817 prohibited the construction of warships on the Great Lakes, a provision that was only suspended in time of war.

The Kaiser-Wilhelm Canal: The Kaiser-Wilhelm Canal is a 61-mile long waterway connecting the North Sea with the Baltic. Prior to World War I the canal was widened to accommodate Dreadnaught sized ships. German ships could make the transit through this canal in sixteen hours instead of the much longer and more dangerous route through the Danish straits.

The Panama Canal: The Panama Canal was of major strategic importance to the United States. The US held a 533 square mile canal zone, which it protected with fortifications and a garrison of 13,500 men (1939 strength). Ground defenses included chemical smoke generators, anti-aircraft guns, a long-range radar covering each coast, as well as 634 search lights, 30 aircraft warning stations and 11 16-inch coastal batteries.

Turkish Straits These straits flow between the Mediterranean and Aegean Sea. The narrow Bosporus, being only 700 meters at its narrowest, makes it more of a canal than strait for game purposes. The Montreux Convention of 1936 allowed Turkey to deny passage to belligerent ships, which it did.

10. Burma Road: The 717-mile Burma road was completed by the British in 1938 to open a supply route between Burma and Yunnan in southern China. The Burma Road in the game, as in real life, was vital to Chinese survival. Once Japan secures Shanghai, Nanking, Peking and Hong Kong (location of Chinese/British Ports) the only way to lend-lease to China is to access the port in Burma and then move the lend-lease via the Burma road. Note that the only way for land units to move across the Burma road is via "strategic rail movement". The Burma road is not actually a railroad but can be treated as such for this purpose and for lend-lease.

11. Northern Sea Route: German use of the Northern Sea Route was a provision of the Molotov-Ribbentrop Pact. Navigation of the route required the assistance of Soviet icebreakers, reconnaissance aircraft, radio, weather stations and aids to navigation which is why the limited total number of ships is one and other nations are not allowed to use it without Soviet permission. Germans used this passage to send a Merchant-Raider into the Pacific. No other nations may use this without permission of the USSR.

12. Channel Ports: The Channel Ports, shown in red on the map, represent strategically important ports in Belgium and Picardy (Le Havre, Dunkirk, Calais, Boulogne, Dieppe, Ostende and Zeebrugge).

13. Narrow Crossings: Narrow crossings represent areas where military forces can make easy crossings by small craft. Thus, in designing the map we only included areas where we felt there was significant infrastructure to support this. This is why you will find – for instance - crossings in the English Channel but not between the islands of the Netherlands East Indies.

14. Maginot Line: The Maginot Line was a series of fortifications constructed by the French after World War I to prevent a German invasion. The line was composed of an intricate network of ouvrages (forts), casemates, observation posts, and supply depots. Ultimately the Germans attacked mostly North of the line, through Belgium.

15. Himalayan Air Hump: After the closure of the Burma road the Allies flew supplies into China over the eastern Himalayas (aka "the hump"). The area was subject to extreme winds, turbulence, and icing conditions. The airlift provided some 650,000 tons of materiel to the embattled Chinese. 594 aircraft were lost in process.

16. Variable Die Roll End: The variable ending die roll has changed since the last version. The die is now a D12 instead of a D6. Given that Paris is usually enemy-occupied by 1944 that gives a 16% chance for an end in July 1944, a cumulative 25% chance for an early ending in January 1945, and a good 64% chance to end by July of 45. That means that 36% of games (with Paris captured) will go on to January of 46 with a 40% chance of ending each turn thereafter.

The variable game end is intended to keep people from gaming victory conditions by making last minute territory grabs or rash actions. It can also bring the game to a quicker end if one side is able to grab a major power capital or two. Thus, the rule favors the Axis if it can hold Paris and puts a little bit of pressure on the Allies to dislodge them. If Germany can grab and hold another capital that puts it in a pretty good position. Keep in mind that Nanking is not a Major Power capital, so you can't count that towards variable end.

17. Optional Rules & Expansions: There are a lot of optional rules and expansions for Global War 1936-1945. While these add more historical flavor and detail, they also make the game longer. Some expansions provide benefit to only one power, while some distribute advantages more equally. Some expansions have some balance provisions and others do not. One way to select expansions might be to allow each *Alliance* to select an equal number of expansions so that each side benefits in a more universal way. There are some expansions I would consider to be **core** expansions that seem to add the most historical flavor and balance: Partisans I, Commanders I, and the Spanish Civil War.

18. National Victory Objectives: While *Alliances* win based on their total victory conditions, nations in World War II had their own national self-interest. Thus, while not all nations have the same number of Victory Objectives, we encourage competition among all nations in pursuit of their objectives. This is why several methods of scoring are provided. Methods based on scoring by nation are not necessarily *fair* as some nations have more VCs than others but it does provide historical flavor. It is the intent to get nations to compete – such as the competing demand of Britain to provide lend-lease to France or consider their own Empire! Some nations that are powerful have more extensive victory requirements (like the USA) while Italy, for example, has comparatively easier victory objectives.

19. Monroe Doctrine: The U.S. Monroe Doctrine was a policy in effect since 1823 to oppose foreign colonization of the Americas. This rule was modified for the latest edition to stop players from piling up warships and transports in the pre-war turns which would be a clear violation of American neutrality. Older versions of the rules allowed some gamesmanship of the rule where the USSR would "declare war" on Brazil, the USA would move to full income, Align Brazil and then the the Soviet's and USA would "forget" about their war and pounce on Germany. This is no longer possible.

20. Heavy Armor: Heavy Armor is intended to represent later war tanks that were far superior to earlier versions. Tanks like the Tiger II, IS-2, and M-26 Pershing would be considered heavy armor. You will notice that Germany has a better version of the base heavy armor unit which we call the Tiger IE, although in theory it would represent a variety of good German late-war armor.

21. Advanced Submarines: To be clear here, the difference between operating a regular submarine and an Advanced Submarine is the Advanced Submarine in addition to its other bonuses can only be *Attacked* by aircraft that are on Maritime Air Patrol. While early war submarines spent most of their time on the surface, submerging only for combat or raiding, later war versions were capable of spending more extended time beneath the waves.

22. Advanced ASW: Advanced ASW is intended to represent the arming of merchantmen with a variety of anti-submarine devices. Such devices might include deck guns, anti-aircraft guns (vs. raiding aircraft) and catapult-launched aircraft. This technology also represents improved intelligence and convoy tactics.

23. Strategic Rockets: While Advanced Artillery is intended to encompass battlefield rocket systems such as the Katyusha, Nebelwerfer, Calliope and others the strategic rocket technology represents long range rockets such as the German V-1 and V-2. Such rockets would be designed for attacks against enemy facilities.

24. Radar: From 1943 on Radar was instrumental in the number of U-boat kills

25. Heavy Battleship: During the war many nations conceived of truly massive battleships. The Japanese built the 68,000 ton Yamato and had plans for "Super Yamato" style ships up to 70,000 tons with 20-inch guns. Germany envisioned H-class battleships ranging up to 130,000 tons while the USA planned but never built the 63,000 ton Montana-class ships.

26. Heavy Carrier: By the end of World War II the largest carriers were 30,000 tons and carrying upwards of 100 aircraft.

27. Maritime Air Patrol: Maritime Air Patrol is a core component for aircraft in Global War. The limited range of an aircraft on MAP reflects that they are patrolling in circles - this range limit prevents aircraft from flying out in regular movement 2 or 3 zones into the Atlantic to find a submarine or ship. In short, the range of 1 represents that they would have to fly continuous air missions to find a submarine, not fly 1000 miles to drop a bomb on a fixed target.

28. Escorting & Raiding: You will notice that the cost of submarines is low (6 IPP) and their combat effectiveness is lower than previous games of this type. Submarines are suited for raiding and although they average only a two-point IPP loss per turn, they can do up to seven damages (when you roll a "6"

and your opponent rolls a "1," a 1:36 chance) and this creates a definite need to counter the threat. The use of escorts also requires Britain to spread out their surface warships for escort duty rather than concentrate them. Note also that all the line values do not necessarily represent all overseas income received by a nation. The value is abstracted based on a number of factors. The amount Britain stands to lose is actually greater than the value of its possessions making it imperative the British player protect itself.

29. Screening Forces: Rules were added to this edition to stop the strategy of using a single ship to block the progress of a large fleet. Screening rules are combined to describe both the process of dividing fleets for movement and for amphibious assaults.

30. Blitz: The blitz rules have undergone some changes. You will notice that fighter and tactical bombers now *pair* with armor to participate in the blitz, instead of being able to follow a blitz in an unlimited number. Thus the number of armor you have will determine the number of other units that can pair with them to follow the blitz. Mechanized infantry, and SP Artillery can pair with armor to follow a blitz, but you will notice other units with a move of 2 (e.g. tank destroyers, motorized, cavalry) do not. The logic behind this is that blitzing armor is moving ahead of other supporting units and can do so only by virtue of being armored and immune to small arms fire.

31. Treatment of Surface Combat & Surface Raiders: Warships were used as convoy raiders, often preying on single vessels or unarmed convoys. Their effectiveness is at 50% (i.e. they have a +0 opposed raiding modifier) and they cannot attack zones with escorts as such ships operated usually alone instead of in groups. Where there is both regular naval combat and convoy-raiding in the same zone we allow ships on escort duty to participate in <u>both</u>, assuming that in the midst of a naval battle convoys would be temporarily suspended or re-routed and all surface combatants in the area would be repurposed for the battle.

32. Mine Warfare: Mine warfare has less of a success (again, 50% with a +0 modifier) however it also does not put ships or submarines at risk of being hit.

33. Convoy Raiding Aircraft: Aircraft could be effective convoy raiders. The German FW Condor was a long-range medium bomber equipped with torpedoes and its range allowed significant disruption into the Atlantic. The U.S. PBY-5A Catalina and Japanese H6K Mavis preyed on convoys in the Pacific.

33. Seaplanes: Seaplanes in our game represent long-range maritime patrol aircraft such as the PBY-5A, H6K Mavis, and Short-Sunderland S.25. Although these were designed to land on water, they must land in land zones as presumably they are landing in harbors or other protected waters. They represent an important addition to the game that should be noted here: Their ability to help the US and Britain close the air gap in the Atlantic.

34. Fast Battleships: The term *fast* battleships informally describes iteration in battleship design to increase speed without sacrificing gunnery or armor. As the 20th century progressed, speed was needed so that battleships could keep up with carriers and other fleet ships.

35. Coastal Defense Ships: Coastal Defense Ships (aka Coastal Battleships) were built up until 1920 and were characterized by having heavy guns and armor, and low speed. Several remaining vessels saw action in World War II. In all about 18 coastal defense ships were operating worldwide at the start of the war, most in the 3000-7000-ton range. Most of these were operated by minor nations with the largest concentration of them sailing in the Baltic.

36. Battlecruisers: Battlecruisers were built in the first half of the 20th century. They were typically built with slightly lighter armor and guns than Battleships but were longer and built for speed such that they could outrun bigger ships and chase down smaller ones. By the end of World War I battleships were becoming more heavily armored and battleships were getting faster which blurred the line between what would be termed a fast battleship and a

battlecruiser. Tonnage limits of the WA Naval Treaty meant that few ships of this type were built after 1922. In this game, the distinction between what we term a Battlecruiser and a Fast Battleship is that the Battleship is a "capital" ship, as defined in the rules and thus requires two hits to kill (3 for a heavy) and a Battlecruiser is not a capital ship and sinks on its first hit. A Battlecruiser in this rule set represents a variety of different types of larger Cruisers built on the eve of the war such as the Dutch 1047 Class (27,988 long tons), and US Alaska Class (29,771 long tons).

37. Light Cruisers: The Washington Naval Treaty of 1922 set tonnage limits on ships over 10,000 tons, leading many nations to build these ships. Generally, the Light Cruiser was defined as having guns of or less than 155mm (6.1 inches). Examples include the Japanese Mogami-class or U.S. Brooklyn Class cruiser.

38. Torpedo Boat Destroyers: Torpedo Boat Destroyers (TBDs) represent small craft, generally less than 1,000 tons. Their original role was to destroy enemy torpedo boats that posed a threat to larger ships but as the 20th century progressed they were pressed into services as scouts, minelayers and escorts. We do not allow players to build these because they are far too easy to use as fodder.

39. Coastal Submarines: There was a lot of debate about coastal submarines in our play test group. Coastal Submarines represent holdovers from previous eras that were still in the arsenals of some navies. The coastal submarine's abysmal move of "1"is less representative of its speed than its extremely small torpedo load out and limited range, as over the six month period that comprises a turn the Coastal Sub would need to return to base many times. We did not allow players to purchase coastal subs even though some were built during the war because they make incredibly easy naval fodder.

40. Ports and Bases: Major Ports were formerly called naval bases in prior rule sets and expansions. As you can see we have added a lot of things. We added Minor Ports, Minor Shipyards as well as dockyards that can be used for repair. We tried to make ports and bases more strategic with the addition of strategic naval movement, as well as simplified the repair costs.

41. Abyssinia: Although Abyssinia is worth 0 IPP, it is scorable as an Italian victory objective, which why it is worth Italy's trouble.

42. China: You will note the rules refer in several places to "China" in different ways, which can be confusing. There are three separate "Chinese" factions – the KMT (Nationalist Chinese), the CCP (Communist Chinese) and warlords.The collective "China" is defined as all of those areas. Additionally, both the CCP and KMT consider certain areas to be "theirs" (Home Country) – namely the land zones of Manchuria, Hong Kong and the island of Formosa.

Finally, the rules refer to "Continental China" which is all starting KMT, CCP and Warlord land zones excluding Hainan.

43. Molotov-Ribbentrop Pact: We used the initial language of the pact which can be found translated online: http://www.lituanus.org/1989/89_1_03. htm. We have also translated this into a signable document on our website for added flavor. (Note that Viipuri has changed to Karjala).

44. Vichy France: When France surrendered in the spring of 1940, Germany allowed France to create a smaller nation (the "French State) with its capital in Vichy, France.

45. Strategic Naval Movement: This rule was suggested to eliminate the unrealistic time it takes naval ships or aircraft to move long distances. This rule also makes ports much more strategically important which we feel is realistic. In this way strategic "rail" use is simply a use of a nation's total logistics assets.

Appendix C: Optional Rules Checklist

	Rule	Quick Summary
1.8	Mountains	Mountain rules & mountain infantry
1.9	Deserts	Desert rules in effect
1.10	Jungle	Jungle terrain rules in effect
1.11	Marsh	Marsh terrain rules in effect
1.12	Rivers	River rules in effect
1.15	Combat Move in Canal	Ships can't combat move through neutral canals.
1.23	Himalayan Air Hump	Aircraft crossing Himalayas crash 11-12 on D12.
2.1	Variable Game End	Game ends on dice roll starting July 1944
3.4	Nation-Specific Victory	Nations score specific conditions instead of just victory cities.
7.3	Damaging Facilities under Construction	Facilities under construction can be strategically bombed
9.4	Carrier Aircraft Retreat	Aircraft on carriers must retreat if carrier sinks, 1 space.
9.7	Screening Forces	Naval forces can be divided into moving and fighting forces
9.12	Surface Raiding Ships	Ships can engage in convoy raiding with +0 modifer
9.13	Mine Warfare	Ships can use mines with +0 modifer and are not subject to escort fire.
9.14	Convoy Raiding Aircraft	Aircraft can engage in convoy raiding.
10.2`	Reinforcement of Captured Bases	Units can non-combat move into captured naval and air bases.
10.5	Rail Gauge	Units stop moving when they change gauges
11.2	Motorized Upgrade	Infantry can be upgraded to motorized for 1 IPP
13.3	Chinese Victory	Chinese factions can expand their options once they win the civil war.
15.2	Suez Reroute	Mediterranean IPPs are not radiable if Suez is closed.
15.3	Advanced Carrier Rules	Aircraft must return to carrier each turn.
15.4	Slovakian Resistance	Slovokians can fight against German annex
15.5	Alternate Capital Ship Damage	It costs IPP to repair Capital Ships
15.6	Forcing a Strait	Strait can be forced but ships subject to attack.
15.7	Advanced Escort	Restricts Battleships, Coastal Defense and Battle Cruiser from Escort Duty
15.8	Ships Under Construction	Requires players to specify shipyard for construction
15.9	Early War Fighters	Fighters are 4/4 until July 1940.
15.10	Strategic Naval Moves	Limited number of ships get longer non-combt ranges
15.11	Strategic Bombing of Rivers and Canals	Allows players to bomb these.
15.12	Italian and French players	Assigns more control of minors to these nations.

Appendix D: Expansion Checklist

	Expansion
	Alaskan Warriors
	American Minorities at War
	Atlantis Rises Again
	B-29 Going Nuclear
	Battle for the Atlantic
	Canada at War
	China at War
	Command and Conquer (Commanders)
	Croatia at War
	Colonials
	Deutsche Afrika Corps
	Diplomacy
	East vs West
	Elite Fighter Squadrons
	Elite of the Third Reich
	Elite of the Soviet Union
	Fall of the Reich
	Fighting Railways
	German Operations
	Gruppe Monsun : U-boats in the Far East
	Latin America at War
	Manchukuo – Puppets of the Empire
	Netherlands Fights Back
	Neuschwabenland: The New Berlin
	Oil Wars
	Operation Sealion
	Ordnance 1 : German & US
	Ordnance 2 : Japanese & British
	Ordnance 3 : Chemical and Biological Weapons
	Partisans
	Plan Z
	River Monitors
	Russian Super Weapons
	Secret Submarine Bases
	Spanish Civil War
	Special Operations
	The Amerika Bombers
	Turkey at War
	U.S. War Plans
	Winter War
	Zombie Apocalypse