

# ABANDONED MONITORING STATION

## House Rules & Reference Guide

### Version: Ω3.1

*For*

## AXIS & ALLIES 1940 GLOBAL

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## ***Design Philosophy***

The intent of the AMS House Rules is to make Axis & Allies 1940 Global—the best strategy board game on Earth—that much closer to perfect. Repeated experience of players both at the AMS and elsewhere is that OOB rules give the Axis too much of an advantage, especially when using a P1 attack and the standard number of victory cities. Our tweaks are meant to balance odds for both sides, while adding a few more strategic and tactical options—just enough to create fun new possibilities without altering the overall structure and flow of the game. It is our homage to the game and our contribution to its devoted community.<sup>1</sup> Familiarity with the game is presumed. This book is a reference guide, not a learning tool. “E”/“P” citations are to the Europe and Pacific rulebooks in the event any ambiguities need clarification.

### ***Quick Summary: What's New in These Rules Compared to OOB Rules***

- *Victory Conditions* – Victory measured by tokens, not victory cities. Unlike other popular house rules, tokens may be lost.
- *Tech R&D* – Tech rolls are earned by winning victory tokens. Tech charts are revised.
- *Facilities* – Pillboxes, radar stations, air strips.
- *Unit Abilities* – Paratroopers, wolf packs, modified bombing raids.
- *National Objectives* – Additional/tweaked opportunities to earn income
- *Chinese Partisan Rule (Optional)* – Chinese units appear in non-occupied conquered territories
- *Factories* – Four types instead of two. New conditions for upgrading certain factories.
- *Political Exile* – When London falls, the UK capitol moves to Ottawa.
- *Initial Setup* – Slightly modified, in part to reflect new factories

### ***What's New in Latest Versions***

- Ω3.1 (March 2021) – Nerf Russia bonus; timing of check for victory; highlight house rules
- Ω3.0 (June 2019) – Bombardments for airborne assaults; various clarifications and typo fixes; reduce UK bonus for Med islands; add London bonus; revise India victory condition; change Ottawa to minor factory; limit what minors can build; moving Japanese destroyer from SZ33 to SZ6 to nerf J1 attack on ANZAC
- Ω2.4 (June 2018) – Minor tweaks based on playtest
- Ω2.3 (June 2018) – Added air strips; altered Middle East bonuses; made factory upgrades optional
- Ω2.2 (December 2017) – Stylistic & organizational refresh. Added content from online rules FAQs.
- Ω2.1 – Reduced production capacity and cost of military bases

### ***On-Deck Rules Considerations***

- Scuttling own facilities, either by spending IPCs or attacking

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### **Order of Play**

- |            |                  |           |
|------------|------------------|-----------|
| 1. Germany | 4. United States | 7. Italy  |
| 2. USSR    | 5. China         | 8. ANZAC  |
| 3. Japan   | 6. UK            | 9. France |

### **Turn Sequence (E12):**

1. Purchase and Repair Units/Facilities
  - a. Order units
  - b. Pay for units and repair damaged capital ships and facilities
  - c. Place units in mobilization zone
2. Combat Move (powers at war only)
  - a. Declare combat movements, including amphibious assaults and strategic bombing raids, including escorts
  - b. Defenders declare units that will scramble or intercept
3. Conduct Combat (powers at war only)
  - a. Perform strategic and tactical bombing raids
  - b. General Combat exceptions
    - i. If there is a sea combat in a territory containing a kamikaze symbols, all kamikaze attacks occur before general combat
    - ii. If sea combat involving subs and no enemy destroyers, then subs perform surprise strikes and/or submerge before general combat in that sea zone; this step repeats each round of combat if conditions exist
    - iii. If combat involves air units attacking a territory with a AAA unit, then AAA defense occurs before general combat in that territory; AAA units fire only on the first turn of combat
    - iv. Amphibious assaults from a hostile sea zone requires that the sea zone be cleared before proceeding with the land combat; clearing the sea zone is a condition precedent to landing any seaborne units, but any overland units must engage in at least one round of general combat
  - c. General combat
4. Noncombat Move
5. Mobilize New Units
6. Collect Income
  - a. Determine amount of IPCs to collect
  - b. Add bonuses for national objectives
  - c. Subtract convey losses

## Global Political Situation and DOW Rules

Germany: Starts at war with France, UK and ANZAC. P36. May DOW on US, USSR or China at start of Combat Move phase any turn. P36. DOW against 1 of these doesn't affect relationship with others. J.36.

Japan: Starts at war with China. P37. May DOW on any Ally any turn. P37. DOW against UK or ANZAC is a DOW against both. P37. Attack on Dutch territories is DOW on UK/ANZAC. P37. Unprovoked DOW on UK/ANZAC allows US to make DOW on any other Axis power. P37. DOW on France or USSR does not impact relations with US. P37. Moving any Allied unit into China is DOW on Japan. P37. When not at war with the US, Japan may not end the movement of its sea units within 2 sea zones of the US's mainland territories. P37. Mongolia rules in effect. P39. When not at war with Russia, Japan may not move its units into any originally Russian territory controlled by European Axis.

Italy: Starts at with France, UK and ANZAC. P38. May DOW on US, USSR or China at beginning of Combat Move phase of any turn. P38. DOW against 1 of these doesn't affect relationship with others. J.38.

USSR: Starts as neutral power. P35. Neutral restrictions apply separately on each board. P36. May not DOW on any European Axis power until turn 4, unless a European Axis power DOW on it first or London is captured. P36. May DOW on Japan on any turn. P36. Mongolia rules in effect. P39. When not at war with Japan, Russia may not move its units into any non-Russian Allied territory in Asia, other than Syria, Trans-Jordan, Iraq, Persia, Northwest Persia, and East Persia.

United States: Starts as neutral power. P35. May not DOW on any Axis player until the Collect Income phase of its turn 3, unless an Axis power makes a DOW against US, Axis player captures London, Axis player captures any territory in North America, or Japan makes an unprovoked DOW against UK/ANZAC. P37. While not at war with Japan, the US may not move any units into or through China and may not end the movement of its sea units that are adjacent to Japan-controlled territories. P37. While not at war with Germany or Italy, US may end the movement of its sea units on the Europe board only in sea zones that are adjacent to US territories, except that US warships (not transports) may also move into SZ102. P37. When not at war, US may not move units into territories or onto ships belonging to another power or use another power's naval bases, and other powers may not move its units into US territories or onto US ships or use US naval bases. P14.

UK: Starts at war with Germany and Italy. P38. Can DOW on Japan on any turn, but a DOW against Japan means the US won't get brought into the war if Japan makes a DOW in return. P38. When not at war with Japan, may not move into or through China. P38. This includes air units. (Pacific 1940 2ed. FAQ.) May move land units into Dutch territories as a non-combat move to take control and collect IPCs. P38. Attack on Dutch is a DOW against UK. P38. Once a Dutch territory has been captured by an Axis power, any power may take control of it and claim the IPC value. P38. **Political Exile**: In the event that UK Europe loses control of London, Ottawa will become the new capitol of UK Europe for the remainder of the game. Although all IPCs will be handed to the enemy, UK Europe may continue to collect for territories still under their control on subsequent turns provided that Ottawa is not also occupied by an Axis power.

CHINA: Starts at war with Japan. P38. Cannot DOW against a European Axis power unless they do first or they move a unit into any territory China is allowed to occupy. P38. **Chinese Partisan Rule (OPTIONAL)**: At the start of China's turn, a Chinese infantry is spawned in each non-coastal Chinese territory under Axis control

that does not have at least 1 Axis land unit in it. These “guerrillas” engage in combat wherever they are spawned and may not be moved until China's next turn.

ANZAC: Starts at war with Germany and Italy. P39. May DOW on Japan on any turn, resulting in war between Japan and UK and ANZAC. P39. Also removes the trigger for Japan bringing the US into the war by making a DOW. P39. When not at war with Japan, may not move into or through China. P39. May move land units into Dutch territories as a non-combat move to take control and collect IPCs. P39. Attack on Dutch is a DOW against ANZAC. P39. Once a Dutch territory has been captured by Axis, any power may take control of it and claim the IPC value. P38.

FRANCE: Starts at war with Germany and Italy. Can make a DOW against Japan on any turn. P39.

### **National Objective Bonuses**

#### **Germany**

At War With	Condition	Bonus
n/a	Not at War with USSR	5
USSR	Control Novgorod / Leningrad	5
USSR	Control Volgograd / Stalingrad	5
USSR	Control Russia / Moscow	5
UK	1 land unit in Axis-controlled Egypt	3
UK	Control London	3
UK	Germany controls Iraq	2
UK	Germany controls Persia	2
UK	Germany controls Northwest Persia	2
n/a	Each German-controlled territory in Western Hemisphere	2

#### **Japan (P37):**

At War With	Condition	Bonus
n/a	Not at war with US, has not attacked French Indo-China, and has not made an unprovoked DOW against UK/ANZAC	10
UK	Axis control Sumatra, Java, Borneo, and Celebes	5
UK	Control India	5
ANZAC	Control New South Wales	5
US	Control Hawaii	5
US	Control Western US	5
US	Axis controls Dutch New Guinea, New Guinea, New Britain and Solomon Islands	3
US	Axis controls Midway, Wake Island, Guam	3
n/a	Japan controls all Chinese territories	6
US	Japan controls Alaska	2

#### **Italy (P38):**

At War With	Condition	Bonus
n/a	Axis controls 3 of Gibraltar, Southern France, Greece, & Egypt	5
n/a	No Allied surface war ships in the Mediterranean	3
n/a	Axis control Morocco, Algeria, Tunisia, Libya, Tobruk, and Alexandria	5
n/a	Italy controls Iraq	2
n/a	Italy controls Persia	2

n/a	Italy controls Northwest Persia	2
n/a	Axis controls Malta, Cyprus, and Crete and Italy has 1 unit in any of these territories	2
n/a	Each territory Italy controls in Western Hemisphere	2

#### USSR (P36):

At War With	Condition	Bonus
anyone	No non-USSR Allied units in original USSR territories	3
European Axis	Each original German, Italian, or pro-Axis neutral territory in Europe USSR controls	2
European Axis / Both	Each Lend-Lease lane that is "open" (i.e., the specified Sea Zone has no enemy warships and the specified territory is Allied controlled): (1) sz 125 and Archangel; and (2) sz 5 and Amur	2 / 4
Germany	First time USSR controls Germany	10

#### US (P37):

At war with	Condition	Bonus
Anyone	Controls Eastern US, Central US and Western US	10
Anyone	Controls Alaska, Aleutian Islands, Hawaii, Johnston Island, and Line Island	5
Anyone	Controls Mexico, South Eastern Mexico, Central America and West Indies	2
Anyone	Controls Philippines	5
Anyone	Allies control Midway, Wake Island, Guam	2
Anyone	Allies control Marshall Islands, Caroline Islands, Palau Island, Marianas	3
Anyone	Allies control at least 2 of: Normandy Bordeaux, Holland Belgium, Southern France, and US has at least one land unit in any of these territories	5
Anyone	Allies control Morocco, Algeria, and Tunisia; US has 1 land unit in any of these	3

#### UK Europe (P38):

At war with	Condition	Bonus
n/a	UK controls all of its original territories in its European economy	3
n/a	Allies control at least 2 of: Sicily, Sardinia, Greece, Southern Italy, and Allies have at least 1 land unit in any of these territories	3
n/a	No enemy submarines in the Atlantic, excluding szs 125-127	3
n/a	Malta, Crete, and Cyprus are Allied or Pro-Allied controlled	2
n/a	Allies control Eastern Persian, Northwest Persia, Persia, and Iraq	5

#### UK Pacific

At war with	Condition	Bonus
Japan	UK controls Kwangtung and Malaya	5
Japan	UK controls West India and either Egypt or South Africa, and there are no enemy submarines in the western half of the Indian Ocean (sz71-sz81)	3

<b>China (P38):</b> Burma Road is totally open	3/build artillery
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#### ANZAC (P39):

At war with	Condition	Bonus
Japan	Allies control Malaya and ANZAC controls all original territories	5
Japan	Allies (not Dutch) control Dutch New Guinea, New Britain, and the Solomon Islands	3
Japan	Allies control Gilbert Islands, Fiji, and Samoa	3

<b>France (P39)</b> First time France is liberated by Allies	Place 12 IPCs worth of units in France
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### **Victory Objectives, Victory Tokens, and R&D**

A player earns a victory token by satisfying a victory objective, but will lose the victory token if it no longer satisfies the conditions necessary to receive the token. The Axis or the Allies will win the game by controlling, at end of end of any player's turn, (i) at least four victory tokens; and (ii) at least two more victory tokens than the other side.

#### **New Research & Development Rule:**

Research rolls are no longer used to develop breakthroughs, instead, nations are awarded development rolls when they receive a victory token. Research rolls are awarded immediately upon receipt of the victory token and take effect during the Mobilize New Units phase of that player's current turn. Breakthroughs are not lost if that player subsequently loses the victory token. But they are awarded only the first time a victory token is claimed, regardless of which party claims the token. Breakthroughs gained by either UK economy are shared by both.

#### **Victory objectives:**

##### Axis Powers

<u>Objective</u>	<u>Nation That Gets Tech</u>	<u>Tech Chart</u>
Control Moscow	Nation taking control	1
Control Calcutta and West India	Nation taking control	1
Axis control 6 victory cities on Pacific map	Nation controlling most	Either
Axis control 7 victory cities on Europe map	Nation controlling most	Either
Control London	Nation taking control	2
Control Sydney	Nation taking control	2
No Allied warships in Atlantic or Mediterranean	Germany	2
No US surface warships in Pacific	Japan	2

##### Allied Powers

<u>Objective</u>	<u>Nation That Gets Tech</u>	<u>Tech Chart</u>
Control Berlin	Nation taking control	1
Control all non-neutral territories in Africa	UK	1
Liberate Paris	Nation liberating	1
Control the Burma road, Hong Kong, and Shanghai	UK	1
Control Rome	Nation taking control	2
Control Tokyo	Nation taking control	2
No Japanese Capital ships on the board	US	2
Control Iwo Jima, Okinawa, Marianas Islands, Palau, Caroline Islands, and Marshall Islands	US	2

## **R&D Breakthrough Charts**

### **Tech Chart 1 (Land/Industrial Tech):**

Dice Roll	Technology	Effect
1.	Heavy Artillery	All artillery now support up to 2 attacking infantry and/or mech infantry
2.	Rockets	Each operational airbase may launch one rocket at an enemy facility up to 4 spaces away. Roll 2 dice for each rocket using the die with the highest result to damage the target facility. Each operational airstrip may launch one rocket in the same manner, but only up to 3 spaces and roll one die. No rockets may be launched over neutral territory.
3.	Improved Production	The mobilization limits of all production facilities has now increased by 1. Also, 2 damage markers may now be removed for the price of 1
4.	Jet Fighters	All fighters now attack at 4 or less. Also, fighters now defend at +1 when escorting, or intercepting
5.	Propaganda	During the collect income phase, roll 2 dice and collect IPCs totaling the die with the highest result
6.	Blitz Tactics	Mech infantry now attack at 2 or less if paired with a tank or artillery, they may blitz without tanks, and they may tow 1 artillery each during non-combat movement

### **Tech Chart 2 (Sea/Air Tech):**

Dice Roll	Technology	Effect
1.	Super Submarines	All submarines now attack at +1
2.	Detection Radar	All AA artillery and built in AA guns on facilities now defend at +1
3.	Nautical Engineering	Battleships, Aircraft Carriers, and Cruisers are now 3 IPCs cheaper, and Destroyers, Subs, and Transports are now 1 IPC cheaper
4.	Long-Range Aircraft	Maximum movement range for all air units has now increased by 1
5.	Super Carrier Decks	All aircraft carriers may now carry up to 3 fighters and/or tactical bombers
6.	Heavy Bombers	When attacking during general combat or a SBR, roll 2 dice for each strategic bomber and select the best result



## Rules Glossary

### UNITS

**AAA (Antiaircraft artillery) (0/0/1, 5 IPC):** AAA units do not defend facilities; they have built in air defenses in the event of a strategic or tactical bombardment. E14/E29. AAA units defend territories and units. E29. Air units attacking a territory with a AAA unit will be fired upon, but this does not include territories that air units are merely flying over. E14/E29. AAA units may be moved only during noncombat move phase, never during combat move phase. E29. AAA units have no combat value, but can be used to take hits in combat. E29. AAA provide air defense. AAA fire only once, before the first round of combat. Each AAA unit in the territory may fire up to 3 shots, but each airplane can only be shot at once regardless of the number of AAA units in the territory. E29. AAA units hit on a "1" and any aircrafts hit are removed immediately and do not participate in combat. E29.

**Aircraft Carriers (0/2/2, 16 IPC):** Although carriers do not have an attack value, they can participate in attacks and take hits. E15. Carriers are capital ships. E31. Carriers can carry up to two of any combination of fighters or tactical bombers. E15/E31. Any fighters or tactical bombers on a carrier launch before the carrier moves and they move independent of the carrier. E15/E31. Guest aircrafts on a carrier belonging to a friendly power are treated as cargo and they do not participate in combat (they do in defense) and they are destroyed if the carrier is destroyed. E15. A damaged carrier cannot conduct air operations, so fighters and tactical bombers may not takeoff or land on a damaged carrier. E31. When an undamaged carrier is attacked, all aircraft aboard takeoff and defend. E31. When a damaged carrier is attacked, all aircraft aboard are considered cargo and may not defend. E31.

**Artillery (2/2/1, 4 IPC):** Supports infantry and mechanized infantry, each artillery unit may support either one infantry or one mechanized infantry. E28.

**Battleships (4/4/2, 20 IPC):** Battleships are capital ships and they may perform bombardments during amphibious assaults. E30.

**Capital Ships:** Aircraft carriers and battleships are capital ships. E31. They require two hits to sink. Damaged capital ships can be repaired at a naval base. E28/E31.

**Cruisers (3/3/2, 12 IPC):** May conduct bombardments during an amphibious assault. E32.

**Destroyers (2/2/2, 8 IPC):** Destroyers are anti-sub vessels and cancel the abilities of subs. Thus, when a destroyer is present, a sub cannot treat a hostile sea zone as friendly, may not submerge, and cannot fire a surprise shot. E31. Destroyers also permit air units to fire on subs, although subs may never fire on air units. E31. Destroyers belonging to friendly powers do not attack at the same time, so you cannot count the benefit of a non-controlled friendly destroyer when attacking; but, multinational forces defend together and are involved in the battle so they will counter the benefits of enemy attacking subs. E31.

**Fighters (3/4/4, 10 IPC):** Can land and takeoff from carriers and may be used as escorts and interceptors in bombing raids. E30. A tactical bomber may be combined with a fighter allowing the tactical bomber to attack on a "4." E30.

**Infantry (1/2/1, 3 IPC):** May be supported by artillery and receive a bonus of plus "1" to attack value; each artillery unit only supports one infantry. E28.

**Mechanized Infantry (1/2/2, 4 IPC):** May blitz when combined with a tank, each tank permits one mechanized infantry to blitz. May be supported by artillery and then attack on a "2", each artillery supports only one mechanized infantry. E28. They can move two territories without a tank. In fact, they can also move two territories in combat movement without a tank, as long as the first territory is friendly. They only need to be paired with a tank in order to perform a blitz movement, which involves moving through an unoccupied hostile territory during combat movement. (Pacific 1940 2 ed. FAQ.)

**Strategic Bomber (4/1/6, 12 IPC):** May engage in strategic bombing raids on production facilities, radar towers, pill boxes, air bases and naval bases. E30.

**Submarines (2/1/2, 6 IPC):** Have the following special abilities: submerge, surprise strike, on station, treat hostile sea zone as friendly, does not block enemy movement, cannot hit air units and cannot be hit by air units. E31.

Submerge: In a sea combat where no enemy destroyers are present, a player may choose to submerge all, some or none of his subs before general combat occurs. E19/E31. Attacking or defending submarines that submerge are removed from the battle strip and returned to the board. E19/E31. Decisions about whether to submerge or make a surprise attack are made before any dice are rolled; the attacker decides first and then the defender. E19/E31. As long as submarines remain, and there are no destroyers, the submerge/surprise attack step is repeated during each round of combat. E19/E31

Surprise strike: If there are no enemy destroyers present, any remaining attacking or defending submarines perform a surprise attack. Attacking submarines hit on a "2" or less when making a surprise attack, and defending subs hit on a "1" or less when making a surprise attack. E19/E31. Any casualties are removed immediately from the battle board and destroyed (capital ships still take two hits to sink); they may return fire during general combat. E19/E31. If an enemy destroyer is present, subs may not submerge or perform surprise attacks, but instead are involved in general combat in the sea battle. E19/E31. Decisions about whether to submerge or make a surprise attack are made before any dice are rolled; the attacker decides first and then the defender. E19/E31. As long as submarines remain, and there are no destroyers, the submerge/surprise attack step is repeated during each round of combat. E19/E31

On station: Submarines roll 2d6 in convoy zones, instead of 1d6.

Treat hostile sea zone as friendly: If no destroyers are present, subs can move through hostile sea zones without stopping. E15/E31. If a destroyer is present, then the sub must stop and combat will result. E15/E31.

Does not block enemy movement: Generally, submarines do not block enemy movement. E31. If there are only defending submarines and/or transports, the attacker can choose to ignore those units or conduct sea combat. E18. However, if the attacker is attempting an amphibious assault, a transport (or group of transports) cannot unload units from a sea zone containing ignored enemy subs, unless the transports are accompanied by a warship. E13/E16.

Cannot hit air units: Subs cannot ever hit air units. E19/E31.

Cannot be hit by air units: Air units cannot hit subs unless there is a destroyer present. E19/E31.

**Surface Warships:** Any sea unit other than a transports or a sub. E8/E31.

**Tactical Bomber (3/3/4, 11 IPC):** Can land and takeoff from carriers. E30. Tactical bombers may be combined with a fighter or a tank allowing the tactical bomber to attack on a "4." E30. Each tactical bomber can be

combined with only one fighter or tank. E29/E30. A tactical bomber may perform tactical bombing raids on **military bases, radar towers, pill boxes,** air bases and naval bases. E30.

**Tanks (3/3/2, 6 IPC):** Have the ability to blitz. E15/E29. When combined with a mechanized infantry, allows the mech to blitz also. E15/E29. Tanks can be combined with a tactical bomber allowing the tactical bomber to attack on a "4". Each tank can be combined with only one tactical bomber. E29.

**Transports (0/0/2, 7 IPC):** Transport can carry up either two infantry or one infantry and one of the following: tank, mech, or AAA unit. Units on a transport are cargo and do not participate in sea combat; if the transport is lost all cargo on it is lost also. E16/E33. Loading onto and/or off a transport counts as a land unit's entire move. E33. Whenever a transport offloads, it cannot move again. E33. A transport cannot offload into two territories from the same sea zone. E33. If a transport encounters hostile surface warships after it begins to move, its movement stops and sea combat occurs. E16. A transport cannot load units while in a hostile sea zone. E14. Transports can load cargo in any friendly sea zone along its route. E16. A transport cannot conduct an amphibious assault if a sea zone is hostile. E16. A transport (or group of transports) cannot make an amphibious assault from a sea zone containing ignored enemy subs, unless the transports are accompanied by a warship. E13/E16. Transports may be chosen as a casualty only if there are no other legal targets. E19/E33. Transports do not block enemy movements. E33.

**Warships:** Any sea unit other than transports. P37/E30.

## **FACILITIES**

**Air Strip (15 IPC):** Operative air strips give all air units taking off from the territory one extra movement point. E16/E28. Allows fighters and/or tactical bombers to scramble. E16/E28. Operative air strips permit Airborne Assaults. Each air strip may suffer up to 6 damage from bombing raids and it becomes inoperable if it suffers three or more damage. E28. Each territory may have only one air strip. E23. Each air strip has a built-in AA gun that defends against enemy bombing raids. E28.

**Air Base (22 IPC or may upgrade an existing air strip for 10 IPC):** Same as Air Strip except (1) gives +1 to the range of Airborne Assaults and (2) may suffer up to 10 damage from bombing raids and it becomes inoperable if it suffers five or more damage. E28.

**Naval Base (15 IPC):** Operative naval bases give all naval units beginning their movement a sea zone adjacent to the naval base one extra movement point. E16. Naval bases also repair capital ships. E28. Each naval base may suffer up to 6 damage from bombing raids and it becomes inoperable if it suffers three or more damage. E28. Each territory may have only one naval base. E23. Each naval base has a built-in AA gun that defends against enemy bombing raids. E28.

**Pill Boxes (4 IPC):** One operational pill box allows up to two infantry to defend against amphibious assaults at +1. No more than one pill box may be built in any territory. Maximum damage is 5; inoperable at 2 damage. May be damaged by both tactical and strategic bombers. Does not contain a built-in AA gun. May be placed in any controlled territory. Automatically destroyed if captured by enemy forces.

### Production Facilities.

	Industrial Complex	Major Factory	Minor Factory	Military Base
IPC Cost	30	20	15	9
Number of Units	10	5	3	2 infantry or 1 transport
Types of Units	All	All	All except capital ships & strat bombers	Infantry/Transport
Max Damage	20	10	6	6
Disabled at:	10	5	3	3
Bombed By	Strat	Strat	Strat	Strat/Tac
Built-in AA Gun	Yes	Yes	Yes	Yes
Territory Built In	Original 3+	Controlled 3+	Controlled 2+	Controlled
Build on Islands?	No	No	No	Yes

Additional rules for production facilities:

- May upgrade existing facility to next highest level for 10 IPCs. Must still meet build restrictions for the higher level facility.
- Capturing an enemy facility immediately downgrades it one level.
- A player liberating his/her own territory may choose whether to downgrade facilities there.

**Radar Towers (5 IPC):** One operational radar tower allows up to two fighters located in the same territory as the radar tower to intercept at +1; two operational radar towers in the same territory allows up to five fighters located in the same territory as the two radar towers to intercept at +1. No more than two radar towers may be built in any territory. Maximum damage is 6; inoperable at 2 damage. May be damaged by both tactical and strategic bombers. Contains a built-in AA gun for defense against SBRs (1 @ 1 per bomber). May be placed in any controlled territory containing a facility. May be captured by enemy forces, unless all facilities in the territory have been destroyed in which case the radar tower is also destroyed.

### COMBAT PHASE

**Airborne Assault:** During the combat movement phase, up to 2 infantry units positioned on each territory with an operational airstrip may attack hostile territories up to 2 spaces away (and up to 3 spaces away if there is an operational airbase). These paratrooper units are vulnerable to enemy AAA as if they were being transported on one air unit, and all airborne assaults must be supported by a ground attack and/or an amphibious assault.

**Air Units Movement:** Air units' movement in a complete turn is limited to its total move value, so it must reserve some of its movement during the Combat Move phase to be able to land during the Noncombat Move Phase. E14. Every unit must have a place to land, including on a carrier that will be built during the mobilize units phase. E14. You may not deliberately move an air unit out of range of a potential landing spot. E22/E29. However, all that is required is a "theoretical" landing spot, regardless of the odds, so long as the landing spot is not premised on a planned retreat of a carrier. E29/E30. Once a theoretical landing spot is demonstrated, you are not required to guarantee the landing spot as a result of combat, you can retreat carriers or take hits on carriers that have the impact of stranding air units. E30. However, during the Noncombat Move Phase and the Mobilization Phase, you must provide a landing place for as many air units as possible (i.e., you cannot noncombat move a carrier out of range in noncombat and thereby strand air units that otherwise could have

landed safely on the carrier). E30. If you cannot land an air unit in an eligible territory by the end of the Noncombat Movement Phase, the unit is destroyed. E22. Movement range is counted “after takeoff,” so you do not count the space where the air unit was at during the beginning of the turn. E29.

**Amphibious Assaults:** An amphibious assault occurs when you attack a territory with land units that are unloaded from a transport. E14. All amphibious assaults are declared during the Combat Move phase of the turn. E14. The sea zone from which the amphibious assault is launched may be either friendly or hostile, but if it is hostile then it must be made friendly before the amphibious assault occurs. E14. Making an amphibious assault is a combat move, regardless if there is combat; therefore, you cannot make an amphibious assault and then move the transport during the noncombat phase even if the unit has moves remaining. E14. Other units may move into the sea zone during combat, even if there are no enemy warships, if those units are defending against a potential scramble or making an offshore bombardment. E14. If an amphibious assault includes sea combat, including a scramble, air units participating in the assault must be declared as being involved in either the sea combat or the land combat before scramble is declared – in other words, you cannot keep your air unit options open. E14. Enemy subs and transports do not block any units of an opposing power, with one exception – a transport (or group of transports) cannot make an amphibious assault from a sea zone containing ignored enemy subs, unless the transports are accompanied by a warship. E13/E16. Any land units offloading from a single transport can only be offloaded into a single hostile territory. E18. Amphibious assaults can be joined with overland attacking units, but if the seaborne units (those being unloaded by transport) are destroyed or retreat as a result of a sea battle, then at least one round of land combat must still occur. E18. Attacking seaborne units cannot retreat once they are in the land combat, but overland attacking units can retreat even if they join in an amphibious assault; thus, you must keep the seaborne and overland units separate on the battle strip. E18. If overland land units retreat, all such units must retreat to the same territory at the same time and must retreat to a territory where at least one of them originated. E18. Air units retreat normally, must retreat at the same time as any overland land units. E18.

**Blitz:** A unit with blitz can move through an unoccupied hostile zone without stopping and may end its Combat Move Turn in either a hostile or friendly territory. E15. The following will prevent a blitzing unit from moving through the territory: an enemy unit, an AAA unit, a production facility, an air base, a naval base. E15.

**Bombardments:** If the attacker is performing an amphibious or airborne assault and there was no sea combat, then attacking cruisers and battleships may perform a one-time coastal bombardment. If there was a sea combat, including as a result of a scramble, then cruisers and battleships must be involved in the sea combat and will not be able to perform a bombardment. E18. The number of ships that can perform a bombardment is limited to one per land unit being offloaded from a transport or participating in the airborne assault. E18. A ship can only support one unit per turn, regardless the number of territories being assaulted. E18. Cruisers hit on a “3” and battleships hit on a “4”. Casualties are moved to the casualty strip, but they may still defend during the land combat step before they are eliminated. E18.

**Bombing Raids:** Strategic bombers can conduct bombing raids on any production facility, air bases, naval bases, radar towers, and pill boxes. Tactical bombers can conduct bombing raids on military bases, air bases, naval bases, radar towers, and pill boxes. E16. Fighters (but not tactical bombers) can participate in bombing raids as either escorts or interceptors. E17. Escorts and interceptors cannot participate in any other battles that turn, including a battle in the territory where the bombing raid is occurring. E17. Any number of fighters can be designated as an escort or interceptor. E17. The defending player announces interceptors after the attacking player declares bombing raids and escorts. E17. Interceptors must originate from the territory where the bombing raid is occurring and must land in the same territory, unless it has been captured in which case

it move one spot to find a safe landing place or be destroyed. E17. If interceptors are engaged, an air battle will occur before the bombing raid; there is only one air battle per territory regardless of the number of facilities being bombed. E17. The only units that participate in the air battle are the bombers performing the raid, escorts, and interceptors. The air battle lasts only one round. Fighters attack and defend at 1 (unmodified); strategic and tactical bombers attack at 0 (unmodified). After the air battle, or if there are no interceptors, then escorts are considered to have retreated and are not subject to AA guns. E17. After the air battle, or if no air battle occurred, each facility being attacked gets to defend with AA guns, rolling 1d6 per each bomber. The AA guns hit on a roll of "1" and any bombers that are hit are removed from the board. E17. AAA units do not fire in bombing raids. E17. After AA guns have been resolved, any remaining bombers roll 1d6 to reflect the amount of damage done, and, in addition strategic bombers may add +1 to their roll for each of the following: (i) if the strategic bomber departed from an operational air base; and (ii) if the strategic bomber did not encounter any enemy interceptors. Place damage chips under the facility to reflect damage. Each chip reduced on an industrial complex reduces its capacity to build units by 1. Production facility damage max levels defined above; air and naval bases can have a max damage of 6. Damage above these limits is not applied.

**Capitols:** If a power captures a territory containing an enemy capitol, then you follow the same rules for capturing territories, but, in addition, that power collects all unspent IPC from the original player's treasury. E21. The capture of a player's capitol results in the plunder of that player's IPCs only the first time the capitol is taken. Subsequent recapture of the same capitol results in the player's IPCs being destroyed. China does not technically have a capitol, so this rule does not apply to China, even if it is conquered completely. If a power loses its capitol, it is still in the game but it does not collect income and cannot buy new units. E21. If a capitol is liberated, all other territories under the control of powers on the same side are immediately liberated as well and IPCs are adjusted accordingly. E21. You do not collect any IPCs for liberating a capitol from an enemy, only for taking their original capitol. E21. UK Europe has special Political Exile rule in the event of loss of London; a power capturing Ottawa for the first time collects UK Europe's income even though it had already collected income from capturing London.

**Capturing Territory:** A power captures a territory by either being successful in combat or by making a noncombat move into a friendly neutral territory. Once captured, you may place your marker on the territory and adjust the IPC tracker accordingly. E20. Air units may not capture territory, only land units. E20. Any industrial complex, air base, or naval base in the territory is now under your control. E20. You cannot build out of complexes that you have just capture, but instead must wait until your next turn (assuming you control the complex at the beginning of the turn). E20. If you capture a major industrial complex, it is immediately downgraded to a minor industrial complex and any damage markers above 6 are removed. E20/E21. If you capture an air base or a naval base, you cannot use them until your next turn (assuming you control them still at the beginning of the turn). E20. You cannot capture a territory belonging to a power on your side, instead you liberate the territory, unless the original owner's capitol is controlled by an enemy. E21.

**Combat Move:** Movement of a unit into a hostile territory or sea zone. E12. A power can move units through a friendly (but not friendly neutral) territory en route to a hostile territory, but it cannot end its combat move in a friendly territory except in the following: (i) tanks/mechs that blitz through a hostile territory; (ii) units moving from a hostile sea zone to escape combat as their combat move; (iii) units participating in an amphibious assault or air units moving to defend a potential scramble; and (iv) units moving into a sea zone containing only enemy transports or subs for the purpose of attacking those units. E13. All combat movement occurs at the same time, so you must make all your movements before the results of any attacks are determined. E13. Units can move up to their move value, but must stop when they encounter a hostile space. E13. Enemy subs

and transports do not block any units of opposing power, with one exception – a transport (or group of transports) cannot make an amphibious assault from a sea zone containing ignored enemy subs, unless the transport is accompanied by a warship. E13/E16. A power may elect to attack enemy transports or subs, but it must attack all such units in the same sea zone. E13. You cannot elect to attack only some of an enemy's units, you must attack them all. E13. It is possible that some of your units may stop for combat, while others move on to another space (i.e., aircraft or a submerged submarine). E13/E14.

#### **Combined Arms (E17/P17):**

- Infantry + artillery = infantry attacks at 2
- Mechanized infantry + artillery = mech attacks at 2
- Tactical bomber + tank = tactical bomber attacks at 4
- Tactical bomber + fighter = tactical bomber attacks at 4
- Tank + Mechanized infantry = mech attacks can blitz
- Air units + destroyer = air units can hit subs

**Declaration of War:** If there are no restrictions keeping a power from declaring war, it may make a DOW at the beginning of the combat move phase of any turn. E12. A DOW against a power causes a state of war with that power; it does not need to make a return DOW, but it can. E12. An actual attack is not required to make a DOW. E12. When a DOW is made, all territories and sea zones controlled by that power become hostile, with one exception – transports that are already in a sea zone that becomes hostile by a DOW may be loaded in that sea zone (but not others). E12. A DOW is either provoked or unprovoked. A DOW is provoked when made in reaction to the direct aggression of another power or when a political rule allows the power to make a DOW due to a specific action of another. A DOW is unprovoked under any other circumstances. E12.

**General Combat:** The combat stage where most combat is performed and where “hit” defending units can still fire back before being eliminated. E18. General combat is each territory is resolved fully and completely before resolving combat in any other contested territories. E18. The attacker decides the order of resolving combats. E18. No reinforcements can join a battle after general combat has started because such units may move to the territory only during the Combat Move Phase. E18. As many hits as possible during general combat must be assigned. E19. Subs that performed a surprise attack do not attack again in general combat, but they can be taken as casualties. E20. Attacking and defending transports may be chosen as a casualty only if there are no other legal targets. E19.

**Kamikaze Strikes:** Japan may conduct 6 kamikaze strikes against Allied surface warships (not subs and not transports) during the game. These strikes may occur only in sea zones containing a kamikaze symbol. If an Allied power attacks Japanese units or declares an amphibious assault from a sea zone containing a kamikaze symbol, the Japanese player can announce kamikaze strikes. Before any dice are rolled, the Japanese player must declare how many kamikaze strikes will be made, in which sea zone(s) they will be used, and which enemy surface warships will be struck. More than one kamikaze strike can be attempted on each ship, but all strikes are declared before dice are rolled. For each declared attack, the Japanese player must spend one kamikaze token; no actual air units are lost in a kamikaze attack. Kamikaze strikes hit on a roll of “2” or less. Capital ships still require two hits to sink. Surface warships destroyed by a kamikaze strike are removed from the game immediately and do not participate in the general combat. A kamikaze strike prevents offshore bombardment, regardless of whether it is successful. P16. Kamikaze strikes are defensive moves only; they cannot be done offensively on Japan's turn. (Pacific 1940 2ed. FAQ.)

**Liberating Territory:** You cannot capture a territory belonging to a power on your side, instead you liberate the territory, unless the original owner's capitol is controlled by an enemy. E21. If a territory is liberated, the original owner of the territory gains control of it and adjusts the IPC tracker accordingly. E21. Any production facility, radar tower, air base, or naval base in the territory reverts back to its original owner. E21. If a production facility was downgraded, it will not be upgraded automatically upon liberation. E21. If the original owner of a territory has lost his capitol and it is currently in enemy hands, then you may capture the territory instead of liberating it and claim the IPC and use any facilities as your own, until such time that the original owner's capitol is liberated. E21

**Multinational Forces:** Units from the same side can share space on transports and aircraft carriers and may share a territory or sea zone. E13/E21. Multinational forces never attack together because attacks happen only that power's turn. E21. Thus, if you are making an amphibious assault from a friendly power's transports, those transports are not involved in any sea battle. Consequently, if there is a scramble into a sea zone containing only multi-national force where the transport is not involved in combat, it will nullify the amphibious assault because the defender cannot shoot the transport (it is not involved in combat) and the attacking player cannot clear the sea zone and make it friendly in order to land the seaborne units. E40errata, 11/24/14. When a territory or sea zone containing a multinational force is attacked, all of the units will defend together. E21. If a multinational force includes units of a power that is neutral, then the rules are different. A power cannot attack a territory controlled by or containing units of a power for which it is not at war, but this rule does not apply to sea zones. P14. A power can attack a sea zone containing units of powers it is and is not at war with and those units of the power not at war will be ignored for purposes of sea combat. P14. If I attack an aircraft carrier or a transport carrying units belonging to a power with which I am not at war, air units on undamaged carriers will not take part in the battle, but will remain in the sea zone (if their carrier is sunk or damaged, they will be treated as stranded air units). In the case of land units on transports and air units on damaged carriers, they remain cargo and will be lost if the vessel carrying them is lost. In any case, a state of war will not result with the power owning the units. (Europe 1940 2ed FAQ.)

**Retreating:** The attacker, but never the defender, can retreat at the end of a round of general combat (after all casualties are removed). All sea/land units may retreat to single adjacent friendly space from which at least one of the units originated. E20. In the case of sea units, that space must have been friendly at the beginning of the turn. E20. Retreating air units remain in the contested area temporarily and move during Noncombat Move Phase under the same rules as successful aircrafts.

**Scramble:** Operative air bases on a coastal territory or island permit fighters and/or tactical bombers to scramble. E16. At the end of the Combat Move Phase, after the attacking player declares all combat movements, a defending player has the option to scramble up to 3 fighters and/or tactical bombers to defend an adjacent sea zone next to the air base. E16. These units can help defend other units being attacked in the sea zone or can defend against an amphibious assault. E16. Scrambled planes can defend against an amphibious assault even if the player does not have any defending naval units. E16. If a sea zone is adjacent to more than one air base, then the defending player can scramble up to three units per operational air base. E16. If one air base is adjacent to more than one sea zone, it can still only scramble three units, but the player can divide the scrambling units up and announce where there are defending. E16. Scrambled units are defending, so they count their defense value in combat. E16. Scrambled units cannot retreat and cannot defend in any other combats. E16. After all combat, each scrambled unit must return to the territory from which it was scrambled, unless that territory was captured in which case it may move one space to find a landing spot and if it cannot find a place to land then it is destroyed. E16.



**Sea Combat:** If there are defending surface warships and/or scrambled air units, sea combat occurs. E18. If there are only defending submarines and/or transports, the attacker can choose to ignore those units or conduct sea combat. E18. However, if the attacker is attempting an amphibious assault, a transport (or group of transports) cannot unload units from a sea zone containing ignored enemy subs, unless the transports are accompanied by a warship. E13/E16. If sea combat occurs, all attacking and defending sea units present must participate in battle. E18. Even if an attacker ignores enemy transports or submarines, all of its attacking naval units will still be involved in the sea combat if the defender scrambles. E18. Subs (and/or transports) can only be ignored during movement, and you can only ignore them when there are no surface warships in the sea zone with them. When you attack a sea zone, you attack all of the units belonging to powers with which you are at war in that sea zone. (Pacific 1940 2ed. FAQ.)

**Sharing Hostile Sea Zones:** Sea zones are hostile if they contain enemy surface warships. If your sea units begin the combat move phase in a hostile sea zone (i.e., someone built sea units in an occupied sea zone), you must do one of the following: (i) remain in the zone and conduct combat; (ii) leave the zone, load units elsewhere if desired, and conduct combat elsewhere; (iii) leave the zone, load units elsewhere if desired, and return to the hostile sea zone and conduct combat; or (iv) leave the hostile sea zone and conduct no combat. E14. If some units begin a turn in a sea zone with enemy submarines and/or transports and the player decides to attack them, the player may move some or all of his/her units out of the sea zone in combat movement to avoid having them participate in the combat. Even though the sea zone is not hostile (because it contains no enemy surface warships), you can still move units from the sea zone in combat movement to escape combat if you're attacking there. However, you must still respect the rules for moving units in the Combat Move phase to escape combat. (Pacific 1940 2ed FAQ.) Players may not load units while in a hostile sea zone.

**Wolf Packs:** If four or more German submarines are located in the same sea zone, then up to three German submarines in that territory attack at +1.

## **POST-COMBAT PHASES**

**Collect Income:** Powers collect income during the last phase of their turn. E23. Count up IPC value, add any national objective bonuses, and then calculate any deductions due to convoy disruptions. E23. A power does not collect income while its capitol is under enemy occupation. E23. Exception is UK Europe, which is subject to Political Exile rule.

**Convoy Disruption:** You will suffer a convoy disruption when the following conditions exist: (i) a sea zone has a convoy image; (ii) the sea zone is adjacent to a territory you control; and (iii) at least one enemy warship of a power with which you are at war is located in the sea zone. E24. Each enemy surface warship, other than carriers, rolls 1d6 for convoy disruption and each submarine and carrier-based air unit rolls 2d6 for convoy disruptions. Any roll of "3" or less is counted as a convoy disruption and each roll of "4" or more is ignored. The total convoy disruption is the sum of all dice that were less than "3" but the maximum amount of allowable disruption is equal to the IPC value of the controlled territories next to the convoy zone. Also, no single territory can lose more IPCs than its own IPC value from multiple convoy disruptions from multiple convoy zones. E24. It is the responsibility of all players to look for convoy disruptions during each Collect Income Phase of each turn. E24. The example on p. 24 of the Europe rules is wrong and has been corrected as errata, should read the sub can cost up to 6 IPC in convoy disruption. E40errata, published 11/24/14.

**Mobilization:** Newly purchased units are placed in the mobilization zone and then mobilized (placed on the board) during the Mobilize New Units Phase of the turn. E23. Units are built at industrial complexes, but you cannot mobilize units at industrial complexes that were just captured during the same turn. E23. Facilities can be built at any eligible location. E23. You may not mobilize units at complexes owned by any other power. E23. Fighters and tactical bombers may be built on newly mobilized carriers, but land units may never be built on newly mobilized transports. E23. Land units and strategic bombers can be built only at industrial complexes; naval units are built only in sea zones next to an industrial complex. E23. Industrial complexes have limits on the number of units that may be mobilized. E23. In the event you purchased more units that you can actually mobilize due to production limitations, you must return the units to the box and the cost of the units is reimbursed to you. E23.

**Noncombat Move Phase:** The phase of the turn where noncombat movements can be made. E22. During this phase you can move any units that did not move during the Combat Move Phase and/or you can move air units that moved during the Combat Move Phase and must use their remaining movement points to find a friendly landing spot. E22. You may also move any air units that are stranded because of the loss of units/territory. E22. Land units can make a noncombat movement into any friendly territory, including territories captured during the current turn. E22. This is the only phase during which an AAA unit may be moved. E22. Air units must land in eligible landing spots and may not land in a territory that was just captured during the current turn. E22. Only air units and subs, when there is not a destroyer present, may move through hostile territories. E22. Fighters and tactical bombers may end their noncombat move phase in a sea territory next to an industrial complex where a carrier will be mobilized and then land on the carrier. E22. In order for fighters and tactical bombers to land on a carrier, both units must end their noncombat movement in the same territory; you cannot land the air unit and then move the carrier. E22. Transports can move and load and unload cargo during the Noncombat Move Phase provided they did not move, load or unload cargo during the Noncombat Move Phase. E22.

## **POLITICAL RULES**

**China:** China is a separate power. P10. Some of China's territories start the game under Japanese occupation. P10. China does not have a capitol, so it does not lose the IPCs in its treasury when it is conquered, even if every territory in China is occupied. P10. China is limited to building infantry, except it may build one artillery unit per turn if the Burma Road is open. P10. China may build units and land its fighter in any unoccupied Chinese territory, including on the same turn that it takes control of the territory. P10. If another power builds any production facility in China and that territory is later liberated, the production facility is removed from the game. P10. China may, however, take control of non-production facilities. It can use an operative air base to extend its fighter's movement range by one, but it cannot use a naval base or repair damage to any base. Other Allied powers may use Chinese-controlled bases normally. (Pacific 1940 2 ed. FAQ.) China may not scramble its fighter from an air base, because that would involve the fighter leaving Chinese territory. (Pacific 1940 2 ed. FAQ.) China may not move its units outside of territories with Chinese emblems on the board (including those occupied by Japan and the start of the game), except China may move units into Kwangtung and Burma. P10. Chinese units cannot be loaded onto transports. P10. Movement of Allied units into China is a DOW against Japan. P37.

**Mongolian Rule:** Mongolia territories will never become pro-Axis unless attacked by the USSR. P39. If Japan attacks any Soviet-controlled territory adjacent to any Mongolian territory, then all non-occupied Mongolian territories that are not pro-Axis are placed under the control of the USSR at the end of Japan's conduct combat

phase and all Mongolian units become Soviet units. P39. However, if the USSR attacks Korea or any Japan-controlled territory bordering the Mongolian territories while Mongolia is still a strict neutral, then Mongolia will remain neutral and not ally itself with the USSR. P39. If Japan attacks a Mongolian territory in the same turn that it attacks a Soviet-controlled territory that is adjacent to a Mongolian territory, all of the other strict neutral territories will immediately become pro-Allies, and all of the Mongolian territories that are not captured by Japan will become controlled by the Soviet Union at the end of Japan's Conduct Combat phase. (Pacific 1940 2 ed. FAQ.)

**Neutral Powers.** A neutral power is a one of the countries you can play in the game when they are not yet at war with any other power; a neutral territory is a territory on the board not aligned with either the Axis or the Allies. E10. While not at war, a neutral power can occupy the same sea zones as other powers and its ships don't block other power's ships, P14, and a power cannot move units into or through territories or onto ships belonging to another power. It cannot use naval bases belonging to another power. Other powers cannot move units into or through territories or onto ships belonging to the neutral power. Other powers also cannot use naval bases belonging to a neutral power. E15. A power cannot attack a territory controlled by or containing units of a power for which it is not at war. This rule does not apply to sea zones. A power can attack a sea zone containing units of powers it is and is not at war with and those units of the power not at war will be ignored for purposes of sea combat. P14. If you attack a carrier or transport belonging to one power that is carrying units of another power, those units do not participate in combat and are treated as cargo. If what started out as undamaged carrier is lost, the units are treated as stranded and must move 1 to land. If what started out as a damaged carrier or if a transport is lost, the units are lost. In any case, a state of war will not result with the power owning the units. E40errata, 11/24/14. While a power is neutral, it cannot move land or air units into or through neutral territories. E15.

**Neutral Territories:** Neutral territories are territories on the board not yet aligned with a power. E10. A "friendly neutral" is a neutral territory that is either pro-axis or pro-allies. They can be moved into by one of the powers the neutral favors during the non-combat phase of the turn and this will cause them to become occupied and the power that moved in gets to collect the IPC and gets to take control of the standing army in the neutral. E10. An "unfriendly neutral" is a neutral territory that is friendly to the other side. Attacking an unfriendly neutral must be done during the combat phase of the turn. E11. When an unfriendly neutral is attacked, it is no longer neutral and joins the other side, but a power on the other side does not get to control it until they occupy the territory. The standing army is activated when attacked and if not wiped out, then it will be represented with units of the other side's powers. An unfriendly neutral can be captured and then the attacking player gets control of the IPC. E11. A "strict neutral" is a neutral territory that does not favor one side over the other. Any attack by either side on a strict neutral will cause all other strict neutrals to become "pro" the other side. E11.

**UK Global:** One power with two economies; track Pacific and Europe IPC separately. P34.

Exceptions: Canada is applied to Britain; W. India is applied to India.

Separate: Each economy must make its own separate purchases and pay for its own repairs. P35. Convoy disruptions and national objective bonuses apply separately. P35. Units are mobilized at industrial complexes separately. P35. Money seized for taking "capitol" applied separately. P35. One regional economy cannot collect IPC that would go to the other when occupied. P35. Control, capture and liberation rules apply separately. P35.

Combined: R&D results apply to both sides of the board. P35. All combat moves, combat, and noncombat moves are performed as a single, united force. P35.

## THE MAP

**Atlantic Ocean:** Unless otherwise specified, references in this book to the Atlantic Ocean includes the Baltic Sea (SZ113, 114, 115), but not the Mediterranean Sea.

**Burma Road:** Includes the four territories of Szechwan, Yunnan, Burma and India. As long as these four territories are controlled by the Allies during China's Collect Income Phase, China gets +3 IPCs. As long as the Burma Road is open, China may also build one artillery per turn. P10.

**Canada.** The Canadian province of Alberta/Saskatchewan/Manitoba on the Europe map is adjacent to the Western Canada territory on the Pacific map. (Pacific 1940 2 ed. FAQ).

**Canals:** A canal is an artificial waterway that connects two larger bodies of water. There are two canals on the board: the Panama Canal and the Suez Canal. A canal is not considered a space on the board so it does not block land movement across the canal. E8. Your side must control a canal at the beginning of the turn to move sea units through it. If a canal is controlled by a power that you are not yet at war, you must ask for permission to move through the canal, and permission may be denied. You cannot move ships through a canal controlled by a neutral power or a power for which you are at war. Air units are unaffected by canals. E9. To control a canal, your side must control the following territories: (i) Suez Canal = Egypt and Trans-Jordan; (ii) Panama Canal = Central America.

**Caspian Sea:** The Caspian Sea is a sea zone even though it does not have a number. E8.

**Islands:** An island or an island group is single territory surrounded entirely by a sea zone. A sea zone can contain more than one island or island group, but each one is considered a separate territory. Each territory has a separate name and emblem, if there is an island group with one name and emblem that is counted as one territory and you cannot separate units on different islands within the island group. E8.

**New Zealand** is an island. Even though it touches the edge of the map, it is an island territory because it touches only a single sea zone and no other territory. (Pacific 1940 2 ed. FAQ).

**Sea Zones:** Locations of water on the board surround lines/borders. Sea zones are either friendly or hostile. Friendly sea zones contain no surface warships belonging to a power with which you are not war. Hostile sea zones contain surface warships belonging to a power with which you are at war. E8.

**Straits:** A strait is a narrow, natural waterway that connects two larger bodies of water. There are three straights on the board: the Turkish Straits, the Strait of Gibraltar, and the Danish Strait. Without a transport, land units cannot cross the Strait of Gibraltar or the Danish Straits. Land units can cross the Turkish Strait. Your side must control a strait at the beginning of the turn to move sea units through it. If a strait is controlled by a power that you are not yet at war, you must ask for permission to move through the strait, and permission may be denied. You cannot move ships through a strait controlled by a neutral power or a power for which you are at war. The only exception is that submarines of any power may move through the Strait of Gibraltar. Air units are unaffected by straits. E9. To control a strait, your side must control the following territories: (i) Turkish Strait = Turkey; (ii) Strait of Gibraltar = Gibraltar; (iii) Danish Strait = Denmark.

**Territories:** Locations of land on the board surrounded by lines/borders. Territories exist in one of three conditions: (i) friendly: controlled by you a friendly player; (ii) hostile: controlled by a power with which you are at war; (iii) neutral: not controlled by any power, or controlled by a power on the other side with which you are not yet at war. E8. You control a territory when by taking it over with land units. Once a territory is controlled, you can move all units out of the territory and you will not lose control of the territory until another power takes it over with a land unit. E13.

### INITIAL SET-UP

#### Germany – 30 IPC

**Germany:** 11 Infantry, 3 Artillery, 1 Tac Bomber, 2 Bombers, Industrial Complex, 3 AA guns

**Western Germany:** 3 Infantry, 1 Artillery, 4 Mech Infantry, 2 Fighters, 3 Tac bombers, 3 AA guns, Industrial Complex, 1 Naval base, 1 Airbase

**Greater Southern Germany:** 6 Infantry, 2 Artillery, 3 tanks

**Slovakia/Hungary:** 2 Infantry, 1 Tank, 1 Fighter

**Poland:** 3 Infantry, 1 Tank, 1 Tac Bomber

**Romania:** 2 Infantry, 1 Tank

**Holland/Belgium:** 4 Infantry, 2 Artillery, 3 Tanks, 1 Fighter

**Norway:** 3 Infantry, 1 Fighter

**Denmark:** 2 Infantry

**Sea Zone 113:** 1 Battleship

**Sea Zone 114:** 1 Cruiser, 1 Transport

**Sea Zone 103:** 1 Submarine

**Sea Zone 108:** 1 Submarine

**Sea Zone 117:** 1 Submarine

**Sea Zone 118:** 1 Submarine

**Sea Zone 124:** 1 Submarine

#### USSR – 37 IPC

**Russia:** 1 Infantry, 1 Artillery, 1 Mech Infantry, 1 Tank, 1 Fighter, 1 Tac Bomber, 2 AA Guns, 1

Airbase, Industrial Complex

**Novgorod:** 6 Infantry, 1 Artillery, 1 Fighter, 2 AA Gun, 1 Airstrip, 1 Naval Base, Major Factory

**Archangel:** 1 Infantry

**Karelia:** 2 Infantry

**Vyborg:** 3 Infantry

**Baltic States:** 3 Infantry

**Belarus:** 1 Infantry

**Eastern Poland:** 2 Infantry

**Western Ukraine:** 1 Infantry, 1 Artillery

**Bessarabia:** 2 Infantry

**Ukraine:** 3 Infantry, Minor Factory

**Volgograd:** 1 Tank, 1 Mech Infantry, Minor Factory (immediately upgraded to Major Factory if Novgorod and/or Ukraine have been captured)

**Caucasus:** 2 Infantry

**Buryatia:** 6 Infantry

**Sakha:** 6 Infantry, 2 AA guns

**Amur:** 6 Infantry

**Sea Zone 115:** 1 Cruiser 1 Submarine

**Sea Zone 127:** 1 Submarine

## **Italy – 10 IPC**

**Northern Italy:** 2 Infantry, 2 Artillery, 1 Tank, 1 Bomber, 2 AA Guns, Major Factory  
**Southern Italy:** 6 Infantry, 2 Fighters, 2 AA Guns, 1 Naval Base, 1 Airstrip, Major Factory  
**Albania:** 2 Infantry, 1 Tank  
**Libya:** 1 Infantry, 1 Artillery  
**Tobruk:** 3 Infantry, 1 Artillery, 1 Mech Infantry, 1 Tank  
**Ethiopia:** 2 Infantry, 1 Artillery  
**Italian Somaliland:** 1 Infantry  
**Sea Zone 95:** 1 Destroyer, 1 Cruiser, 1 Submarine, 1 Transport  
**Sea Zone 96:** 1 Destroyer, 1 Transport  
**Sea Zone 97:** 1 Cruiser, 1 Battleship, 1 Transport

## **Japan – 26 IPC**

**Japan:** 6 Infantry, 2 Artillery, 1 Tank, 2 Fighters, 2 Tac Bombers, 2 Bombers, 3 AA Guns, 1 Airbase, 1 Naval Base, Industrial Complex  
**Korea:** 4 Infantry, 1 Fighter  
**Manchuria:** 6 Infantry, 1 Mech Infantry, 1 Artillery, 1 AA Gun, 2 Fighters, 2 Tac Bombers  
**Jehol:** 2 Infantry, 1 Artillery  
**Shantung:** 3 Infantry, 1 Artillery  
**Kiangsu:** 3 Infantry, 1 Artillery, 1 Fighter, 1 Tac Bomber  
**Kiangsi:** 3 Infantry, 1 Artillery  
**Kwangsi:** 3 Infantry, 1 Artillery  
**Siam:** 2 Infantry  
**Iwo Jima:** 1 Infantry  
**Okinawa:** 1 Infantry, 1 Fighter  
**Formosa:** 1 Fighter  
**Palau Island:** 1 Infantry  
**Caroline Islands:** 2 Infantry, 1 AA gun, 1 Airbase, 1 Naval Base  
**Sea Zone 6:** 1 Submarine, 3 Destroyers, 2 Carriers each with 1 Tac Bomber & 1 Fighter, 1 Cruiser, 1 Battleship, 1 Transport  
**Sea Zone 19:** 1 Submarine, 1 Battleship, 1 Destroyer, 1 Transport  
**Sea Zone 33:** 1 Carrier with 1 Tac Bomber & 1 Fighter  
**Sea Zone 20:** 1 Cruiser, 1 Transport

## **ANZAC – 10 IPC**

**Queensland:** 2 Infantry, 1 Artillery, 1 Fighter, 1 Airstrip, 1 Naval Base  
**New South Wales:** 2 Infantry, 2 AA guns, Major Factory, 1 Naval Base  
**New Zealand:** 1 Infantry, 2 Fighters, 1 Airbase, 1 Naval Base  
**Malaya:** 1 Infantry  
**Egypt:** 2 infantry  
**Sea Zone 62:** 1 Destroyer, 1 Transport  
**Sea Zone 63:** 1 Cruiser

## **UK: Europe – 28 IPC**

**United Kingdom:** 2 Infantry, 1 Mech Infantry, 2 Fighters, 1 Bomber, 4 AA guns, 1 Airbase, 1 Naval Base, Industrial Complex  
**Scotland:** 2 Infantry, 1 Fighter, 1 AA gun, 1 Airstrip  
**France:** 1 Artillery, 1 Tank  
**Ontario:** 1 Infantry, 1 Artillery  
**Quebec:** 1 Infantry, 1 Tank, Minor Factory  
**New Brunswick Nova Scotia:** 1 Naval Base  
**Iceland:** 1 Airstrip  
**Gibraltar:** 1 Fighter, 1 Naval Base  
**Malta:** 1 Infantry, 1 Fighter, 1 AA gun,  
**Alexandria:** 2 Infantry, 1 Artillery, 1 Tank  
**Egypt:** 1 Infantry, 1 Artillery, 1 Mech Infantry, 1 Naval Base  
**Anglo-Egyptian Sudan:** 1 Infantry  
**Union of South Africa:** 2 Infantry, 1 Naval Base, 1 Airstrip, Minor Factory  
**Sea Zone 106:** 1 Destroyer, 1 Transport  
**Sea Zone 109:** 1 Destroyer, 1 Transport  
**Sea Zone 110:** 1 Cruiser, 1 Battleship  
**Sea Zone 111:** 1 Destroyer, 1 Battleship, 1 Cruiser  
**Sea Zone 91:** 1 Cruiser  
**Sea Zone 98:** 1 Cruiser, 1 Destroyer, 1 Carrier with 1 Tac Bomber, 1 Transport  
**Sea Zone 71:** 1 Destroyer

## **China—12 IPC**

**Suiyuan:** 2 Infantry

**Shensi:** 1 Infantry

**Kweichow:** 2 Infantry

**Hunan:** 2 Infantry

**Yunnan:** 4 Infantry

**Szechwan:** 6 Infantry, 1 Fighter

## **France – 19 IPC**

**France:** 6 Infantry, 1 Artillery, 1 Tanks, 1 AA gun, 1 Fighter, 1 airstrip, Major Factory

**Normandy/Bordeaux:** 1 Infantry, 1 Artillery, 1 Naval Base, Minor Factory

**Southern France:** 1 Infantry, 1 Artillery, 1 Naval Base, Minor Factory

**United Kingdom:** 2 Infantry, 1 Fighter

**Morocco:** 1 Infantry

**Algeria:** 1 Infantry

**Tunisia:** 1 Infantry

**Syria:** 1 Infantry

**French West Africa:** 1 Infantry

**French Indo China:** 1 Infantry

**Sea Zone 72:** 1 Destroyer

**Sea Zone 93:** 1 Destroyer, 1 Cruiser

**Sea Zone 110:** 1 Cruiser

## **UK: Pacific – 17 IPC**

**India:** 6 Infantry, 1 Artillery, 3 AA Guns, 1 Fighter, 1 Tac Bomber, 1 Airbase, 1 Naval Base, Major Factory (player has the option to upgrade existing facility by one level when at war with Japan; upgrade occurs either immediately if an allied act causes UK Pacific to enter a state of war with Japan or at the beginning of UK Pacific's next turn if an Axis action causes Japan to enter a state of war with UK Pacific)

**West India:** 1 Infantry, 1 Military Base

**Burma:** 2 Infantry, 1 Fighter

**Malaya:** 3 Infantry, 1 Naval Base

**Kwangtung:** 2 Infantry, 1 Naval Base

**Sea Zone 37:** 1 Battleship

**Sea Zone 39:** 1 Destroyer, 1 Cruiser, 1 Transport

## **United States – 52 IPC**

**Eastern United States:** 1 Infantry, 1 Fighter, 1 Artillery, 2 AA Guns, 1 Airbase, 1 Naval Base, Major Factory (with option by one level immediately if an allied act causes state of war or at the beginning of US's next turn if an Axis action causes state of war)

**Central United States:** 1 Infantry, 3 Mech Infantry, 1 Tank, 1 Bomber, Major Factory (optional upgrade as described above)

**Western US:** 2 Infantry, 1 Mech Infantry, 1 Artillery, 1 Fighter, 2 AA Guns, 1 Airbase, 1 Naval Base, Major Factory (optional upgrade as described above)

**Hawaiian Islands:** 2 Infantry, 2 Fighters, 1 Airbase, 1 Naval Base

**Philippines:** 2 Infantry, 1 Fighter, 1 airstrip, 1 Naval Base, Military Base

**Midway:** 1 Airstrip

**Wake Island:** 1 Airstrip

**Guam:** 1 Airstrip

**Sea Zone 10:** 1 Battleship, 1 Cruiser, 1 Destroyer, 1 Transport, 1 Carrier with 1 Tac Bomber & 1 Fighter

**Sea Zone 26:** 1 Submarine, 1 Destroyer, 1 Cruiser, 1 Transport

**Sea Zone 35:** 1 Destroyer, 1 Submarine

**Sea Zone 101:** 1 Cruiser, 1 Transport