

THE WAR GAME: WORLD WAR II

Germany

Italy
U.S.S.R.
United Kingdom
France
Japan
U.S.A.
China



COST
ATTACK
DEFENSE
MOVE

	INFANTRY	ARTILLERY	ARMOR	FIGHTER	BOMBER	BATTLESHIP	DESTROYER	AIRCRAFT CARRIER	SUBMARINE	TRANSPORT	MAJOR FACTORY	MINOR FACTORY
	5	9	11	14	26	30	13	26	7	12	28	14
	2	5	8	6	8/8	8/6	5	2	4	-	-	-
	4	5	4	6	2	8/6	5	4	4	2	-	-
	1	1	2	4	6	3	3	3	3	3	-	-
Germany	8	2	2	1	1						1	
Austria	3	1	1	1								
Prussia	2					1	1			1		
Iceland									1			
Norwegian Sea									1			
Gulf of Bothnia									1			
NA-8									1			

GERMAN INFLUENCE: (Diplomacy Phase Part II)

Territory	Forces	Alliance	Influence (Roll <= 1, 2, 4, 8, 11 – Influence up to \$3, unless otherwise noted)
Bulgaria	II	Friendly	Sworn. Becomes Sworn after German attack on the U.S.S.R. Superior occupation = Sworn, possible Political Unrest
Finland	III	Economic	Sworn on influence or superior Russian threat from Kola/Karelia, not Leningrad.
Hungary	II	Friendly	Sworn. Sworn when Germany at war with U.S.S.R. or has total control over Romania or Yugoslavia. Superior occupation = TC
Romania	II, A/A, m	Friendly	Sworn.

WAR CONDITIONS AND DECLARATIONS: (Before Collect Income Phase)

Financial/Industrial:	Collects full income + Military Commerce (11, 8, 4, 2, 1d12, non-infantry units only). Military Commerce (MC) income is collected by Germany until Chinese/French Roll is made by any Ally (40% income level) or full war with any ally except China.
Defending the Empire:	Unprovoked Allied attack on German sea units guarantees MC income and its use for any German unit, not just hardware. Unprovoked Allied attack on any original Axis land extends to all Axis nations the guaranteed MC income and its use for any unit, not just hardware.
10% Income for Allied Enemy: (Balkan Encroachment, Phony War, Roosevelt's Security Zone)	Unprovoked naval attack or Roll <= Axis controlled neutral territories (For Russia, Roll <= Axis controlled or occupied Bulgaria, Eastern Poland, Estonia, Greece, Romania, Turkey, and Yugoslavia)
20% Income for Allied Enemy:	Roll <= Axis-controlled neutral territories - 12 or Axis attacks on "first in" Allied controlled neutrals, or both of 10% conditions met. U.S.A. ends isolation on their roll, may move unrestricted in non-combat.
40% Income for Allied Enemy:	Ally Roll <= Axis controlled French + Chinese land – 12.
Full War:	Axis Attacks on any original territories of U.S.S.R., U.K., or U.S.A.

(German: 28, Finland: 5)

1939

MC/Turn: 11, 8, 4, 2, 1d12

STARTING LAND VALUE: 33

THE WAR GAME: WORLD WAR II

Germany

ITALY

U.S.S.R.

United Kingdom

France

Japan

U.S.A.

China



COST

ATTACK

DEFENSE

MOVE

INFANTRY	ARTILLERY	ARMOR	FIGHTER	BOMBER	BATTLESHIP	DESTROYER	AIRCRAFT CARRIER	SUBMARINE	TRANSPORT	MAJOR FACTORY	MINOR FACTORY
6	11	13	16	27	29	12	26	10	11	30	15
2	5	8	6	8/8	8/6	5	2	4	-	-	-
4	5	4	6	2	8/6	5	4	4	2	-	-
1	1	2	4	6	3	3	3	3	3	-	-
Italy	2	1	1	1	1	1		1	1	1	
Sicily	1										
Sardinia	1										
Libya	1					1			1		
Ethiopia	1	1									
Somalia	1										
Aegean Sea								1			

WAR CONDITIONS AND DECLARATIONS: (Before Collect Income Phase)

Financial/Industrial:	Collects full income + Military Commerce (4, 2, 1d12, non-infantry units only). Military Commerce (MC) income is collected by Italy until Chinese/French Roll is made by any Ally (40% income level) or full war with any ally except China.
Defending the Empire:	Unprovoked Allied attack on Italian sea units guarantees MC income and its use for any Italian unit, not just hardware. Unprovoked Allied attack on any original Axis land extends to all Axis nations the guaranteed MC income and its use for any unit, not just hardware.
10% Income for Allied Enemy: (Balkan Encroachment, Phony War, Roosevelt's Security Zone)	Unprovoked naval attack or Roll <= Axis controlled neutral territories (For Russia, Roll <= Axis controlled or occupied Bulgaria, Eastern Poland, Estonia, Greece, Romania, Turkey, and Yugoslavia)
20% Income for Allied Enemy:	Roll <= Axis-controlled neutral territories - 12 or Axis attacks on "first in" Allied controlled neutrals, or both of 10% conditions met. U.S.A. ends isolation on their roll, may move unrestricted in non-combat.
40% Income for Allied Enemy:	Ally Roll <= Axis controlled French + Chinese land - 12.
Full War:	Axis Attacks on any original territories of U.S.S.R., U.K., or U.S.A.

1939

MC/Turn: 4, 2, 1d12

STARTING LAND VALUE: 26

THE WAR GAME: WORLD WAR II

Germany
Italy

U.S.S.R.

United Kingdom
France

Japan

U.S.A.

China



COST
ATTACK
DEFENSE
MOVE

INFANTRY	ARTILLERY	ARMOR	FIGHTER	BOMBER	BATTLESHIP	DESTROYER	AIRCRAFT CARRIER	SUBMARINE	TRANSPORT	MAJOR FACTORY	MINOR FACTORY
5	10	12	15	28	32	13	28	10	13	30	15
2	5	8	6	8/8	8/6	5	2	4	-	-	-
4	5	4	6	2	8/6	5	4	4	2	-	-
1	1	2	4	6	3	3	3	3	3	-	-
Central Russia	4	1								1	
Leningrad	2	1	1	1						1	
Caucasus	1										1
Karelia	1					1					1
Belarus	1										
Ukraine	2										1
Yablonovoi	1										
Okhotsk	1					1					
Vladivostok	1										

RUSSIAN INFLUENCE: (Diplomacy Phase Part II)

Territory	Forces	Alliance	Influence (Roll <= 1, 2, 4, 8, 11 – Influence up to \$3, unless otherwise noted)
Estonia	I	Friendly	Sworn
Mongolia	II	Neutral	Friendly, Sworn if superior occup., possible rebellion. See Political Unrest.
Spain	V, A/A, F, m	Neutral	\$10 to influence to Economic

WAR CONDITIONS AND DECLARATIONS: (Before Collect Income Phase)


Peacetime Financial/Industrial:	Collects only MC income (1, 2, 4, 8, 11d12, non-infantry builds). U.S.S.R. may not build, change or destroy factories until Full War.
Non-Aggression Pacts:	A superior Russian force threatening any Japanese territory means Sakhalin is given to Japan. Unprovoked Russian attacks on original Axis territories guarantees all Axis nations' MC income, full use of it, and forces Russia to immediately return all Lend/Lease received that turn. Unprovoked sea attacks = MC income benefits for that Axis.
10% + MC (Balkan Invasion, Naval Aggression):	After unprovoked naval attacks or on a Roll <= Axis controlled or occupied Balkans (Bulgaria, Eastern Poland, Estonia, Greece, Romania, Turkey, and Yugoslavia)
20% + MC, Lend/Lease	Roll <= Axis-controlled neutral territories – 12 or BOTH of 10% conditions met (Roll <= Axis controlled Balkans + unprovoked naval attack)
40% + MC, Lend/Lease	Axis attack on Russian controlled neutrals or Roll <= Occupied France + China – 12.
Full Income, Full War	Axis attacks on any original Russian, British or U.S. territory.

1939

MC/Turn: 1, 2, 4, 8, 11d12

STARTING LAND VALUE: 84

THE WAR GAME: WORLD WAR II

Germany													
Italy													
U.S.S.R.													
United Kingdom													
France													
Japan													
U.S.A.													
China													
	COST	6	10	12	15	25	28	11	25	8	9	28	14
	ATTACK	2	5	8	6	8/8	8/6	5	2	4	-	-	-
	DEFENSE	4	5	4	6	2	8/6	5	4	4	2	-	-
	MOVE	1	1	2	4	6	3	3	3	3	3	-	-
Great Britain		4	1	1	1	1						1	
Ireland					1*		1	1	1	1	1		
North Sea								1			1		
Canary Islands								1			1		
Cyprus								1					
Egypt		1	1		1								
Somaliland								1			1		
Ontario											1	1	
Quebec		1											1
India		1			1								
Burma		1											
Bay of Bengal								1					
Hong Kong		1											
New South Wales		1	1		1								1
Solomon Islands (Coral Sea)								1					
Tasmania							1				1		

* Fighter is on Aircraft Carrier in corresponding sea zone.

BRITISH INFLUENCE: (Diplomacy Phase Part II)

See Chart Below France.

WAR CONDITIONS AND DECLARATIONS: (Before Collect Income Phase)

Peacetime Financial/Industrial:	Collects only MC income (1, 2, 4, 8, 11d12, non-infantry builds). The Unprovoked land attacks by the U.K. or France on any original Axis territories guarantees all Axis nations' MC income, and its full use.
Axis Provocation:	Unprovoked sea attacks = MC income benefits for that Axis.
10% + MC (Phony War):	After unprovoked naval attacks or Roll <= Axis controlled neutrals.
20% + MC, Lend/Lease:	Roll <= Axis-controlled neutral territories – 12 or BOTH of 10% conditions met (Roll <= Axis controlled neutral territories + unprovoked naval attack)
40% + MC, Lend/Lease:	Axis attack on British controlled neutrals or Roll <= Occupied France + China – 12.
Full Income, Full War:	Axis attacks on any original Russian, British or U.S. territory.

(Americas: 27, Australia/Pacific: 29, Asia/Africa: 47, U.K.: 15)

1939

MC/Turn: 1, 2, 4, 8, 11d12

STARTING LAND VALUE: 118

THE WAR GAME: WORLD WAR II

Germany													
Italy													
U.S.S.R.													
United Kingdom													
France	INFANTRY	ARTILLERY	ARMOR	FIGHTER	BOMBER	BATTLESHIP	DESTROYER	AIRCRAFT CARRIER	SUBMARINE	TRANSPORT	MAJOR FACTORY	MINOR FACTORY	
Japan													
U.S.A.													
China													
COST	6	11	13	16	29	31	12	27	10	12	31	16	
ATTACK	2	5	8	6	8/8	8/6	5	2	4	-	-	-	
DEFENSE	4	5	4	6	2	8/6	5	4	4	2	-	-	
MOVE	1	1	2	4	6	3	3	3	3	3	-	-	
France	5	2	1	1							1		
Bay of Biscay						1	2			2			
Algeria	1						1						
Indo-China	1						1						

FRENCH INFLUENCE: (Diplomacy Phase Part II)

Territory	Forces	Alliance	Influence (Roll <= 1, 2, 4, 8, 11 – Influence up to \$3)
Belgium/Holland	III, A/A, m	Friendly	Sworn alliance with all Belgian/Dutch territories (23 in land).

WAR CONDITIONS AND DECLARATIONS: (Before Collect Income Phase)

Peacetime Financial/Industrial:	Collects only MC income (1, 2, 4, 8, 11d12, non-infantry builds). France may not build, change or destroy factories until at Full War.
Axis Provocation:	Unprovoked land attacks by the U.K. or France on any original Axis territories guarantees all Axis nations' MC income, and its full use. Unprovoked sea attacks = MC income benefits for that Axis.
10% + MC (Phony War):	After unprovoked naval attacks or Roll <= Axis controlled neutrals.
20% + MC, Lend/Lease:	Roll <= Axis-controlled neutral territories – 12 or BOTH of 10% conditions met (Roll <= Axis controlled neutral territories + unprovoked naval attack)
40% + MC, Lend/Lease:	Axis attacks on Belgian/Dutch territories, French controlled neutrals.
Full Income, Full War:	Axis attacks on any original Russian, British, U.S. or French territory (except Indo-China).

1939


MC/Turn: 1, 2, 4, 8, 11d12

STARTING LAND VALUE: 47

BRITISH INFLUENCE: (Diplomacy Phase Part II)

Territory	Forces	Alliance	Influence (Roll <= 1, 2, 4, 8, 11 – Influence, unless otherwise noted)
Afghanistan	II	Neutral	Pay \$2 (not added to roll), then begin influencing into Sworn
Denmark	II, A/A	Friendly	All Danish colonies become Sworn (Greenland to U.S.A.)
Eire	I	Friendly	Sworn.
Greece	IV, A/A, F, m	Friendly	During adjacent Axis occupation, influence to Sworn.
Iran	II	Friendly	During adjacent Axis occupation, influence to Sworn.
Nepal		Friendly	Sworn after adjacent Axis occupation.
Norway	II, A/A	Neutral	Friendly.
Oman		Friendly	Minimum \$1 (added to roll) for each influence into Sworn.
Poland (W, E)	III, Armor, F, m II, A/A	Friendly	Sworn.
Saudi Arabia	I	Friendly	Minimum \$2 (added to roll) for each influence into Sworn.
Yemen	I	Friendly	Minimum \$1 (added to roll) for each influence into Sworn.

THE WAR GAME: WORLD WAR II

Germany													
Italy													
U.S.S.R.													
United Kingdom													
France													
JAPAN													
U.S.A.													
China													
	COST	6	11	13	14	27	28	10	24	9	10	29	14
	ATTACK	2	5	8	6	8/8	8/6	5	2	4	-	-	-
	DEFENSE	4	5	4	6	2	8/6	5	4	4	2	-	-
	MOVE	1	1	2	4	6	3	3	3	3	3	-	-
Japan		2	1	1	1	1						1	
Hokkaido		1											
Korea		2			1								1
North Manchuria		2											
South Manchuria		2	1					1					
Taiwan		1			1*		1		1		1		
Sea of Japan							1	1					
NP-1										1			
Bonin (Iwo Jima)								1					
Shanghai		2	1										
Nei Mongol		2											
Hainan (control)													

* Fighter is on Aircraft Carrier in corresponding sea zone.

JAPANESE INFLUENCE: (Diplomacy Phase Part II)

Territory	Forces	Alliance	Influence (Roll <= 1, 2, 4, 8, 11 – Influence up to \$3)
Mongolia	II	Neutral	Friendly, Sworn if superior occup., possible rebellion. See Political Unrest.
Thailand	II	Friendly	Sworn.

WAR CONDITIONS AND DECLARATIONS: (Before Collect Income Phase)

Financial/Industrial:	Collects full income + Military Commerce (11, 8, 4, 2, 1d12, non-infantry units only). Military Commerce (MC) income is collected by Japan until Chinese/French Roll is made by any Ally (40% income level) or full war with any ally except China.
Defending the Empire:	Unprovoked Allied attack on Japanese sea units guarantees MC income and its use for any Japanese unit, not just hardware. Unprovoked Allied attack on any original Axis land extends to all Axis nations the guaranteed MC income and its use for any unit, not just hardware.
Sino-Soviet Pact:	A superior Russian force threatening any Japanese territory means Sakhalin is given to Japan. U.S.S.R. attacks on original Axis territories forces Russia to immediately return Lend/Lease received.
10% Income for Allied Enemy: (Balkan Encroachment, Phony War, Roosevelt's Security Zone)	Unprovoked naval attack or Roll <= Axis controlled neutral territories (For Russia, Roll <= Axis controlled or occupied Bulgaria, Eastern Poland, Estonia, Greece, Romania, Turkey, and Yugoslavia)
20% Income for Allied Enemy:	Roll <= Axis-controlled neutral territories - 12 or Axis attacks on "first in" Allied controlled neutrals, or both of 10% conditions met. U.S.A. ends isolation on their roll, may move unrestricted in non-combat.
40% Income for Allied Enemy:	Ally Roll <= Axis controlled French + Chinese land – 12.
Full War:	Axis Attacks on any original territories of U.S.S.R., U.K., or U.S.A.


(Japanese: 43, Chinese: 9)

1939

MC/Turn: 11, 8, 4, 2, 1d12

STARTING LAND VALUE: 52

THE WAR GAME: WORLD WAR II

Germany													
Italy													
U.S.S.R.													
United Kingdom													
France													
Japan													
U.S.A.													
China													
	COST	6	9	11	13	24	27	10	23	7	9	27	13
	ATTACK	2	5	8	6	8/8	8/6	5	2	4	-	-	-
	DEFENSE	4	5	4	6	2	8/6	5	4	4	2	-	-
	MOVE	1	1	2	4	6	3	3	3	3	3	-	-
Northeast U.S.A.		1	1	1	1	1						1	
NA-6								1					
Southeast U.S.A.		1										1	
Central U.S.A.												1	
NA-9							1				1		
West Indies										1			
Northwest U.S.A.		1											1
Southwest U.S.A.		1	1		1			1				1	
NP-6					1*			1	1	1			
Hawaii		1			1		1				1		
Philippines		1											

* Fighter is on Aircraft Carrier in corresponding sea zone.

AMERICAN INFLUENCE: (Diplomacy Phase Part II)

Territory	Forces	Alliance	Influence (Roll <= 1, 2, 4, 8, 11 – Influence up to \$3, unless otherwise noted)
Brazil (N, S)	I, D I, A/A, m	Friendly	Sworn. Total Control when U.S.A. is at full war.
Central America	I	Friendly	Sworn.
Cuba	I	Sworn	U.S. occupation = Total Control throughout war.
Ecuador	I	Friendly	Sworn.
Liberia		Friendly	Sworn.
Mexico	I, m	Friendly	Sworn. Phony War = Sworn. Full War = Total Control.
Panama	I	Friendly	Sworn.
West Indies	I	Sworn	U.S. occupation = Total Control throughout war.

WAR CONDITIONS AND DECLARATIONS: (Before Collect Income Phase)

Peacetime Financial/Industrial:	Collects only MC income (1, 2, 4, 8, 11d12, non-infantry builds). U.S.A. may only build units in the contiguous U.S.A., cannot build, change or destroy factories until at Full War. Until Roosevelt's Security Zone is extended (20% level), land units are limited to original U.S. territories. U.S. sea units may only move or attack in open sea zones, or zones adjacent to original U.S. land, the North and South American continents, and their surrounding islands.
10% + MC:	After unprovoked naval attacks or Roll <= Axis controlled neutrals.
20% + MC, Lend/Lease (Roosevelt's Security):	Roll <= Axis-controlled neutral territories – 12 or BOTH of 10% conditions met (Roll <= Axis controlled neutral territories + unprovoked naval attack). At 20%, U.S. units may be moved to friendly territories or sea zones during non-combat only.
40% + MC, Lend/Lease:	Roll <= Occupied France + China – 12.
Full Income, Full War:	Axis attacks on any original Russian, British or U.S. territory.

(U.S.A.: 115, Cuba: 1, West Indies: 1)

1939

MC/Turn: 1, 2, 4, 8, 11d12

STARTING LAND VALUE: 117

THE WAR GAME: WORLD WAR II

Germany													
Italy													
U.S.S.R.													
United Kingdom													
France													
Japan													
U.S.A.													
CHINA													

	COST	5	12	14	18	32	37	14	30	12	14	33	16
	ATTACK	2	5	8	6	8/8	8/6	5	2	4	-	-	-
	DEFENSE	4	5	4	6	2	8/6	5	4	4	2	-	-
	MOVE	1	1	2	4	6	3	3	3	3	3	-	-

Peking	8	1											1
Ningsia	1												
Szechuan	3												
Hunan	4												
Yunnan	2												
Kwangtung	5	1											

CHINESE INFLUENCE: (Diplomacy Phase Part II)

Territory	Forces	Alliance	Influence (Roll <= 1, 2, 4, 8, 11 – Influence up to \$3)
Mongolia	II	Neutral	Friendly, Sworn if superior occup., possible rebellion. See Political Unrest.

WAR CONDITIONS AND DECLARATIONS: (Before Collect Income Phase)

Financial/Industrial:	Collects full income, no restrictions.
Lend/Lease:	Roll <= Axis controlled Chinese land, made each turn to allow L/L.

1939

STARTING LAND VALUE: 31