

THE WAR GAME WORLD WAR II



FROM THE PLAYOTIC TECHNIMBLE MIND® OF JEFFRY STEIN

THE WAR GAME: WORLD WAR II 1939 RULES

1939 Rules - Table of Contents

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INTRODUCTION

The basic game starts on turn 6, which represents January-June of 1942, while in this scenario, we'll start on turn 1, which encompasses the last six months of 1939. As we begin, the Germans have acquired the Sudetenland and Anschluss has aligned Austria completely with Germany. Italy has absorbed Ethiopia into their empire, and Japan's reign over Manchuria (Manchukuo) remains unchallenged. Further, the Japanese control Hainan, tensions with Russia are rising, and the Japanese army has penetrated deep into China. The game starts in relative peace, but it's unlikely to remain peaceful by the end of Germany and Italy's first turn. The allies are slow to mobilize for the conflict, and so the responsibility falls largely upon the Axis to declare and escalate the war.

Hopefully, you're using the *Diplomat's Guide to World Domination* along with this, but if not (you're missing out), use the basic rules for neutral countries (yeah, that'll work?).

Use the 1939 setup sheets to determine the initial placement of forces, and use the Diplomat's Guide to World Domination setup chart for forces and affiliation markers to be placed on neutral territories.

Before each game turn, before Germany and Italy begin, all diplomatic and economic actions are taken and resolved. Diplomatic decisions include political unrest and influence with results ranging from alliance change to assassination. Economic progress of the different player's war machines is also determined by rolling during these pre-turn phases (explained nation by nation).

There are different states of war which dictate a nation's war production, recruitment, income, etc. The Axis war production starts high; partly due to the resources being

supplied by, and connived from, nervous neighbors wanting to appease them, partly from “Cash and Carry” materials provided by depression-struck countries, and primarily from a war-focused infrastructure that maximizes the resources of their ever-expanding empires. In the beginning, the Allies are not mobilized as war machines, but they expand rapidly to meet those needs. The Axis players, therefore, are in a race to expand and surpass the Allied production and mobilization before it’s too late. Of course, there are ramifications when attacking other nations that could foster a quicker Allied resolve rather than break their will. Let’s be plain spoken... If you’re planning to play the Axis nations you sho betta read this’a here part right carefully or yer dog just won’t hunt.

Method to the Madness – In the rules that follow, you will notice some consistencies or patterns in the rolling system implemented to simplify a little, which are:

- Influence and Counter-Influence Money is always from \$1 - \$3.
- All rolling uses 12-sided dice.
- Rolls are still conducted where “or less” is the desired roll.
- Rolls that gain a better chance of success over time, or repeated attempts, do so using this pattern: 1, 2, 4, 8, 11
- And conversely, rolls that get increasingly harder to achieve, follow the reverse pattern: 11, 8, 4, 2, 1

Here are the pre-turn phases, performed by each nation, in sequence, and all prior to Germany and Italy beginning their actual game turn:

MILITARY COMMERCE

Military Commerce (MC) (Cash & Carry, foreign resources, looting, war machine, etc.) Military Commerce refers to the expansion of a nation’s military assets in armaments as well as in fuel, food, efficiency, technology and clever or outwardly criminal acquisition from foreign and domestic sources. So, obviously, the Allied nations start with weak mobilization and delayed preparation for war, then grow, while the Axis starts with a better oiled war-machine and still able to bribe and cajole enough nations to be able to obtain resources from them. **Military Commerce is determined and collected at the beginning of the game turn before Diplomacy Phase Part I** by each player in turn (Germany, then Italy, U.S.S.R., U.K., France, Japan, U.S.A.) Military Commerce income collected at the top of the game turn is kept regardless of war actions during that game turn which would end eligibility to collect it.

Military Commerce Progression – We whip out the ol’ pattern (1, 2, 4, 8, 11d12 or 11, 8, 4, 2, 1d12), and in this case, the number refers to how many dice the player rolls in each of the first five game turns to determine the amount of Military Commerce income. For example, if it was game turn 2, then at the beginning of the game turn,



assuming Germany is still eligible to receive MC income (explained later), they would roll 8 dice, with the sum added to their collected income for purchase of hardware only (non-infantry units). But here's the fun part: There are different aspects of "rolling" the Military Commerce income, from re-rolling to taking a safe bid:

Military Commerce Income Roll (simply the sum of the dice rolled)

This is simply the method described, where you get as many rolls as you get dice, and is best explained this way: When a country is working a deal with a foreign source, or an engineer is designing a faster fighter or a bigger tank, you might be the type of leader who likes to play fast and loose with the deal, and go for a technological long shot. Making this guts roll could make Japan or Germany's first MC range from 11 to 132.

Renegotiation Roll (re-roll any one of the dice, and then a second re-roll)

When rolling their MC income rolls, each player may re-roll any one of their dice, then any one of their dice again, either from the other dice or the same one. In short, two one-die re-rolls are allowed, including rolling the same die twice. For instance, let's say the U.K. rolled four dice and the lowest numbers were "1" and "3". The British player would likely re-roll the "1", and if it then came up "4" or more, they would re-roll the "3" next, hoping to improve that die, as well. And yes, if you have only one die in your Military Commerce roll, you could just keep re-rolling that bad boy, hoping third time's a charm. But, you can't go back on the reneging. When you're out of re-rolls, that's it.

Safe Bid (\$7 for each die, no roll)

If you'd rather take the easy offer or continue to keep your engineers on the same kubelwagen that's working for you, the safe bid is available. You may take the Safe Bid option and simply collect \$7 for any of the dice **before they are rolled**. Once you've rolled a die, you cannot take the safe bid on it.

Diversification (using portions of rolls and safe bids as needed)

Of the dice you are entitled to, you may use a portion of them for rolling and a portion for safe bids, and you may do so one die at a time, if you like. A nation with multiple dice to roll MC income might roll one at a time, even using one or both of their Renegotiation Rolls as they go, and then taking safe bids of the remaining rolls if you need your income stabilized. If you're way ahead, you might play it safe and round out the last four dice taking the safe \$28, or likewise, if you're on a low-mojo streak and afraid to roll any more 1's and 2's, you might cash out so you don't go broke.

Military Commerce and Lend/Lease

MC money may only be used for influence and non-infantry units (hardware only). The only exception is the rare case when the Allies launch an unprovoked attack on an Axis nation first (explained nation-by-nation), at which time, that attacked Axis nation is allowed to spend their MC income on any use. As far as total amount available to give as Lend/Lease, the 1/3 of total land rule still applies for determining a maximum total lend amount, and a nation can give either money acquired from land value or MC monies as Lend/Lease. However, only money given from land value totals may be used by the receiving nation for any use. Lend/Lease money given from a nation's MC income must

be used by the receiving nation for hardware only (non-infantry units). This includes outpost units, infantry upgrades, or anything else infantry related, except for paratrooper training, which can still be paid for with hardware-only money.

DIPLOMACY PHASE PART I & II

After collecting Military Commerce Income for each nation, proceed to the Diplomacy Phase Part I and II using the **Diplomat's Guide to World Domination**. As such, each player would proceed in normal turn sequence to determine the political unrest, influence and affiliations of appropriate neutral territories, some of which are listed in abbreviated form on each nation's setup charts. After the diplomacy for neutral territories is executed, then the normal game turn begins as usual with Germany and Italy.

DECLARATIONS OF WAR

On turn 1 (July – December 1939), all nations begin at peace, and have many limitations on waging war. The actions of the Axis nations will determine the state of war until the beginning of turn 6 (January – June 1942) when all nations are at Full War and have no restrictions whatsoever, warring as if it were the beginning of the basic 1942 game. During their individual turns, each nation determines whether they are at war and what level of military production is allowed for that state of war (income percentage).



Acts of War

There are specific conditions that are considered acts of war, detailed nation by nation. But an attack on a nation's original land territories, including Strategic Bombing, regardless of whether it ends in conquest, defeat or retreat results in a state of Full War. Other provocations, like attacking a neutral territory controlled by an enemy nation, or amount of Axis control of France or China can cause varying levels of war posturing, explained nation-by-nation. The overall Axis strategy when starting in 1939, is to carefully pace the conquest of as much neutral land as possible but only provoke Allied nations when the time is right and the spoils of non-aggression and appeasement are better served by Blitzkrieg and Bonzai.

Reasonable Defense

There are certain attacks a nation can make without provoking war status changes. A nation may freely attack enemy sea units in any sea zones adjacent to their original land

territories. In the case of a sea zone shared by multiple nations, any nation with original territories adjacent to that sea zone may defend it. For instance, Germany, the U.K. and France could all attack in the North Sea, since they all share it. However, attacks upon an enemy navy in open sea zones or sea zones not adjacent to a nation's original territory would be an act of war against that enemy (results explained nation-by-nation).

AXIS

🇩🇪 Germany, 🇮🇹 Italy and 🇯🇵 Japan

Like the 1942 rules, Germany and Italy take their turns simultaneously, however, their war status may vary depending upon provocation. Japan's war status may vary from that of Germany and Italy, as well.

The Quiet Before the Storm (Peacetime Conditions)

China starts at Full War with Japan, but the other four Allied nations begin at peace, and while that calm remains, they receive only their growing MC income, starting at 1d12 (1, 2, 4, 8, 11d12) used exclusively on non-infantry purchases or influence. Axis provocations start the Allies on an income progression that translates to a percentage of their land value until they receive their full income the moment they are at Full War. The progression is 10% + MC of land value, then 20% + MC, then 40% + MC, and is caused by specific provocations explained later, but first the Axis:

Building a Wehrmacht

At the beginning of game turn 1 (July – December 1939), Germany's MC income roll is 11d12, then it descends through the progression each game turn (11, 8, 4, 2, 1d12). Germany will continue to receive this MC income at the beginning of each game turn as long as no Axis is at Full War with an Allied nation (other than China) and no Allied nation has reached their 40% income level (explained, later).



Italian Military Commerce (4, 2, 1d12)

The decreasing bonus roll of Italian MC income starts at 4d12 and ends with game turn three (4, 2, 1d12). Like Germany, it is collected at the beginning of the game turn, as long as no Axis is at

Full War with an Allied nation (other than China) and no Allied nation has reached their 40% income level.

Japanese Cash and Carry

Like Germany, Japan's MC income roll is 11d12 (11, 8, 4, 2, 1d12) and will continue as long as no Axis is at Full War with an Allied nation (other than China) and no Allied nation has reached the 40% income level.

Unprovoked Land Attacks by an Allied Nation

Assuming that no Axis nation has yet attacked any original Allied land territories (except China), if any Allied player attacks any original Axis territory (again, except China), all Axis nations may immediately let down their peaceful façade, and increase their standing army. After such an unprovoked Allied land attack, the Military Commerce (MC) income for all Axis nations would be guaranteed and collected each turn throughout the progression (11, 8, 4, 2, 1d12 for Germany and Japan and 4, 2, 1d12 for Italy), regardless of war status. In other words, no Axis nation would lose their MC Income regardless of waging Full War with an Allied nation, or even having them raised to their 40% income level (explained, later). Also, the money restrictions are ended so that the Axis nations may use Military Commerce income for any purpose, meaning they could recruit infantry and related purchases like infantry upgrades, Outpost Units, etc. with MC income. If an unprovoked Allied attack on an original Axis territory happens after the Axis has already lost their eligibility for MC income, the MC income is restored at the beginning of the next turn where it would have been in the progression had it continued uninterrupted. For example, if an Allied nation reached the 40% income level on turn 3, ending the MC income for the Axis nations on turn 4, but an Allied player made an unprovoked attack on original Axis land that same turn 4, then the Axis would collect their MC income dice on turn 5 (1d12 for Germany and Japan, none for Italy). If the 40% level is reached but an Allied nation makes an unprovoked original Axis land attack that same turn, the MC Income is guaranteed and allowed full use by all Axis nations. Allied attacks on Axis controlled or Axis affiliated territories is never a trigger for these improved and guaranteed MC income conditions.

Unprovoked Allied Sea Attacks

An unprovoked naval attack on an Axis nation has the same results as an unprovoked land attack (MC income guarantee, use for infantry), however only applies to the attacked Axis nation, not all three. Unprovoked Allied sea attack means that the Axis nation being attacked has not previously attacked sea units of the Allied nation now attacking them. Here's a game turn 1 example that should make it clear: Let's say Germany attacked the French fleet in the Bay of Biscay without any Italian units in the attack (not even the fighter). Since the Bay of Biscay is not adjacent to any original German territories, it is an act of war by Germany, and France would then be free to attack German navies not adjacent to original French territories without lifting Germany's MC income restriction on hardware only, because France was first provoked by Germany. However, if the British were part of that French counterattack, it would lift Germany's MC restriction, since Britain had not been provoked by the Germans. Likewise, if France or the U.K. attacked an Italian navy not adjacent to their original territories, respectively, the Italian MC income restriction would be lifted, since it was an unprovoked attack on Italy. In the event of an "act of war" attack on a *mixed* fleet, in order for a nation involved to consider the attack an unprovoked act of war, a casualty of the individual nation would have to have been taken. For example, if Germany had already made unprovoked attacks on the U.K. but Italy had not, and the British make an attack on a mixed fleet of German and Italian units (in a sea zone not adjacent to an original British territory), an Italian unit would have to be taken as a casualty in that battle to make it an unprovoked attack on Italy and lift the hardware restriction on Italian Military Commerce income. Of course,

casualties are chosen, so unless it's an ineligible casualty type (i.e. taking a fighter casualty from a submarine attack; torpedoes can't hit planes, duh), the player could choose the unit that results in provocation thereby lifting the MC non-infantry restriction.

“First In” Rule - Defending Neutrals under Total Control

If an Axis player conquers or otherwise takes total control of a neutral territory, and then has that territory attacked and conquered by an Allied player, the Axis player is free to retake that territory without affecting the war status of the counterattacked Allied player. In other words, even though, as you will read, an Axis attack on an Allied controlled territory provokes a greater war status for that Allied player, it is, instead, considered an act of defense rather than aggression when the Axis player is retaking a neutral it first acquired. This does not apply to affiliations less than Total Control (Sworn, Economic, Friendly), regardless of whether Axis units are attacked when occupying any lesser-affiliated territory.

ALLIES

Peacetime Allies

Every allied nation, except China, begins in a tenuous peace. Until provoked, the only income for Allied nations is their Military Commerce money collected at the start of the game turn, used only for hardware units (non-infantry) or influence. The Major Allies may give, but not receive, Lend/Lease until they reach the 20% war status (explained later, Chinese exceptions). As levels of provocation increase, the allies receive a percentage of their income during their Collect Income Phase. Except for the U.S.A. at the beginning of the game, Allied nations are free to attack the Axis almost anywhere, however, there are consequences. Unprovoked naval attacks and attacks on original Axis territories, may make one or all Axis nations able to use their MC income on any use, which means they'd buy a big stack of infantry and you don't want that while the Axis are collecting money from large quantities of MC dice.

War Declarations

The state of war of each Allied nation is determined before the Collect Income Phase of their individual turns and applies immediately. Therefore, whatever aggressive actions the Axis nations have made up to that moment are taken into consideration.

U.S.S.R.

At the beginning of game turn 1 (July – December 1939), Russia's MC income roll is 1d12 (1, 2, 4, 8, 11d12). Russia will continue to receive this increasing MC income at the



beginning of each game turn until Full War brings full, unrestricted income. Until at Full War, Russia may not build or change any factories and may only reduce or destroy a factory when it is directly attacked. Russia suffers no war status consequences for attacks on neutral territories which are not under total control by an Axis nation. However, if Russia makes unprovoked attacks on any original Axis territories, Russia must immediately return, to the respective donor(s), all Lend/Lease money received since their last turn. Once Russia is at Full War, there is no such restriction. Russia starts with treaties between them and the Axis powers (German Non-Aggression Pact and the Sino-Soviet Pact), and then will react to Axis aggression and increase their income, as follows:

Naval Aggression (Collect 10% of land value)

If there have been any unprovoked Axis attacks on Russian navies, the Russian income level becomes 10% of their land value (territories under Total, Sworn or Economic Control of the U.S.S.R.), rounded up. This income is like ordinary land income and may be used for any purchase, and is in addition to the MC income collected at the beginning of the game turn which is designated for hardware only.

Balkan Invasion (Collect 10% of land value)

If there has been no naval aggression against Russian sea units, but the Axis has invaded certain “Balkan” neutral territories, it might have the same effect to Russia’s war status. Before the Collect Income Phase, the Russian player would grab a d12 and if the number rolled is less than or equal to the total land value of all the “Balkan” neutral territories that are Axis occupied or under Total, Sworn or Economic Axis Control, Russian income level becomes 10% of their land value (territories under Total, Sworn or Economic Control), rounded up. The roll and Balkan neutral territories are:

Balkan Invasion Roll:

Roll (d12) <= Balkan neutral territories under total Axis control (**Bulgaria, Eastern Poland, Estonia, Greece, Romania, Turkey, and Yugoslavia**)

Naval AND Balkan Aggression (Collect 20% of land value, receive Lend/Lease)

If both the aforementioned 10% income raising conditions occur (Unprovoked Naval Aggression *and* the Balkan Invasion Roll is made), Russian income level becomes 20% of their land value (territories under Total, Sworn or Economic Control), rounded up, and they may receive Lend/Lease from the other Major Allies (U.K., U.S.A.)

Marching toward War (Collect 20% of land value, receive Lend/Lease)

If Russia wants to declare that the Axis has taken control of too many neutral territories and it’s time to prepare for war, they will attempt a roll based on the amount of neutral land value under total Axis control. The Allies will remain passive toward the Axis for the first twelve in neutral land value they take, and so, the attempt translates to a roll (d12) less than or equal to the total land value of all neutral territories under total Axis control minus 12:

Roll (d12) <= Axis Controlled Neutral Territories – 12

Attacks on Russian Controlled Neutral Territories (Collect 40% of land value)

Any Axis attacks on neutral territories under total Russian control (not just Sworn, Economic or Friendly) raises Russian income to the 40% level and allows the U.S.S.R. to receive Lend/Lease, if not already the case. This applies to “first in” Russian controlled territories, not those that were first under total control of an Axis nation and then conquered by Russia later.

Axis Dominance of France and China (Collect 40% of land value)

All of the Allies will react to Axis dominance of France and China. For all the French and Chinese land value after twelve that is under Axis control, the Russians will attempt to roll less than or equal to that value, raising their income to 40% of their land value (and allowing Lend/Lease). It is as follows:

$$\text{Roll (d12)} \leq \text{Axis Controlled French} + \text{Chinese Territories} - 12$$

And since Japan starts the game with nine in Chinese land, if that remains true, the Axis could take only three more in French and/or Chinese land before rolls would start. Again, all of these War Declaration rolls are made before the Collect Income Phase, apply immediately, and can be made again on subsequent turns until successful. Also, again, remember that these increases of income percentages are not cumulative; meeting multiple conditions of the same percentage income level does not multiply the percentage. Land income collected will always only be 10%, 20%, 40% or full.

Sakhalin and Sino-Soviet Pact

Japan and the U.S.S.R. will enter a non-aggression pact if the U.S.S.R. threatens any Japanese controlled territory with a superior force. This means that the sum of the attacks and defenses of all Russian land units that are in position to simultaneously attack any Japanese territory exceeds the sum of attack and defense of all Japanese units in that territory. In other words, if North Manchuria, South Manchuria and Korea have 3 infantry units in each of them (A's + D's = 18), and Vladivostok had 1 Russian infantry and 1 artillery (A's + D's = 16), the U.S.S.R. would not be threatening any Japanese territories with a superior force. However, in that example, if there was also a Russian infantry in Yablonovoi, then North Manchuria would be a Japanese territory threatened by a superior Russian force (22 > 18). When those conditions exist at the beginning of a game turn, Russia permanently hands Sakhalin to total Japanese control as part of their tense treaty. If, somehow, there are any Russian units in Sakhalin when this happens, they are immediately moved to Turkmenistan. Why? Because if you're stupid enough to place units in Sakhalin, and annoying enough to want a ruling on that impertinent choice, I'm going to make an equally stupid rule, so follow it!

Full War (Full Income)

Any attacks by any Axis player on any original territory of a major nation (U.K., Russia, or U.S.A.), including a failed attack or a Strategic Bombing Raid, brings all Allied nations to Full War and full income, with no purchasing restrictions, as if it were turn six. Attacks on France do not bring the U.S.S.R. or other Allies to Full War.

U.K. and France

At the beginning of game turn 1 (July – December 1939), both The U.K. and France have an MC income roll of 1d12, (1, 2, 4, 8, 11d12). They will continue to receive this increasing MC income at the beginning of each game turn until Full War brings full, unrestricted income. Until at Full War, Britain and France may not build or change any factories and may only reduce or destroy a factory when it is directly attacked. As detailed in the Diplomat's Guide, the U.K. and France may only attack neutral territories that are strongly affiliated with an Axis nation (Sworn or Total control). Britain and France desire to avoid war but will react to Axis aggression as follows:

Phony War - Naval Aggression (10% of land value)

If there have been any unprovoked Axis attacks on British or French navies, their respective income level becomes 10% of their land value (territories under Total, Sworn or Economic Control), rounded up. This income is like ordinary land income and may be used for any purchase, and is in addition to the MC income collected at the beginning of the game turn which is designated for hardware only.

Phony War – Axis Dominance (10% of land value)

If there has been no naval aggression against British or French sea units, but the Axis has invaded neutral territories, it might have the same effect. Before the Collect Income Phase, the British, and then the French player, would each grab a d12 and if their number rolled is less than or equal to the total land value of all the neutral territories under total Axis control, the British or French income level, respectively, becomes 10% of their land value (territories under Total, Sworn or Economic Control), rounded up. The roll is:

Phony War Roll:

Roll (d12) <= Neutral territories under total Axis control

Naval Aggression AND Phony War (20% of land value, receive Lend/Lease)

If both the aforementioned 10% income raising conditions occur (Unprovoked Naval Aggression *and* the Phony War Roll is made), income level becomes 20% of their land value (territories under Total, Sworn or Economic Control), rounded up, and they may receive Lend/Lease from the other Major Allies (U.S.S.R., U.S.A. or U.K. for France) These are obtained individually by Britain and France, and yes, if Britain does not qualify for this level but France does, the French may still receive Lend/Lease from the U.K.



Marching toward War (20% of land value, receive Lend/Lease)

If Britain or France wants to declare that the Axis has taken control of too many neutral territories and it's time to prepare for war, they may each attempt their own roll based on total neutral land value under Axis control. The Allies will remain passive toward the Axis for the first twelve in neutral land value they take, and so, the attempt translates to a roll (d12) less than or equal to the total land value of all neutral territories under total Axis control minus 12:

Roll (d12) <= Axis Controlled Neutral Territories – 12

Attacks on British or French Controlled Neutral Territories (40% of land value)

Any Axis attacks on neutral territories under total British or French control (not just Sworn, Economic or Friendly) raises British or French income, respectively, to the 40% level. This applies to “first in” British or French controlled territories, not those that were first controlled by an Axis nation and then conquered by Britain or France later.

Axis Dominance of France and China (40% of land)

Of course, if France is attacked it is at Full War, collecting their full income based on total land value with no purchasing restrictions. However, Britain (and all Allies for that matter) will react incrementally to Axis dominance of France and China. For all French and Chinese land value after twelve that is under Axis control, the British will attempt to roll less than or equal to that value, raising their income to 40% of their land value. The roll is as follows:

Roll (d12) \leq Axis Controlled French + Chinese Territories – 12

Again, war declaration rolls are made before the Collect Income Phase and increases of income percentages are not cumulative.

Belgium/Holland

Whenever any Belgian or Dutch colonies are attacked by the Axis, the remaining Belgian and Dutch colonies will be immediately under total control of France and considered “original” territories for purposes of building, railing, etc., but not with respect to the war status based on the tally of French land (Roll $d12 \leq$ French + Chinese Land – 12). Only French land is counted toward that Axis encroachment. Once Belgian/Dutch territories are acquired by France, they will remain so throughout the game and further Axis attacks on them would raise France’s income to 40% level (assuming it isn’t already at 40% or Full War), since they would be attacks on territories under total French control, not just Sworn or Friendly. The Belgian/Dutch colonies are **Belgium/Holland, Belgian Congo, Borneo, Celebes, Java, New Guinea, Sumatra, Suriname and Timor.**

Fall of France

When a British/French turn begins where France has fallen to Axis occupation (the specific capital territory named France), all of the remaining French territories and military assets (not Belgian/Dutch land), will either side with the Free French and DeGaulle, or make alliances with the fascists as Vichy French. Before the Collect Income Phase after the fall of France, the French player rolls for each of their territories not already under Axis control to determine their alliance (list, below). Vichy Rolls, as we’ll call them, cannot be influenced by any players, however they are affected by units occupying each territory. If any British, American or French units (land or air) are in a territory, the amount and type increases the roll (d12) in favor of the Free French.



Each Allied unit modifies the roll for the territory where it is located with these values:

Infantry = + 1

Artillery = + 2

Armor = + 4

Fighter = + 4

For example, a French infantry, a British infantry, an American infantry, and a fighter in Algeria would raise the chance of the territory remaining with the Free French to a roll of 11 or less (see chart, below). A French armor in Guinea would nullify the Vichy Roll there, because it would be $d12 \leq 13$ (9 or less base roll, + 4 for the Armor).

Vichy France

Territories that join the Vichy French become sworn allies of the German or Japanese player, as listed below, and any French units therein join the Facist Vichy side and are replaced with neutral pieces. There they permanently stay and defend the territory as a hostile local population and army. Below, see the chart of the French territories, and their corresponding alliance rolls.

French Territory	Free French	Vichy French	Alliance
Algeria	4 or less	5 or higher	Germany
Cameroon	9 or less	10 or higher	Germany
Corsica	3 or less	4 or higher	Germany
Equatorial Africa	4 or less	5 or higher	Germany
Guinea	9 or less	10 or higher	Germany
Ivory Coast	9 or less	10 or higher	Germany
Madagascar	9 or less	10 or higher	Germany
Mali	7 or less	8 or higher	Germany
Mauritania	7 or less	8 or higher	Germany
Morocco	4 or less	5 or higher	Germany
Syria	4 or less	5 or higher	Germany
Tunisia	3 or less	4 or higher	Germany
West Africa	9 or less	10 or higher	Germany
Indo-China	5 or less	6 or higher	Japan
New Caledonia	8 or less	9 or higher	Japan
Tahiti	8 or less	9 or higher	Japan

Fate of French Navy

In the sea, French naval units will side with DeGaulle, be confiscated by the Axis, or be scuttled (removed from play). Ships joining the Axis are replaced with like German units. A roll is made for each, individual ship to determine its fate:

Naval Unit:	Remain Free French	German Acquired	Scuttle
Battleship	7 or less	8, 9, 10, or 11	12
Aircraft Carrier	7 or less	8, 9, 10, or 11	12
Destroyer	6 or less	7, 8, 9, 10, or 11	12
Submarine	6 or less	7, 8, 9, or 10	11 or higher
Transport	5 or less	6, 7, or 8	9 or higher

Resolving Vichy Conflicts

As French units convert to German sea units or neutral Vichy land units, they will become hostile to other units in their territory or sea zone. Therefore, any Allied player sharing land or sea with a newly hostile German or Vichy unit must make a decision with

all conflicting units on their Combat Orders Phase and either attack or leave. Of course, they may structure any such combat as they like, adding to and/or replacing the units involved, but it must be resolved. On land, when Vichy units are attacked by an Allied



nation, those units are immediately replaced with like German units and remain in their control, henceforth. Should the formerly Vichy, now German, units repel the attack (and they could be helped in defense by adjacent Axis aircraft using Module IV: Air Supremacy Rules), the territory also falls under total control of the Axis affiliate (Germany or Japan, see chart for which territories affiliate with each). In the example for Algeria, before, if the French player unfortunately rolled a 12 and it fell to Vichy influence, the French infantry and fighter would become Vichy neutral units and the British and American infantry would have to leave or attack during their respective Combat Orders Phases. In that scenario, while the British attacked on their turn, the American units would not participate, but could be taken as casualties, or ignore that combat, and assuming the British fail, then attack or retreat on the next U.S.A. turn.

British or American Units in Unoccupied Vichy Territories

If a British or American unit is in an unoccupied French territory that turns during the Vichy Rolls, since the affiliation change takes place before the French Collect Income Phase, the French player would not earn income for that newly Vichy territory, however, if the occupying Allied unit stays in that territory for their Combat Phase, it would effectively re-conquer it and make it a Free French territory. If that unit leaves on the Combat Orders Phase, then it does not secure the Vichy territory and it would remain Sworn to Germany, though another unit could enter/attack and claim it for France.

French Indo-China

Indo-China has strong political leanings toward Japan, and so, the Japanese may attack Indo-China with impunity. Attacking Indo-China does not affect the war status of Britain or France, nor Japan's Military Commerce Income. However, having Indo-China under total control of the Axis does add to the total French land under Axis control when determining war declaration rolls. If French Indo-China is a sworn ally of Japan, that territory would not be counted toward the French total in the war declaration rolls.

Also, every turn the French player must politically sway the territory not to become sworn to Japan. It is conducted like a "Vichy Roll", as explained before, and is rolled every turn up until, and including, the turn France falls. However, the French and other Allies may put enough units there to prevent a roll, so it may be nullified. Therefore, if any units from other Allies were in the territory as it converted to a Vichy alliance, they would have to leave the territory or attack on each player's Combat Orders Phase.

Full War

Any attacks by any Axis player on any original territory of a major nation (U.K., Russia, or U.S.A.), including a failed attack or a Strategic Bombing Raid, brings all Allied nations to Full War and full income, with no purchasing restrictions, as if it were turn six. Attacks on France do not bring the British or other Allies to Full War.

U.S.A.

At the beginning of game turn 1 (July – December 1939), the U.S.A. has an MC income roll of 1d12 (1, 2, 4, 8, 11d12). They will continue to receive this increasing MC income at the beginning of each game turn until Full War brings full, unrestricted income. Until at Full War, the U.S.A. may not build or change any factories and may only reduce or destroy a factory when it is directly attacked.

American Isolationism

Also, the U.S.A. keeps its forces close to home and so, may not build any units outside the contiguous U.S.A. (Northwest, Southwest, Central, Northeast and Southeast U.S.A.), and may only move or transport units to original U.S. land territories, never marching,



driving, railing or landing on any territories that are not original U.S. land. At sea, the U.S.A. may only move or attack in sea zones that are open (no land in the entire sea zone) or adjacent to original U.S. territories, though they may move through any sea zone in *non-combat* as long as the move is completed in sea zones that are open or adjacent to original U.S. land. If enemy combat ship(s) occupy a sea zone not in the open sea nor adjacent to original U.S. land, American naval units would have to sail around it, during non-combat movement, through other legal sea zones. The U.S. navy moving in non-combat is not blocked by an enemy transport, though the transport would be entitled to fire a defensive shot as the fleet went by. U.S. aircraft may fly anywhere, as long as they land on

original U.S. territories or on a carrier in a sea zone that is open or adjacent to original U.S. land. One more thing: An unprovoked U.S. attack on Axis sea units in an open sea zone could lift the MC income restriction of that Axis nation (hardware-only limitation), so calm down, Admiral and think before you sink.

U.S. Retreat During Isolationism

While still in a state of peaceful isolation (before Full War or expansion of Roosevelt's Security Zone), American sea units that are attacked may retreat to an otherwise ineligible sea zone (sea zones that are not open sea nor adjacent to U.S. controlled land territories), as long as the sea zone is not enemy occupied or blocked. In that event, on the next U.S. turn, the player would have to move those units that retreated, from their current position in ineligible sea zones, to legal locations, before their turn ended. If the U.S.A. is attacked on original U.S. land, American units are free to retreat anywhere, since such an attack triggers Full War.

Roosevelt's Security Zone - Naval Aggression (10% of land value)

F.D.R., or as we endearingly call him: Frankie D, is suspicious of the Axis and will expand his web of protection if provoked in a similar manner as the other Allies. These conditions are activated in one of two ways: First, when there have been any unprovoked Axis attacks on U.S. navies, the U.S. income level becomes 10% of their land value

(territories under Total, Sworn or Economic Control), rounded up. This income is like ordinary land income and may be used for any purchase, and is in addition to the MC income collected at the beginning of the game turn which is designated for hardware only. Note: A defensive enemy transport shot *would* trigger the 10% U.S.A. war status, since it would be an unprovoked naval attack on the U.S.A. So it'd be wise for the Axis to hold their fire and let the Americans sail by unharmed. Once Roosevelt's Security Zone is enacted, U.S. movement is expanded to any friendly territory or sea zone (not just open sea or adjacent to original U.S. land), but these moves may only be conducted during Non-Combat into defensive positions. Again, no attacks may be made on land nor in sea zones not open or adjacent to original U.S. territories or the North or South American continent. If American units are attacked in defensive positions in friendly lands, they defend normally with any other units therein. U.S. aircraft may also be used in defense of adjacent Allied territories if you're using Module IV: Air Supremacy.

Roosevelt's Security Zone – Neutral Encroachment (10% of land value)

The second way to enact the aforementioned U.S. movement expansion under Roosevelt's Security Zone, other than Axis naval aggression against U.S. sea units, is through Axis invasion of neutral territories. Before the Collect Income Phase, the U.S.A. player would toss a d12 and if the number rolled is less than or equal to the total land value of all the neutral territories under total Axis control, the U.S. income level becomes 10% of their land value, rounded up. The roll is:

Roosevelt's Security Zone Roll:

Roll (d12) \leq Neutral territories under total Axis control

Naval Aggression AND Neutral Encroachment (20% of land value)

If both of the 10% income raising conditions occur (Unprovoked Naval Aggression *and* the Roosevelt's Security Zone Roll is made), income level becomes 20% of their land value (territories under Total, Sworn or Economic Control), rounded up, and they may receive Lend/Lease from the other Major Allies.



Marching toward War (20% of land value)

If the U.S.A. wants to declare that the Axis has taken control of too many neutral territories and it's time to prepare for war, they may attempt a roll based on total neutral land value under Axis control. The Allies will ignore the first twelve in neutral land value the Axis takes, and so, the attempt translates to a roll (d12) less than or equal to the total land value of all neutral territories under total Axis control minus 12:

Roll (d12) \leq Axis Controlled Neutral Territories – 12

Attacks on America Controlled Neutral Territories (40% of land value)

Any Axis attacks on neutral territories under total U.S. control (not just Sworn, Economic or Friendly) raises the U.S. income to the 40% level.

Axis Dominance of France and China (40% of land value)

The U.S.A. (and all Allies for that matter) will react to Axis dominance of France and China. For all French and Chinese land value after twelve that is under Axis control, the U.S.A. will attempt to roll less than or equal to that value, raising their income to 40% of their land value. It is as follows:

Roll (d12) \leq Axis Controlled French + Chinese Territories – 12

Again, war declaration before Collect Income Phase, income percentages not cumulative.

Full War

And again, Axis attacks on original territories of major nations, including failed ones or Bombing Raid, brings all Allied nations to Full War, income, no purchasing restrictions.

China

China begins at Full War with Japan and already deep in conflict, with no restrictions to income collection or use, however they cannot receive Lend/Lease until they convince Roosevelt and Congress to come to their aid. This is determined through a roll based on the advancement of the Japanese army. Before China's Collect Income Phase, the Chinese player would attempt to roll (d12) equal to or less than the sum of original Chinese territories under Axis control (the game starts with Japan controlling nine). A successful roll, made each Chinese turn and applying only to that turn, allows China to receive Lend/Lease, as follows:



Chinese Defense Roll:

Roll (d12) \leq Japanese controlled Chinese

Allied Income Maximums

The Axis nations have no limits on the amount of monies they may collect for their land value and MC income, however the Allied nations do. The total income collected by an Allied nation (land value income plus MC income, excluding Lend/Lease) may not exceed their total land value at the beginning of the nation's turn. When more income is collected than allowable, the player may choose what monies the nation will keep and use. In other words, if on game turn 5, the U.K. collected \$77 in MC income, then started its turn with a land total of 118 and was in a war status of collecting 40% of their land value (40% of 118, rounded up = \$48), then \$7 would *not* be usable (\$77 + \$48 = \$125 – 118 = \$7 exceeding land maximum). In that case, a player would be wise to discard \$7 from their MC income and keep all \$48 of their land income, so it could be used on infantry, as well as hardware items.

F.E.R. – Frequently Exploited Rules (rarely used)

Fractions of Neutrals - When a nation collects 10% or 20% of its land value, that sum includes all neutral territories from which it also collects. So, a nation only gets the same fraction of money from neutrals as it gets from its own original territories. For instance, if France is collecting 40% of its income and the Belgian/Dutch territories are under total French control, they would earn only 40% of those additional territories. Basically, add all the original and neutral land, calculate the percentage of that, round up.

Banking Designated Funds - Saved money that was earmarked for a specific type of expenditure (infantry, or hardware-only), must be saved separately. Money meant for a specific use may only be used accordingly, whether it's spent immediately or later.

Affiliated Neutrals - Estonia is not considered an original Russian territory for the American Provocation roll or with respect to original land war declarations on the U.S.S.R. The same is true for the British with respect to Crete, Eire, Greece, Iran, Nepal, Oman, Saudi Arabia, and Yemen. Also, Thailand is not original Japanese territory.

Forgetting to Offer Influence Payment – Should a player fail to give an opponent their legally entitled opportunity to lower an influence roll with money, and then makes the roll, the opponent may pay influence money post-roll. This is just like failing to allow the defender to make retreat or other combat decisions where the defender gets to choose after knowing the roll result.

French Fighters on French Carriers – In the extremely unlikely event a French aircraft carrier has a fighter on it when France falls and the carrier is lost, the fighter has a retreat of half its movement to immediately land on a friendly territory, or it goes in the drink.



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