

THE WAR GAME: WORLD WAR II

By: Jeff Stein



Play begins in the first six months of 1942. The Japanese have made their attack on Pearl Harbor causing the last remaining Allied nation, the U.S.A., to fully join the conflict. Germany, Japan and Italy have made huge advances across the globe. The Allies are finally mobilized to react to the Axis conquests. Now is the turning point, if the Allies don't stop Axis imperialism, the world may fall under their total control. But the Axis powers are at their strongest and if they continue aggressively they may solidify their world domination.

TABLE OF CONTENTS

| | |
|--|----|
| Object of the Game, Game Board and Pieces | 1 |
| Starting Setup | 2 |
| Choosing Sides, Order of Play | 3 |
| Waging War | 3 |
| Phase I: Determine War Production, Lend/Lease | 4 |
| Phase II: Combat Orders | 5 |
| Phase III: Combat | 5 |
| Infantry, Artillery, Anti-Aircraft | 6 |
| Artillery Support Shot, Armor | 7 |
| Rommel's Rules, Fighter | 8 |
| Bomber , Paratroopers | 9 |
| Battleship , The Big Guns, Amphibious Shore Bombardment | 10 |
| Battleship Damage and Repair, Destroyer | 11 |
| Aircraft Carrier, Submarine | 12 |
| Submarine Attack by Stealth, Transport | 13 |
| Multi-National Combat | 14 |
| Combat Resolution | 15 |
| Retreat | 16 |
| Generals and Field Marshalls | 19 |
| Phase IV: Non-Combat Movement | 19 |
| Railroad Movement | 20 |
| Harsh Terrain | 23 |
| Diplomacy and Politics | 23 |
| Phase V: Build and Recruit | 24 |
| Factories | 24 |
| Strategic Bombing | 26 |
| Neutral Nations | 28 |
| Naval Pass-Through | 29 |
| Air Supremacy Rules | 35 |
| Victory Conditions | 41 |
| Game Board Particulars, Additional Unit Types | 42 |
| F.E.R. – Frequently Exploited Rules (more at http://www.thewargame.com/fieldmanual.htm) | 43 |

OBJECT OF THE WAR GAME: WORLD WAR II

Specific victory conditions are explained later, but the object of the game is, quite simply, to win the war. Although you will find this game incorporates many strategic scenarios that are true to World War II, knowledge of the war is not necessary to master the concepts required to win. This is the basic process necessary to obtain victory:

- Conquer and hold land territories.
- Collect income based on the military value of those territories (indicated by the number on them)
- Produce reinforcements with that income.
- Use those reinforcements and existing military units to continue the process.

Up to 8 players representing major nations in the war, are divided between two teams: The Axis (Germany, Italy and Japan), and the Allies (U.S.S.R., The United Kingdom, France, U.S.A., and China). If you're a rule reader, go ahead and finish this bad boy, first, but a great way to learn the game is to just go set the pieces on the game board and begin playing.

THE GAME BOARD AND PIECES

Each nation has pieces, called "units", which are the items used to wage war. Those units are placed in, and moved to, either land territories or sea zones. The land territories are the named and numbered countries and islands separated from each other by their borders and shorelines. Only land territories with a specific name are considered a legitimate location where land units may exist and only those with a number have a military value for which a player may collect income. The sea zones are where naval units reside, and are designated by the land territory on which its coastline touches, or by letter designations based on the ocean where it lies, which are:

NP-# (North Pacific), **SP-#** (South Pacific), **NA-#** (North Atlantic),
SA-# (South Atlantic), and **I-#** (Indian Ocean)

In addition to specifically colored units, each nation has "original" land territories in matching colors, which are:

| Nation | Color | Control Marker |
|---------------------------------|---|---|
| Germany | Black |  |
| Italy | Gray |  |
| U.S.S.R. (Russia) | Brown |  |
| United Kingdom (Britain) | Tan |  |
| France | Blue (both medium and dark blue) |  |
| Japan | Yellow |  |
| U.S.A. | Green |  |
| China | Red |  |

Neutral Nations

White and all other colors

(Note: There are only pieces in the eight player colors. No neutral pieces are included.)

The "original" possessions of the various nations are based on the state of the world in 1939, but play in this version begins in 1942. Therefore, as you will see, the setup chart indicates Axis units in land territories originally owned by the Allies or neutrals. That Axis control (and conversely, Allied control of Axis or Neutral territories) is designated by placing one of the cardboard control markers in those territories.

Occupation versus Control

An occupied territory or sea zone is one that contains units, while control refers to who owns a territory. The nation that controls a territory collects the income for it and has the ability to build or recruit in it (Phases I and V). Only one nation may own a territory, although certain nations may share occupation of the same territory. At sea, any Axis player may share occupation of a sea zone with any other Axis nation, and all Allied nations may share sea zones with each other. On land, German, Italian and Japanese units may share occupation and the U.K., France, U.S.A., and China may occupy the same territory. However, U.S.S.R. will not share land territories with any other nation (That needed a 14 font size).

STARTING SETUP

Using the setup charts for each nation, place the appropriate units corresponding to each nation in the territories and sea zones listed. When more than one of a single type of unit is placed, use the chips to indicate additional units of that type. White chips add one to the total and red chips add five. For instance, eight infantry in Leningrad would be represented by one brown infantry unit placed on top of a stack of two white chips (+ 2) and one red chip (+ 5). If there is any confusion as to how the game board is delineated, see the section titled Game Board Particulars (page 33). Land units are placed on the land territory listed and include:



Wehrmacht
Infantry

Waffen SS

INFANTRY



Tiger I



Maus

ARMOR



Nebelwerfer



88mm

ARTILLERY



Bf 109 G6



Fw 190D-9



Me 262 Schwalbe

FIGHTER



Heinkel He-111

BOMBER

Note: When a fighter has an asterisk (*), it would then be placed on the aircraft carrier in the sea zone adjacent to the land territory listed. The same is true for infantry on a transport.

Sea units are placed on the sea zone listed, or on the sea zone adjacent to the land territory listed, and include:



Tirpitz

BATTLESHIP



Graf Zeppelin

AIRCRAFT CARRIER



Zerstorer

DESTROYER



Typ XXI

SUBMARINE



Kriegsmarine Transport

TRANSPORT

Note: If a battleship is listed with “#”, it indicates a damaged battleship (explained later) and would be placed in the appropriate sea zone tipped on its side. The U.S. battleships in Hawaii are listed as “1/1#”, so place one battleship and one damaged battleship (tipped on the side).

Factories are placed on the land territories listed and include two types:



Major Factory



Minor Factory

There are multiple types of Infantry, Artillery, Armor and Fighters, but this is just for fun when playing with the basic rules. Players can use any of the different pieces to represent the one type of each. The other types have optional values (see Additional Unit Types, page 33).

CHOOSING SIDES

At least one person must play on the Axis side and one on Allies. No one player may play both an Axis and Allied nation, but otherwise you can assign players and individual nations as ruthlessly or fairly as you like. However, you should probably start by assigning Germany and Italy first so that player can start the freakin' game, because the order of play is, well...

ORDER OF PLAY

The order of play, and which nations play simultaneously, are **Germany and Italy** (1st), **U.S.S.R.** (2nd), **U.K. and France** (3rd), **Japan** (4th), and finally, **U.S.A. and China** (5th)

WAGING WAR

Each **player's turn** is broken into five phases, which are:

- Phase I Collect Income**
- Phase II Combat Orders**
- Phase III Combat**
- Phase IV Non-Combat Movement**
- Phase V Build and Recruit**

Once all five phases are completed, the next player in the sequence goes through the same five phases. Once all of the nations have had a turn, you've completed a **game turn**.

Game Turns and Time – Skip this section unless you really must know how the game turns break down, historically. Seriously, you can live without it. You're still reading? Ok, fine, if you insist: Each game turn represents 6 months, with turn 1 beginning in the last 6 months of 1939. Since this basic version begins in 1942, we start with game turn 6. Therefore:

| Game Turn | Time Period | |
|-----------|----------------------|---|
| 1 | July - December 1939 | |
| 2 | January - June 1940 | |
| 3 | July - December 1940 | |
| 4 | January - June 1941 | |
| 5 | July - December 1941 | |
| 6 | January - June 1942 | (Basic game starting turn) |
| 7 | July - December 1942 | |
| 8 | January - June 1943 | |
| 9 | July - December 1943 | (Likely decisive turn) |
| 10 | January - June 1944 | |
| 11 | July - December 1944 | (Usually over by now) |
| 12 | January - June 1945 | |
| 13 | July - December 1945 | (Serious stalemate if you're still playing) |

PHASE I: DETERMINE WAR PRODUCTION

The amount of “money” a player can use to produce units is equivalent to the sum of all of the values on the territories currently controlled. In other words, add up all the numbers on all the territories you own, and that’s how much money you have for use during your turn. Add to that amount any money you saved from the previous turn or received through lend/lease (see below). A 1942 War Production Chart that’s used for tournament play is available at www.TheWarGame.com. Or use an abacus, calculator, an agent from the Government Accounting Office, or your fingers (assuming you have no other use for them). When the game begins, Germany and Italy collect their starting land amount, as shown on their setup charts. The other nations might not have the same starting land when their turn begins, since their opponents have had a chance to invade them, but you can use these base numbers as a starting point to add up your current territories. Take the starting land value (also on bottom corners of game board), add to it the territories that nation controls, ignoring those it started with at the beginning of the game (territories in that nation’s color, or ones marked by the little 1942 flags), then subtract original and 1942-flagged starting land under enemy control.

LEND/LEASE

Major nations may give money to each other and minor nations, but minor nations may only receive Lend/Lease. Therefore, U.S.A., U.K. and U.S.S.R. may give to each other and to France and/or China, while Germany and Japan may give to each other and/or to Italy. However, Italy, France and China may only receive Lend/Lease. Any amount may be given to each nation, but the cumulative amount given each turn cannot exceed one-third (rounded up) of the lending nation’s total land value on Phase 1 of their turn. So, as the game begins, Germany may loan up to \$43 (one-third of \$127 land total, rounded up) to Japan or Italy. The first \$15 in lend/lease may be used by the recipient for any purchases on their turn, however every bit of cash after the first \$15 must be used on non-infantry units (hardware, as we like to call it). Example: If the U.K. gives \$23 to Russia and the U.S.A. gives \$17 to Russia and \$10 to China as well, then \$15 of the \$40 received by Russia may be spent on infantry and the last \$25 on Russian hardware units, while the \$10 received by China may be spent by them for any purchase. The lending is done on Phase 1 of the giving player’s turn and is then available for use by the recipient on Phase V of the recipient’s turn. In the case where a minor nation goes simultaneously with the lending major nation, the money can be given and spent on that player’s turn. So, Lend/Lease money is lent and spent on the same turn when Germany gives to Italy, Britain gives to France and America gives to China. In the other cases, nations receive the money on the lender’s turn and then wait to spend it on their turn.

PRE-GAME LEND/LEASE: On three of the setup sheets (U.S.S.R., U.K. and France) there is a starting Lend/Lease amount listed (15, 15, 4, respectively). That money is added to whatever land-based income is collected by that player at the beginning of their first game turn only (Turn 6 [January – June 1942]) and may be spent, accordingly. Since the values are \$15 or less, the money may be spent on any units, including infantry, however if more money is lent to these nations (U.S.S.R giving to U.K. on turn 1, for instance), anything after the initial \$15 must be spent on hardware units. This “Pre-Game Lend/Lease” represents American donations in the last six months of 1941. Did you see why China has none? Nice.

PHASE II: COMBAT ORDERS

In this phase, a player is devising where to make attacks, if any. A player moves units into combat situations to attempt to conquer and control enemy held land territories or sea zones and/or to destroy enemy units. The type and number of units that can be moved into combat situations is only limited to the individual units' movement ranges. If it can get there, it can fight there. Any number of units may engage in combat, and any number of combats may be ordered, however no single unit may be involved in more than one combat on a player's turn (exception: Naval pass-through, explained later). Each combat situation occurs in one, and only one, land territory or sea zone, therefore, units in land territories or sea zones where no combat situations are declared would not be participating. When describing unit movement, a "space" refers to a land territory, sea zone, or island group. Every time a unit crosses a land or sea border, or crosses from land to sea, it is considered to have moved one "space". All combat must be declared in this phase, including attacks into unoccupied, enemy controlled, land territories. Once combat begins, no additional battles may be declared. Movement capability and the locations where individual units may be sent into combat are explained in Phase III: Combat. It is important for opponents not to miss this phase, because it's the first and best opportunity for psychological warfare (for instance, taunting with questions like, "Are you sure that's all the attacks you wanna make? You're not missing anything?")



Marine Maj. Gen. Lemuel Shepherd, commanding general of the 6th Marine Division, relaxes on an Okinawan ridge long enough to consult a map of the terrain. - June 1945.


PHASE III: COMBAT

Once the Combat Phase begins, every battle declared during the previous phase is committed to at least one round of combat. There is no changing or canceling of any battles. This is when your best-laid plans unfold as either military genius or foolish disaster. There are only three outcomes to combat: Conquest, retreat, or defeat. The attacking player begins by choosing which of the combat situations declared in the previous phase will be resolved first, second, etc. Each combat is broken down into combat rounds and each round is completed with these steps:

Combat Sequence

1. Attacker rolls dice for their attacking units, counts hits.
2. Defender chooses one unit to be taken as a casualty for each hit by the attacker.
3. Defender rolls dice for both surviving units and those taken as casualties; counts hits.
4. Attacker chooses, and removes from play, one casualty for each of the defender's hits.
5. Defender removes casualties chosen in step 2 from play.
6. Repeat until conquest, retreat or defeat.


Each unit has a unique value it must roll to score a hit on an opponent's units. **Using the twelve-sided dice, a hit would be a die roll equal to or less than the required value.** Any eligible unit makes a roll in combat, each round. Any unit eligible for a roll in a combat may be taken as a casualty with the exception of units specifically performing a support shot in that combat (battleships, destroyers or artillery only). This may seem confusing, but keep reading and all will be revealed. Unit specifics and their cost by nation are following.

| INFANTRY  Wehrmacht Infantry | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
|--|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
| | | 2 | 4 | 1 | 5 | 6 | 5 | 6 | 6 | 6 | 6 |

An infantry unit has a movement of one space on land only. A combat situation, into which an infantry unit could be ordered, would include moving one or more soldiers across a border from a current territory to an adjacent enemy controlled land territory. Also, up to two infantry may be transported by sea to a combat situation with a transport. (See Transport description on page 12) An infantry unit has an attack roll of two or less but is better on defense with a roll of four or less due to the fact that a soldier on the move is not as strong as one entrenched and prepared for the enemy. Hits from infantry may only be applied toward land or air units in combat. Infantry may never fire upon units at sea, even when they are being transported.



"Then came the big day when we marched into Germany right through the Siegfried Line." - 1945.

| ARTILLERY ANTI-AIR  88mm | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
|--|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
| | | 5 | 5 | 1 | 9 | 11 | 10 | 10 | 11 | 11 | 9 |

An artillery unit has a movement of one space on land only. Artillery attacks and defends at a roll of five or less each round of combat and may only hit land and air units. Only one artillery unit may be moved via transport (See Transport description on page 12). Like infantry, artillery may never be used for combat against sea units, even while on a transport.

Artillery as Anti-Aircraft - When defending, if aircraft are among the attackers, it is assumed that the artillery gun will be used as an anti-aircraft gun. In that case, all defending

casualties from the artillery gun would be applied first to attacking aircraft, then to land units; once all aircraft have been shot down. At the beginning of each round of combat, the




Front view of 240mm howitzer of Battery 'B', 697th Field Artillery Battalion, just before firing into German held territory. Mignano area, Italy. - January 30, 1944.

defender may declare the opposite, and use any of their artillery units to defend first against land, instead of air. No A/A choice is allowed for attacking artillery and such hits are applied to land or air units at the defender's discretion. Also, an enemy aircraft is only subject to anti-aircraft defenses when attacking that specific territory, not when flying over it to get to another territory for attack or otherwise.

Support Shot - An attacking artillery unit may be used in attack as a "support shot" by remaining in its current land territory and firing a shot across one border to one adjacent land territory. However, for each supporting artillery

unit, at least one other attacking land unit must be physically crossing that same border to make a support shot legal. This support shot is only rolled and applied in the first round of combat and never used, included, or moved in combat, in subsequent rounds or to other areas (However, that artillery may move into the land territory it supported during non-combat movement if conquest occurs. See Non-Combat Movement on page 18). An artillery support shot may not be made from a transport, nor may it move a space and then fire a support shot to a second territory. The advantage of not actually entering the battle is that the supporting artillery cannot be taken as a casualty by hits from the defending units.

|  ARMOR Tiger I | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
|--|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
| | 8 | 4 | 2 | 11 | 13 | 12 | 12 | 13 | 13 | 11 | 14 |

An armor unit has a movement of two spaces on land only. Unlike infantry, an armor unit's strength lies in its attack with a successful hit on a roll of eight or less, while only hitting on a four or less when defending. Since armor can move two, it can move through a friendly territory to a second territory for combat. However, it can also conquer an unoccupied, enemy controlled territory and then move to a second on the same player's turn for additional combat or to another friendly territory. If even one enemy unit (other than a factory – page 21), exists in an enemy territory, or a then the armor may not move through it to the next territory. It must not go through a territory when there's combat to be resolved in it.



Yanks of 60th Infantry Regiment advance into a Belgian town under the protection of a heavy tank. - September 9, 1944.

Like infantry, armor may only apply hits toward land or air units in that combat, never at sea. Only one armor unit may be moved via transport (See Transport description on page 12).

Rommel's Rules (applicable to all nations, not just Germany) - In an attack, up to two infantry may be combined with an armor unit of the same nation. Those infantry receive a +1 to their attack (attack roll of 3 or less). In defense, the armor itself receives a +1 bonus (giving it a defense roll of 5 or less), as long as at least one infantry of the same nation is defending along with it. Each infantry may receive one, and only one, mechanized unit bonus from one, and only one, mechanized unit (three tanks can't make one infantry +6 on attack and five infantry can't give an armor a



Gen. Erwin Rommel with the 15th Panzer Division between Tobruk and Sidi Omar, Libya. 1941.


defense of 9). However, the infantry need not enter the battle from the same direction to receive the bonus. It may even come as a paratrooper and pair with an armored vehicle. The bonuses are applied round-by-round of combat so, when the infantry or armor is destroyed, the bonus would not apply on subsequent rounds.

| | | | | | | | | | | | |
|---|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
| <p>FIGHTER</p> <p>Messerschmitt Bf 109 G-6</p> | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
| | 6 | 6 | 4 | 14 | 16 | 15 | 15 | 16 | 14 | 13 | 18 |

A Fighter unit has a movement of four across land or sea. Each time a fighter crosses a land or sea border, goes from land to sea, or sea to land, it is considered a space in its movement. Fighters that begin on aircraft carriers are considered in the sea zone where the carrier lies and would begin their first space of movement when they leave that sea zone or cross onto land. The restriction of using fighters in a combat is that the fighter must have a planned place to land within its movement range. A fighter's landing is limited to a land territory controlled by that nation, a territory under friendly control since the beginning of that player's turn, or to an aircraft carrier of the same nation (See Aircraft Carrier on page 11). In other words, a fighter cannot plan to land in a territory conquered in combat, nor perform a kamikaze attack, nor land on an ally's carrier. For example, a fighter could fly from Germany one space to the North Sea zone, and then a second space to a combat on the isle of Great Britain and still have two left in its movement to return to Germany or land elsewhere in France, Belgium, etc. Aircraft may fly "over" a territory or sea zone on the way to a combat or a non-combat landing without engaging enemy units in that territory or sea zone.



"TBF (Avengers) flying in formation over Norfolk, Va."
- Attributed to Lt. Comdr. Horace Bristol, September 1942.

| BOMBER | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
|---|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
|  Heinkel He-111 | 8/8 | 2 | 6 | 26 | 27 | 28 | 25 | 29 | 27 | 24 | 32 |



"The first big raid by the 8th Air Force was on a Focke Wulf plant at Marienburg. Coming back, the Germans were up in full force and we lost at least 80 ships-800 men, many of them pals." - 1943.

A Bomber unit, although having practically no defense (two or less), has an attack that is devastating, and the benefit of the longest movement range of six over land and sea. It moves in the same manner as a fighter, however a bomber cannot land on aircraft carriers. A bomber is unique in that it has two attack rolls and one defense roll. When it attacks, it rolls two dice at eight or less, scoring up to two hits on the defender's units each round. However, being bombs, those hits must be applied to land or sea units; never aircraft. The single defensive roll of two or less, which represents the bomber's mounted guns may be applied to land, sea or air. Also, during an


attack, a player may decide to use their bomber's guns instead of bombs to enable it to score a hit on aircraft, however a bomber may never do both, simultaneously. This would be declared before rolling in each round of combat, and could be changed from round to round. Using the bomber's roll of two in attacks does not limit it to hitting aircraft, it simply makes air an eligible target. As with fighters, bombers may fly to or from destinations without being vulnerable to enemy fire from territories or sea zones flown over, along the way to a combat destination.



Parachutes open overhead as waves of paratroops land in Holland during operations by the 1st Allied Airborne Army. - September 1944.

Paratroopers – A bomber may be used to drop up to two infantry to attack as paratroopers into any one combat situation the bomber can reach. Each paratrooper must be trained in Phase 1 for \$1 each at a factory owned by the nation at the beginning of the turn (if paying with Lend/Lease, either hardware-only or infantry funds may be used). Designate the piece in some way so all players know it's an airborne unit, because once trained, they remain trained. The "training" of the infantry for airborne use counts against the territory's production capability, decreasing the number of units produced in that factory by one for each

paratrooper trained there that turn. The infantry recruitment of the territory is not affected, just the factory. To make an airborne attack, the bomber and the infantry to be dropped must begin the turn together in the same territory. The bomber cannot be used for any other combat that turn. Dropped paratroopers are not lost if the bomber is shot down, and the bomber is only vulnerable to anti-aircraft during the first round. As such, there is no partial retreat danger for the bomber carrying the paratroopers (they're gone on combat round 2), however, the paratroopers themselves are ineligible for retreat. Like amphibious infantry, once dropped, they're in a fight to the death. Paratroopers may also be trained at a factory then moved during combat or non-combat and later launched from a territory without a factory, as long as they begin the turn with the bomber.

| | | | | | | | | | | | |
|---|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
| BATTLESHIP  Tirpitz | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
| | 8/6 | 8/6 | 3 | 30 | 29 | 32 | 28 | 31 | 28 | 27 | 37 |

Battleship units have a movement of three and only at sea. They are unquestionably the most feared of the units due to their multiple attacks and defenses and the fact that it is the only unit requiring two hits to destroy. When a battleship attacks or defends, it rolls two dice: one at eight or less to hit, and the other at six or less.

The Big Guns – To simulate the range and devastation of those 16-inch guns and anti-aircraft batteries, the 8 roll on battleships is preemptive on the first round of combat only. So, when combat begins, the attacker rolls their preemptive shots (battleships and submarines), the defender chooses casualties and rolls their 8 roll on their battleships. Then both sides remove the casualties before conducting the first round of combat for the remaining units, including the 6 on the battleships, unless it was hit preemptively. Even if hit, preemptively, a battleship always rolls its 8 on the first round of combat. The player can also forfeit the preemptive shot and fire with the other units in the first round of combat, if they choose. This is helpful when one ship and planes are attacking battleship(s) and sub(s), so that the subs can be used to sink the attacking ship and the battleship's 8 can be saved to hit planes, instead of preemptively hitting the attacking ship and leaving defending subs to face nothing but planes.



Sixteen-inch guns of the U.S.S Iowa firing during battle drill in the Pacific. - 1944.


Amphibious Shore Bombardment - Battleships may also fire “support shots” upon units in a land territory adjacent to the sea zone where an amphibious attack is occurring (see Transport description on page 12). This intention must be declared during the combat orders phase, and may only be fired from the same sea zone and to the same land territory where the transports are making the amphibious landing. No landing, no support shots; and there must be one amphibiously landing unit for each

supporting Battleship (See Amphibious Attacks on page 17). The battleship would roll each of its two attacks in the first round of combat only, with the 8 roll being preemptive, causing the removal of any land units that were hit, before they could fire back. A shore bombarding battleship could not be taken as a casualty from defending land units in the attacked territory. If a naval attack took place in the sea zone before an amphibious landing, the battleship would not be eligible to fire support shots. Only when the zone is clear in the first round of an amphibious landing may the battleship fire shore bombardments. However, if units other than a battleship are used to clear all enemy units in a sea zone on the first round of combat, the battleship would be free to fire its shore bombardment to support the amphibious landing in that same sea zone (See Amphibious Attacks, page 17, and Naval Pass-Through, page 26).

Battleship Damage and Repair - When a battleship sustains hits, it is first damaged and then destroyed on the second hit. Turn the battleship on its side to indicate damage (one hit). On combat rounds after a battleship has sustained one hit, roll only the one attack or defense at eight or less, omitting the six or less. The battleship can remain and fight when damaged, indefinitely. To repair a battleship, the cost of the damage must be established by rolling one d12. A player may roll the die and determine the cost of repair for a specific, damaged battleship at any time, however that rolled price becomes a fixed result. The location where repair may be performed is dictated by the repair cost, and is as follows:

| Battleship Repair Cost and Location | |
|--|---|
| Cost | Legal Repair Location (U.S.S.R. exclusively repairs Russian battleships) |
| 1-3 | Friendly land territory valued at 1 or higher. |
| 4-7 | Friendly land territory valued at 4 or higher. |
| 8+ | Friendly land territory with a factory and valued at 4 or higher. |


The damaged battleship may be repaired on the turn it is moved to an eligible repairing location, or immediately after combat, if it fought at such a location. On the turn the battleship is positioned and repaired (repair cost paid), it is still considered damaged until the player's next turn when it is restored and ready for use. Therefore, if attacked, the battleship under repair only defends with the one roll at eight or less. Throughout repair, the territory and/or factory conducting the fixes must remain intact and in friendly control (not enemy occupied). If the territory falls to enemy hands, that repair attempt and money spent are lost. Oh, and allies can't repair at Russian land or factories and U.S.S.R. must repair its own navy.

| | | | | | | | | | | | |
|--|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
|  DESTROYER Zerstorer | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
| | 5 | 5 | 3 | 13 | 12 | 13 | 11 | 12 | 10 | 10 | 14 |

The destroyer, a smaller, cheaper version of the battleship, has a sea movement of three, an attack and defense of five or less, and only takes one hit from an opponent to be destroyed. Like a battleship, the same rules for an amphibious shore bombardment apply, except that a destroyer delivers only one shot at five or less.



PT patrolling off coast of New Guinea. - 1943


| AIRCRAFT CARRIER | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
|--|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
|  Graf Zeppelin | 2 | 4 | 3 | 26 | 26 | 28 | 25 | 27 | 24 | 23 | 30 |

Alone, an aircraft carrier is not exactly a terrifying combatant with an attack roll of only two or less and a defense of four or less. The carrier's value lies in its ability to carry up to two fighters on its deck. As such, the fighters are considered to be in the same sea zone as the carrier and would defend the sea zone all together. When a fighter is launched from a carrier, its movement begins with the next sea zone or adjacent land territory, as opposed to being on an island or land territory where the first space is counted when it leaves the land and enters the adjacent sea zone or land territory. Although fighters can move with the carrier, the movement is not combined. If a carrier with a fighter moved three spaces, the fighter would only have one space left in its total movement that turn. A fighter can rendezvous with a carrier by launching from the deck and, while the carrier moves elsewhere, land on the same carrier (or another carrier, for that matter) in its new location during the Non-Combat Movement Phase, assuming the fighter is within its total movement range. If a defending carrier is attacked and destroyed, any fighters on it have a movement of two to fly to a friendly land territory or another carrier. If a carrier is destroyed and any fighters on it (or intending to be) have nowhere else to land, those fighters would go into the drink and be destroyed, as well.



Dynamic static. The motion of its props causes an `aura' to form around this F6F on USS YORKTOWN. Rotating with blades, halo moves aft, giving depth and perspective. - November 1943.

Dynamic static. The motion of its props causes an `aura' to form around this F6F on USS YORKTOWN. Rotating with blades, halo moves aft, giving depth and perspective. - November 1943.

| SUBMARINE | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
|--|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
|  Typ XXI | 4 | 4 | 3 | 7 | 10 | 10 | 8 | 10 | 9 | 7 | 12 |


Submarine units have a movement of three, and an attack and defense of four or less, but only upon naval units. Submarines cannot attack or return fire upon aircraft, however, if aircraft alone attacks a submarine, they must roll one-half their attack or less to hit. If an attacking or defending aircraft is accompanied by a combat ship (battleship, destroyer, aircraft carrier, or submarine), then those aircraft would have the assistance to locate the submarine and would not suffer the one-half penalty on any combat round that such ships are involved. A transport

does not assist an aircraft in sub combat.

Attack by Stealth - The advantage of a submarine lies in its sneak attack. A unit hit from an attacking submarine on the first round of combat receives no counterattack. In subsequent rounds, units hit by attacking submarines do receive their defensive rolls with the exception of transports, which never receive a counterattack against a submarine hit. In the case of battleships, a hit from a submarine would prevent the battleship's defense of six or less from being rolled, but never the battleship's 8 or less, since that roll is preemptive in the first round, just like an attacking submarine or attacking battleship's 8.



Officer at periscope in control room of sub. - 1942.

| | | | | | | | | | | | |
|---|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
|  TRANSPORT Kriegsmarine Transport | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
| | - | 2 | 3 | 12 | 11 | 13 | 9 | 12 | 10 | 9 | 14 |

A transport has a movement of three and only at sea. Transports may perform amphibious combat by transporting one armor, one artillery, or up to two infantry. Transports may carry units from a friendly land territory into another friendly territory, or amphibiously as combat into an enemy territory. The unit transported must begin the player's turn in a land territory adjacent to a sea zone where the transport can load it. In other words, regardless of movement



Two Coast Guard-manned LST's open their great jaws in the surf that washes on Leyte Island beach, as soldiers strip down and build sand-bag piers out to the ramps to speed up unloading operations. - 1944.

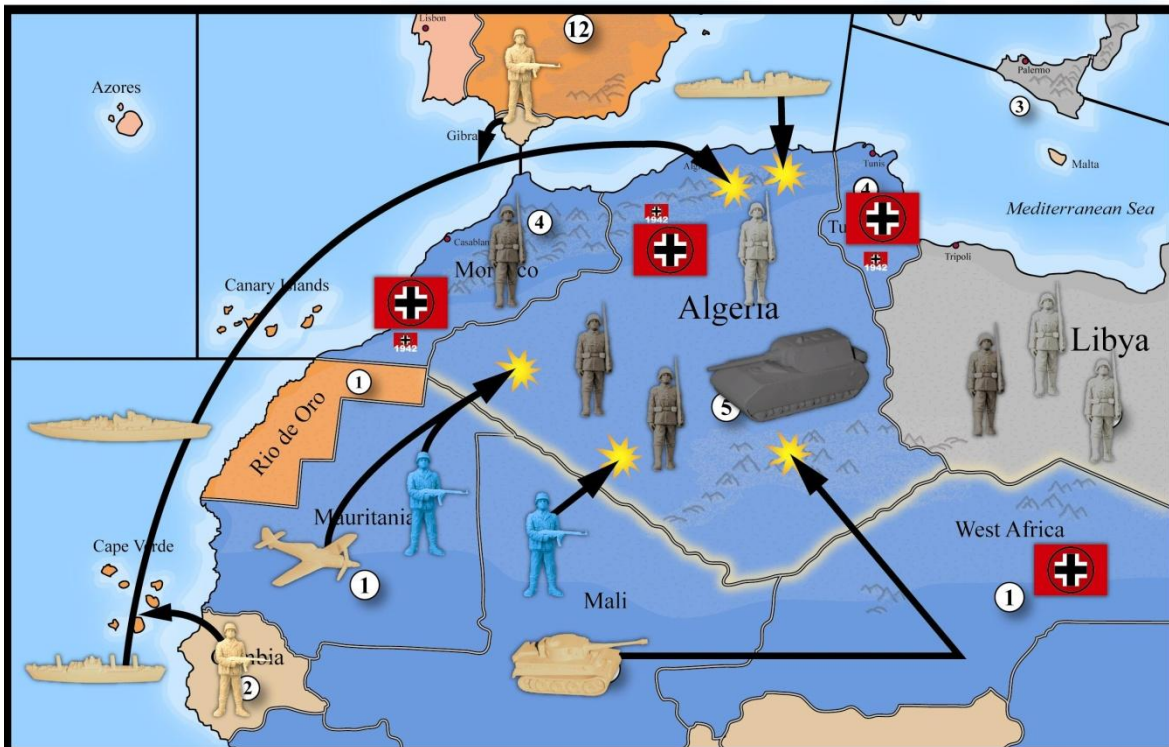
capability, a land unit may not move to a land territory adjacent to the transport's sea zone and then be transported further in the same turn. Transports may load from more than one location and move to any location within their movement range, but it must stop where it drops. The unit unloaded must also stop where it is dropped, regardless of its movement capability. So, don't try and drop that little Japanese tank onto Kamchatka and zip over to Chukchi because the dude playing Russia forgot to put a man there. A transport may carry two infantry and drop each one in a different land territory as long as both of those land territories are adjacent to the same sea zone where the transport stops to drop. Units

dropped amphibiously are committed to the battle and may not retreat to the transport on that player's turn (See Retreat, page 15). Even though a transport has no attack roll, it may still be used in a naval attack and taken as a casualty against hits by defenders. If a loaded transport is taken as a casualty, its cargo goes down with it. Therefore, if a player attempting to clear enemy naval units from a sea zone adjacent to a land territory where they intend to launch an amphibious attack takes a transport as a casualty, then the units on that transport would be sunk with it. To make landfall with its units, the transport must survive.

MULTI-NATIONAL COMBAT

As mentioned before, Germany and Italy take a turn together as do the U.K. and France and the U.S.A. and China. When these nations attack together, their units may be added together in any combat in which they may legally engage. Support shots from artillery, battleships or destroyers may even be added from either of the two attacking nations to aid the other. However, nations may not share the use of aircraft carriers, bombers or transports. Nations must carry or transport their own units. In a multi-national combat, each side confers and chooses their own casualties from any of the units involved. An exception would be where casualties are limited to a specific type as in the case of anti-aircraft, bombers or submarines.

Combat Orders Example: Britain and France attack German and Italian occupied Algeria and German controlled West Africa



The above multi-national attack by the British and French on German and Italian forces (three infantry and one armor) in Algeria would be ordered, as follows:

- The British transport off Gambia will pick-up the British infantry and, while moving two spaces to the coast of Algeria, pick-up the infantry in Gibraltar, finally making an amphibious landing of both troops on Algeria.
- The British battleship would support the transport to add its shore shot attack rolls.
- The British destroyer already off the coast of Algeria will remain and add its shore bombardment to the effort (two units are landing, so up to two ships may bombard.)
- The French infantry and British fighter in Mauritania will move one space across the border into the attack. (The fighter would have three spaces remaining after combat to land in any friendly territory)
- The French infantry in Mali will move directly North into the conflict, while the British armor will move one space into German controlled, but unoccupied, West Africa, liberating that territory for France, and then move North to enter Algeria.

The units ordered into the Algerian combat would not be able to participate in any other combats that turn. Also, the Italian and German infantry in neighboring Libya would be of no help to the defense of Algeria. All they can do is sit and watch their buddies get whipped. As an option, the British player could drop one of their transported infantry into Morocco, to go one-on-one against the German infantry in that territory, because the transport would not have moved additional spaces to do so. Of course, this would lower the number of units in the attack on Algeria by one infantry and either the destroyer or battleship would have to send their shore bombardment from Algeria to Morocco (only one ship may bombard for each amphibiously landing unit). **Alternative Scenario:** If the British destroyer off the coast of Algeria had been Italian, then the British battleship would have to be used to sink that destroyer to enable the transport to land its troops. As such, that battle would have to be resolved first and the battleship would be ineligible to conduct a shore bombardment. If it takes more than one round to sink the destroyer, the amphibious infantry would join the Algerian battle on the round of combat in which that German destroyer is sunk and the sea zone is cleared. Some cool diagrams are ahead - you'll get it.

COMBAT RESOLUTION

Until you've memorized the attacks and defenses of the various units, begin each battle by placing the units in each combat situation on the battle board. Place attacking units and defending units on the sides indicated in the columns corresponding to the individual units. For instance, an attacking infantry would be placed on the "Attacker" side in the column labeled with the number "2", while a defending infantry would be on the "Defender" side of the board on the "4" column. You will notice other numbers and spaces in addition to the ones used. These are for additional unit types, bonuses, and other scenarios in other game modules and rules. Oh, yeah, this game can get as intricate and real as you want it to be! Before each round of combat, retreats are declared (see Retreat, page 15). Then, the attacker would begin by rolling dice for each unit, column by column. The most expedient method is from highest to lowest, but feel free to choose your own order, especially for dramatic purposes or to cause serious psychological distress to your opponents. As hits are scored, tally them, remembering to distinguish hits that are specific, like submarines being only a naval hit or anti-aircraft being only a hit on aircraft. When totaled, the defender would choose from their units and move that number of casualties behind the casualty line in the same column. These are considered destroyed, and unless specifically denied a counterattack (i.e. submarine first strike), those lost units still receive a counterattack in that round. Then the defender would roll the appropriate die rolls for each of their units in the order they choose, including those destroyed (moved behind the casualty line). Tally those hits and once you have a total, the attacker would choose and remove that number of casualties from play. Finally, the defender removes the destroyed units that were hit and moved behind the casualty line from play. Combat may continue round after round until conquest, retreat, or defeat. Conquest occurs when no defending units remain in the territory and at least one attacking land unit exists to take it. Conquest results in the conquering nation gaining total control of the territory or sea zone and all the accompanying benefits. If no attacking land units survive, and yet no defending units remain either, then the territory remains under the control of the defending nation, despite being vacant. Retreat is explained below, but as an additional point, when units retreat, they may not be chased further by either side on that player's turn. Combat on a player's turn is limited to the locations declared during the Combat Orders

Phase. The third possibility, defeat, is just that, the decimation of every attacking unit in that combat which, generally speaking, is really embarrassing.

Example of Combat on the Battle Board: Britain and France attack Algeria – The illustration details how the battle board would look for the beginning of the Algerian example described earlier. This battle would be conducted most efficiently by first rolling and tallying the hits from the Battleship and Destroyer support shots. That way, the ships may immediately be returned to the game board, since they only participate in the first round of combat and are not subject to be taken as casualties. **Note:** Don't forget that a battleship gets one roll at eight or less AND a second roll at six or less, despite being placed only in the "8" column. And notice that the German armor is on the "5" column and two British infantry are on "3" because of Rommel's Rules bonuses.

RETREAT

Attacker – Attacking units may retreat in part or full on any round of combat after the first round, with the exception of amphibious units, paratroopers and through harsh terrain (see page XX), which continue to fight until they are destroyed or conquer the territory. An attacking unit must retreat to the



land or sea territory from which it came with the exception of aircraft, which may retreat to any legal location within their range of movement.

Defender – Defending units may retreat in part or full on any round of combat. Defending land units must retreat to an adjacent, friendly land territory where no attacks are taking place on the round of retreat. Defending aircraft have one-half their movement range to reach a friendly, combat-free location. Defending sea units may retreat to any adjacent sea zone where no combat occurred that player's turn, where there are no enemy units, and from where no remaining attacking combat naval units have entered that attack (aircraft and transports do not block sea retreat).

Blockades – An attacking player may also create a naval blockade to prevent a defender's retreat. This is done in the combat orders phase by moving sea units (even transports) to a sea zone to which a defender could potentially retreat, thus preventing exit. These blockading units would be committed to that sea zone and would not be able to further move on that player's turn.

Flanking Attack – This clever, sacrifice attack is a way for an attacker to limit retreat possibilities of a defender on land. Typically, one attacking unit is sent into a combat in a land territory adjacent to a larger combat where the attacker wants to prevent those units' retreat. This would prevent the defender from retreating to the land territory where the sole unit is attacking for as many rounds as that flanking unit survives. For instance, Germany is attacking Egypt and wants to prevent British forces there from retreating to Jordan. To this end, Germany could send a single infantry to attack Jordan as well. Therefore, the adjacent

combats would be conducted simultaneously round by round so that the British player has the option to declare retreat to Jordan on the round following the destruction of the lone German infantry attacking Jordan.

Note: Once units retreat, they may not re-enter combat in a later round.

Retreat Sequence

1. The attacker declares which units are retreating back to where they entered the combat. (2nd round or after only)
2. The defending player makes their retreat declarations. (the attacker is required to ask the defender for retreat declarations before making their attack rolls)
3. Remaining units roll their combat rolls (units declared to retreat do not roll).
4. Casualties are taken first from the units still engaged in combat and then additional losses from the retreating units. Exception: Any units limited in their casualty type, like submarines or anti-aircraft, would take casualties accordingly.
5. Retreated units that survive are placed in the declared location(s) and may not return to battle during that player's turn.

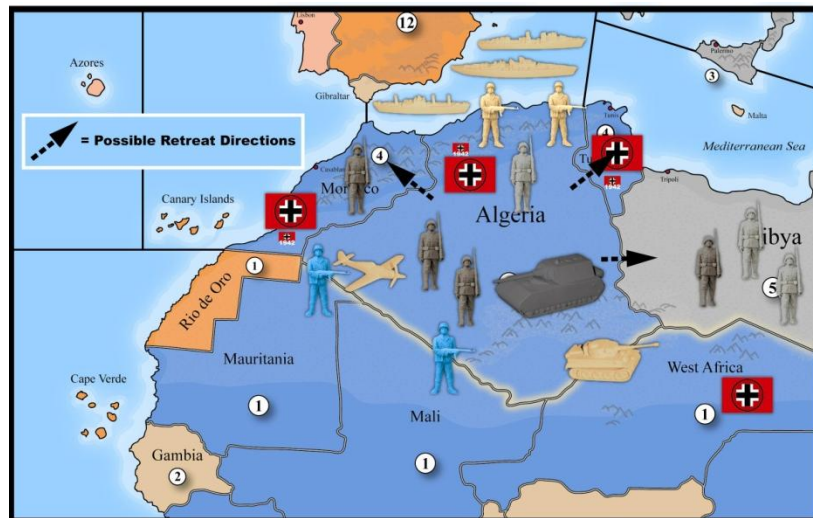
Although attacking units must engage in at least one round of combat, if the attacker retreats in full on subsequent rounds, the combat is over and no additional casualties are taken. If any attacking units are unable to retreat (amphibious units, paratroopers or harsh terrain, page XX), then it is not considered a full retreat and casualties for a partial retreat would apply. Defending units may retreat in part or full on any round but are always subject to be taken as casualties on the retreating round.

Submarines – In addition to normal retreat, defending submarines may submerge and dive out of danger from aircraft with or without leaving the sea zone where an attack occurs. They simply submerge where they are, or to an adjacent sea zone free of combat or enemy units.

Land Retreat Example: Algeria

In the combat example in Algeria (see page 13), the German player may wish to retreat their

valuable armor in the first round of combat. They would do so by removing the piece from the battle board and placing it on the border of the intended retreat destination, which could be Libya, Tunisia or Morocco. Should the British and French player score three or less hits on the first round of combat, then only the German and Italian infantry units that remained would be hit and the German armor would successfully retreat to the declared location. Should the attacking

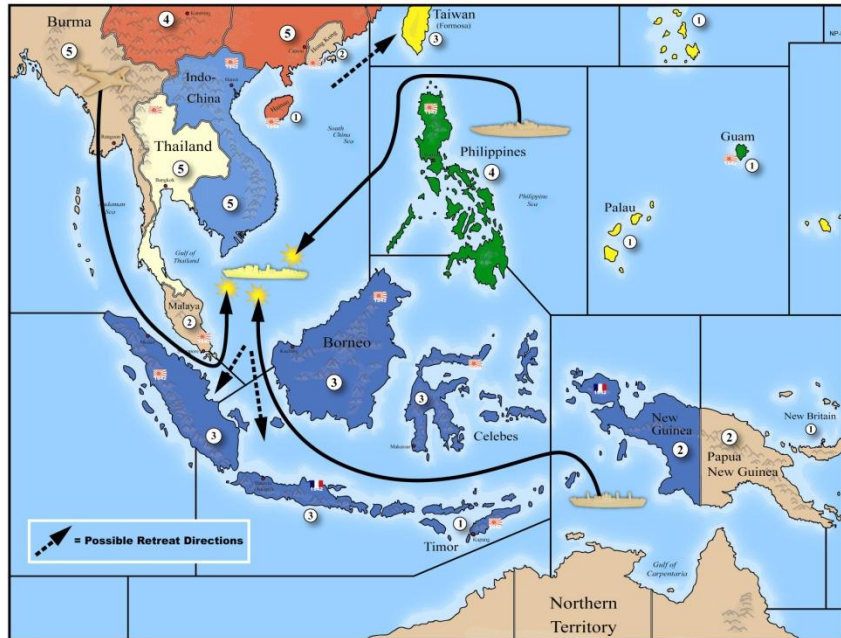


forces score more than three hits, the armor would be destroyed and removed. Either way, the retreating armor would not roll a counterattack. Of course, if the British did that cocky move and sent one of their amphibious infantry to Morocco, then the German armor would not be able to retreat there until the round after the one-on-one battle ends there. By the way, none of the British or French land units would be eligible to retreat on round two of combat because they came by amphibious landing and through the Sahara (Harsh Terrain, page XX).

Sea Retreat Example: Japanese Destroyer Attacked Off the Coast of Indo-China

The diagram shows an example of a naval attack and the possible retreats. The Japanese destroyer off the coast of Indo-China is being attacked by a British fighter from the West, a transport from the South and a battleship from the Philippines.

The Japanese destroyer may declare a retreat to any sea zone except the Philippines Sea since that's where the battleship is entering the combat. Since the fighter and transport do not block retreat, those are legal exits, as well as the empty zone around Taiwan. If the Japanese destroyer survived the first round, and the British transport then declared a retreat



back to the sea around Celebes, the Japanese destroyer would not be able to retreat there on that round or after, unless the transport is destroyed on the round it retreats, leaving the Celebes sea zone vacant.

Transports – Loaded transports that retreat back a sea zone from a sea battle, must keep their cargo on board. Attacking transports must have a declared location to where their land units intend to unload, and must not change. However, the landing may be called off on subsequent rounds and units unloaded after combat. If a transport is loaded with amphibious units in the same sea where naval combat is occurring, then the transport is considered laden the moment it enters that sea zone for purposes of retreat, further movement, or destruction. In other words, if the British are making an amphibious landing from the U.K. to Germany, but in the attempt to sink the German navy in the North Sea before landing, the whole British fleet is sunk, then the amphibious landing units go down with their British transports. However, if the transport is intended for non-combat loading and/or unloading, then the transport could potentially be loaded following the resolution of combat in that sea zone.

Amphibious Attacks – When an amphibious land attack follows a sea battle in that same sea zone where they're making landfall, the attacking land units will lose the initiative if the defending sea units are not destroyed in the first round of combat. If attacking sea units do

destroy all of the defending sea units on the first round of combat where the amphibious landing is being made, then the landing units would be engaging combat in the first round as well, and therefore maintain initiative. If it takes two or more rounds of combat to break through sea defenses, then the amphibiously attacking land units would not be allowed to attack in the round landfall was made, but they may be taken as casualties then because the defending units in the attacked territory still make their defense rolls in that same round. In other words, if an amphibious landing is not made as planned, in the first round, the attacking land units lose their ability to make attack rolls on the round of combat they finally do land.

GENERALS AND FIELD MARSHALLS

Were you wondering where Patton, the Desert Fox, or Monty are during this game? Well, they're in. Every nation (even France and China), gets one "General" to use. He is not a unit, but a modifier. Whenever he is in a battle, every unit he controls receives a +1 bonus to their attack and defense rolls. He may only control land units of his own type (i.e.: the German General does not help the Italian army) and does not affect sea or air units. The General may move instantly to any battle on the globe in any one attack during a player's combat orders phase. On round two or after, of an attack, the General may retreat from the battle, then move to any friendly location on the globe during non-combat movement, however, the units in that combat do not receive the bonus on the round he is retreating. If the general is still in an attack on the round resulting in conquest, he must remain in that territory with the other conquering units for the rest of the player's turn. If that territory is attacked on another player's turn, the General has the option of retreating to any friendly territory in the world, again. Ah, but can the General be killed? Yes. In attack, he dies with the very last unit in a combat, including air units. For example, if the General is assisting ten infantry and a bomber in the attack of eleven enemy infantry, and the defender manages to hit with all eleven infantry, then the General is dead. However, if the defender only hits ten of his eleven infantry, then the General may retreat, as could the bomber, and survive. If the General retreated and the bomber continued and was shot down, the General would still be dead. The same is the case with a General in a defending territory, except conquest of that territory is required in addition to killing every unit defending with the General. The moral of the story, don't put your General anywhere he is going to die. Once dead, he's gone for good.



PHASE IV: NON-COMBAT MOVEMENT

1. Fly aircraft home

Use the remaining movement of each aircraft used in combat to move them to any of that player's aircraft carriers, or to a land territory controlled by the player or an ally (except the U.S.S.R., See Diplomacy and Politics, page 20) since the beginning of the player's turn. In other words, if it took two spaces for a fighter to reach a combat situation, it now has two spaces left to land in a friendly controlled territory or on a player's available carrier.

2. Reinforce (Move into position to kick more butt)

A player may move any of their units **not involved in combat** to any friendly controlled location within the unit's individual movement range, with two exceptions: Aircraft may not

land in territories conquered that player's turn, only territories owned since the beginning of their turn, and, artillery used for their support shot may move into the territory where their support shot was fired, but only to that territory.

Transports not used in combat may be used during this phase to move units from one friendly location to another. A transport that carried one infantry in combat would also be able to move a second infantry from one controlled land territory to another controlled location as long as the transport remains in the same sea zone where it unloaded during combat. For instance, a German transport could make an amphibious combat and drop one infantry on the isle of Great Britain from the North Sea and then during the non-combat phase, transport a second infantry from Germany to Norway (or to Great Britain if conquered during combat), as long as the transport never moved from the North Sea to do so and both locations were friendly controlled. Amphibious units that called off their landing may also be dropped on friendly territories, as long as the transport doesn't move further and didn't retreat backwards.

Bombers as Transports – At no cost, a bomber may be used during non-combat movement as a transport and either carry up to two infantry or one artillery gun. To do so, the bomber cannot have been used in combat and must begin and end the turn with its payload. For example, the British player could transport two infantry with one bomber from the isle of Great Britain to Egypt in one non-combat move, provided the bomber and two infantry started on Great Britain, and Egypt has been controlled since the beginning of the British turn. Bombers must only carry their own units, never other allies.

Important Note on Conquest: Following a conquest by an attacker, even a conquest when defending units retreat, all attacking land or sea units must remain in that territory or sea zone for the rest of that player's turn. Exemptions include a naval pass-through (page 24), aircraft, and tank attacks through an unoccupied territory to a second territory. However, additional units may be moved to a conquered territory or sea zone during the non-combat movement phase with the exception of land-based aircraft. In a multi-national conquest of a foreign territory, the players may choose which nation gets control, as long as at least one land unit of that nation remains in the territory after combat. Once control is established, in future turns where a territory remains uncontested, the owning nation is not required to keep any units in a territory to maintain that control.

3. Railroad Movement

A land unit may be moved by rail, beyond its normal movement capability, as follows:

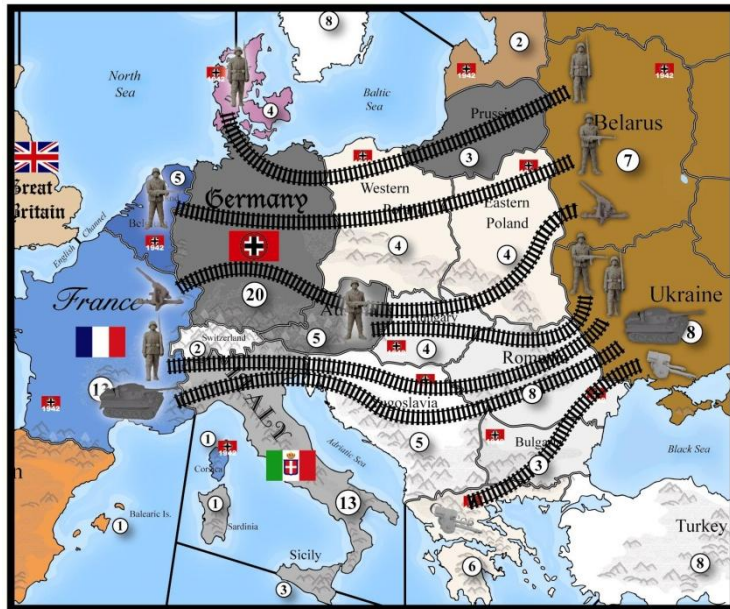
- Railroad movement is conducted during the Non-Combat Movement Phase, and may only include units not already used or moved in that player's turn.
- The unit railed can be moved to any territory controlled by the unit's nation if that nation also controls all territories in between the starting territory and the destination territory. In other words, as long as a path of controlled territories can be traced to the destination, the rail is possible. If any territory on an intended railroad path, including the beginning and ending territories, were not controlled since the beginning of that nation's turn, rail movement is blocked by that territory. As with airbases, the railroads must be secured well before the railroads are allowed to be used.
- How many units may be railed is dictated by the values of the territory through which, and

to which, they are railed. The amount of units that can be railed through a territory each turn is equal to the territory's value. In an occupied territory, the railroad movement is limited to one-half the territory's value, rounded down.

- Railroad movement cannot cross seas, however it is allowed from Jordan to Egypt, from Italy to Sicily, and across the Panama Canal.
- Railroad movement may be used by forces of any friendly nation, however, only in territories held by an ally since the beginning of the railing nation's turn. Such friendly rail usage is still limited to the territory's rail capability. On the Axis, only Italy and Germany may share railroads. On the Allies, only United Kingdom, France, U.S.A. and China may share railroads. Japan and the U.S.S.R. are isolated in their railroad usage.
- Railroad movement doesn't affect regular movement in the territory. For instance, if four units are railed to a territory and an additional infantry moves one space from an adjacent territory into the same territory then, regardless, only four rails are used in that territory.
- A unit must either use its normal movement, or rail movement, but not both. A land unit cannot move to another territory and then be railed from that point, nor can an aircraft fly to a territory and then be railed to yet another territory. Also, a unit cannot be railed to a territory then jump off the train and use its movement to go still further. Rail starts where the unit started and ends where the unit ends
- Railroad movement is blocked by highlighted harsh terrain borders on the map (page 22).

Railroad Example Scenario - Germany wants to send 2 infantry and an artillery to Belarus (the maximum for that occupied territory is $\frac{1}{2}$ of 7, rounded down), and 2 infantry, 1 armor and 1 Italian artillery to Ukraine (4 units maximum). An infantry can be railed from both Denmark and Belgium/Holland, using only one rail capacity in each (1 left in each territory).

The infantry, armor and artillery can be railed from France (rail capacity of $6 - \frac{1}{2}$ of 13, rounded down). Germany, and Italy have no problem continuing the rail with their capacities of 20 and 13, respectively. The 1 infantry in Austria is also railed and leaves 3 railroad movements unused. There's a bottleneck after that, though, with Western Poland, Hungary, and Yugoslavia only able to support 2 rail movements each. Then the infantry from Denmark must move through Prussia to free up both of Eastern Poland's rails for the other units coming through. Fortunately, Romania's capacity of 4 ($\frac{1}{2}$ of 8) allows not only the German units to get to Ukraine, but it also has room for one Italian infantry to come from Greece (rail capacity of 3) and through Bulgaria (rail capacity of $1 - \frac{1}{2}$ of 3, rounded down). In short, focus on bottlenecks like the 6 limit through Western Poland, Hungary and Yugoslavia, since the territories to the West of those have largely uninhibited railroad capacity. Make sense?

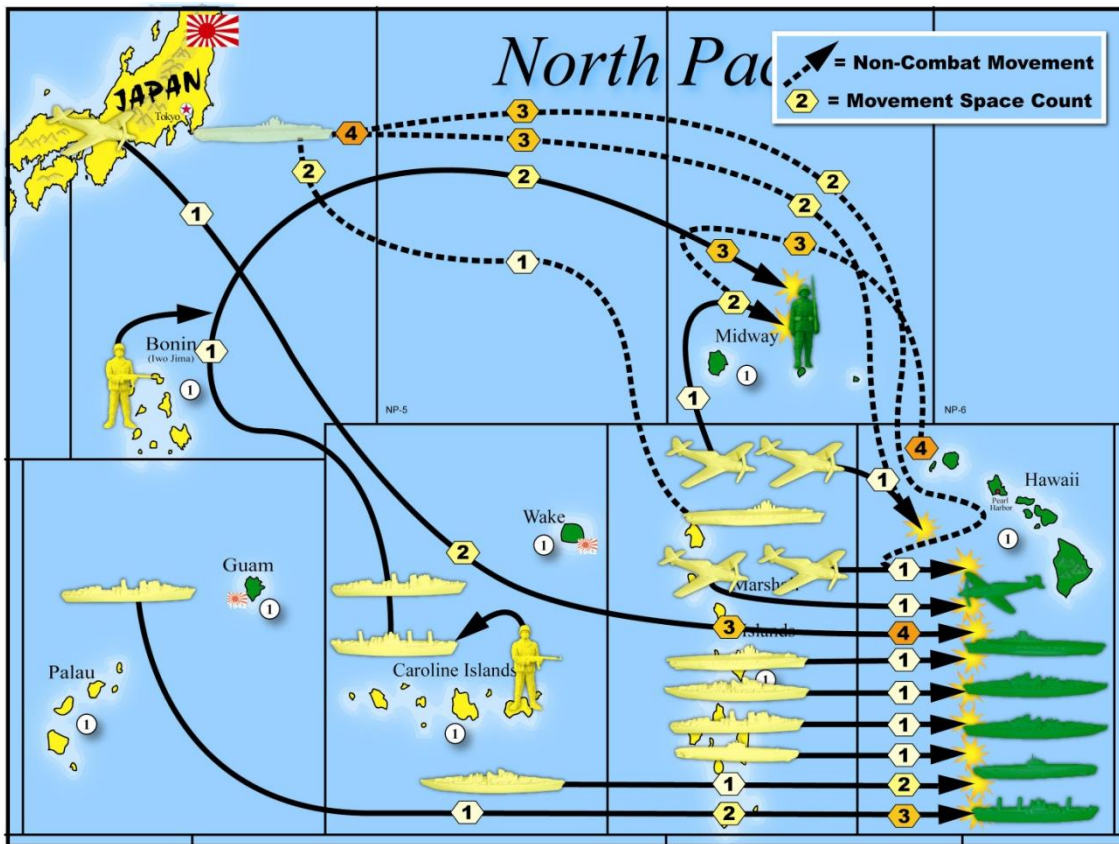


Messy but Clever Naval Combat: Japan Attacks Midway and U.S. Navy off Hawaii

Following is an explanation of this highly nuanced attack which includes clever planning of places for aircraft to land during the Non-Combat Movement Phase:

- From the sea zone around the Marshall Islands, the aircraft carrier, battleship, destroyer, submarine and three fighters all move 1 space to the sea zone off Hawaii.
- The fighter on Japan flies 4 spaces to the sea zone off Hawaii, planning to meet the aircraft carrier from the Marshall Islands there and land on its deck after the battle.
- The destroyer off Guam moves 3 spaces, and the battleship off the Caroline Islands moves 2 spaces to join in the Hawaii sea battle.
- From the Caroline Islands, the destroyer escorts the transport while it picks up infantry both from its starting position at the Caroline Islands and from Bonin as it moves 3 spaces to Midway for an amphibious attack, with the destroyer bombarding the U.S. infantry on that island.
- One of the fighters from the aircraft carrier off the Marshall Islands will move 2 spaces to join the two infantry and destroyer in the attack on Midway, then use its last 2 spaces of movement during non-combat to land on the carrier off Hawaii.
- The second aircraft carrier off the Marshall Islands will move during the Non-Combat Movement Phase to the sea zone off Japan (faded aircraft carrier represents final destination). Two of the fighters sent from the Caroline Islands to attack Hawaii will move during non-combat to rendezvous with that carrier and land on its deck.

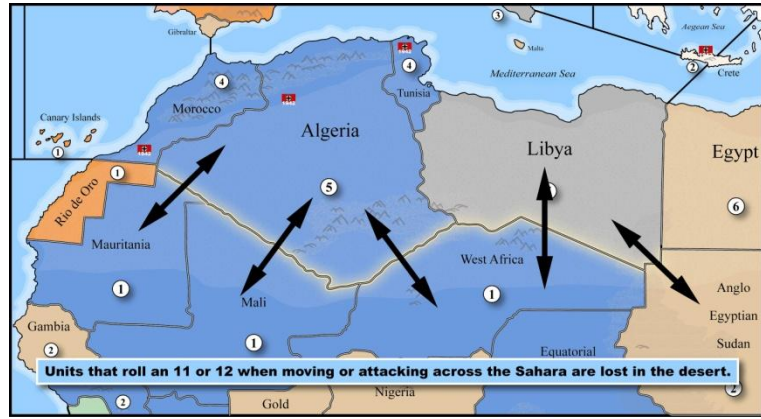
The point is, Japan must plan a legal location for their planes to land, however, they can change their non-combat movement, as long as no unit's exceed their maximum move.



HARSH TERRAIN

Sahara, Siberia, Outback, and the Himalayas – You probably have been wondering about those sandy lines or icy glares spilling out from under the borders that are only passable by moving through the heart of the most hostile topography. Well, there are two ways for land

units to meet their end there. One, when crossing those lines during non-combat movement, each land unit rolls one die, with a 10, 11 or 12 resulting in the loss of that unit. In combat, units attacking across the Sahara are eliminated if any attack roll is a 10, 11 or 12 in any round of combat. If it is an attack move to an unoccupied territory, each land unit must still make one



attack roll (again, frying on a 10, 11 or 12), even though there are no defending units to hit there. In other words, during each round of combat, when the attacker rolls for each unit trying to score hits on defending units, a roll of 10, 11 or 12 destroys that land unit. Units cannot retreat across these hostile lands. Also, artillery cannot make a support shot across these lines; they must cross to attack. Air units are not affected when crossing. Armor units may not move a second space after their first space of movement crosses a harsh terrain.

DIPLOMACY AND POLITICS

Liberation – If the U.S.A., the U.K., France or China recovers an original allied land territory from axis control, then that territory is considered “Liberated” and returns to the total control of the original nation, regardless of which of those four nations performed the actual liberation. The same is true of Germany, Italy and Japan with respect to each other’s original land. In other words, if Japan takes control of India and then the U.S.A. or China retakes control on its turn, the territory is returned to the control of the U.K. to be used again on Britain’s turn. The U.S.S.R. does not liberate territories for other nations. Whatever possessions they take, they keep for themselves. Also, China does not liberate original territories of the U.S.S.R. The Chinese keep any Russian territories they retake from Axis control.



Conference of the Big Three at Yalta makes final plans for the defeat of Germany. Prime Minister Winston S. Churchill, President Franklin D. Roosevelt, and Premier Josef Stalin. - February 1945.

Friendly Use of Territories and an Adversarial U.S.S.R. – Although an ally of the others, Russia is part adversary as well. All allied units may share a sea zone, and all Allied units except the U.S.S.R. may enter each other’s land territories, but no allied units may share land with the Soviets. Should an ally liberate a Russian territory, the U.S.S.R. would begin collecting income on that territory, but would be unable to build or add units to that territory until it is vacated by all allies. Germany, Italy and Japan may occupy the same sea or land.

PHASE V: BUILD AND RECRUIT

At this time, the player uses the money collected before combat (Phase I) to purchase and place new units, to be used next turn, or to defend positions previously acquired. A player is not required to spend all of their money each turn. So, you can save a bunch of money for next turn if you like, but that would be pretty stupid. Get that money in the war, huh?

Cost – The cost of the units varies from nation to nation based on their ability to effectively manufacture or recruit that particular weapon of war. For instance, Germany, the U.S.S.R.



Launching of USS ROBALO 9 May 1943, at Manitowoc Shipbuilding Co., Wis.

and China find recruiting infantry an easier task and therefore pay less. Japan and the British are competitive in naval pursuits. U.S.A. gets more bang for their buck on most all armaments due to the American industrial advantage, but gets no breaks on infantry, since an American foot soldier is in higher demand (or, the U.S.A. has to spend extra to play catch-up with the other standing armies?).

Placement – Infantry may be placed in any territory the player has controlled since the beginning of their turn but never in territories conquered or liberated that turn, nor in an ally's territory. The maximum number of infantry that can be placed in each territory, each turn, is limited to the number written on the territory, and of course, what you can afford. If a territory has a numbered value of three, up to three infantry may be purchased and placed there each player's turn. If the territory is not an original territory, but is instead an enemy or neutral territory under your control (occupied territory), then the maximum allotment is one-half the value of the territory, rounded down. Therefore, if Japan controls Indo-China, it may purchase and place up to two infantry there each turn (one-half of five, rounded down equals two). Also, the maximum recruitment in an occupied territory is always four infantry, due to a limited willingness of occupied peoples to join the enemy's cause. If Germany controls France, it would be limited to four infantry, even though the value of the territory is thirteen. Should France or another ally liberate France, the French player (not French by descent, just playing France, hah!) would be able to place up to thirteen infantry. An occupied land territory with a value of one would not have any recruitment possibility (one-half of one, rounded down, is zero)




"Chippers." Women war workers of Marinship Corp. - 1942.


FACTORIES

All other units must be built at factories. Land units are placed on any land territory containing a factory and sea units are placed in any sea zone adjacent to a territory with a factory. To do so, the factory must have been controlled by the player since the beginning of their turn. Units cannot be built at a factory conquered during combat that turn. Also, sea units cannot be placed in any sea zones that contain any enemy naval vessels. If all of a

factory's adjacent sea zones are enemy occupied, then that player would not be able to produce any sea units out of that factory until later when a sea zone is cleared of enemy ships.

| MAJOR FACTORY  | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
|---|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
| | - | - | - | 28 | 30 | 30 | 28 | 31 | 29 | 27 | 33 |

Major factories, produce **any type of unit**, and as many units as the territory's numbered value (occupied territories: one-half, rounded down). Therefore, Russia's maximum production in Leningrad would be eight units of any kind, and eight infantry. For example, funds permitting, Russia could produce five battleships, three bombers and eight infantry out of Leningrad's major factory and land territory. Leningrad could also just recruit sixteen infantry, for that matter (eight infantry from the territory, eight from the factory).

| MINOR FACTORY  | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
|---|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
| | - | - | - | 14 | 15 | 15 | 14 | 16 | 14 | 13 | 16 |

Minor factories produce only two units each turn, regardless of the territory's value. They may only build **armor, artillery, destroyers, fighters, infantry, submarines, and transports**. They can't build what we call the "Big Three" of battleships, bombers and carriers. For example, on New South Wales, Britain could legally build one destroyer, one fighter, and five infantry using the land and minor factory.

Production of Fighters and Carriers – Fighters may be built directly on to the deck of a carrier when built simultaneously from the same factory. Fighters may also be produced directly on to the deck of an existing carrier as long as the carrier ends the turn in the sea zone where the fighter is being manufactured. Furthermore, an existing fighter can be placed directly on a newly built carrier as long as the fighter ends its turn on the land territory containing the factory where the carrier is being built. In other words, a British fighter could move during non-combat to the isle of Great Britain, and then be placed, on that same turn, on the deck of a British carrier purchased at that factory, during the Build and Recruit phase.

The Ups and Downs of Factories – Currently existing factories are immediately available to the owners, but more may be purchased during this phase and then used for production on future turns. A factory cannot be built and used to produce units on the same turn. The factories must be built on a territory the player has owned since the beginning of their turn.

The cost of a minor factory for each nation is listed on the chart and must be built in a territory worth at least two (occupied: four). A major factory must be built in a territory worth at least four (occupied: eight). The cost listed for a major factory is its price if built from the ground up, but a player may upgrade an existing minor factory into a major factory, if the territory size allows, by paying the difference. Instead of producing during the owner's turn, a factory may also be destroyed, or reduced from a major to a minor factory. In a reduction, the minor factory remaining would be able to produce its two units on the same turn. Oh, and don't even think about downgrading or destroying a factory to "cash in" its value. That's not allowed.

Conquest and Scorched Earth – If a territory containing a factory is attacked, the conquering player will be able to produce from that factory on their next turn. However, before a factory falls into enemy hands, the defender may attempt to destroy their minor factory or reduce their major factory by declaring so on any round of combat. Should the defender survive the round of combat, the factory would then be reduced or destroyed as was declared. A major factory successfully reduced to a minor on round one, could then be ordered for destruction on round two. However, if the attacker successfully conquered the territory on round two, the minor factory would remain. In the event that the rounded-down value (due to occupation) of a conquered territory does not support the factory (4 or less for a major, 2 or more for a minor), then it would be down-graded or removed upon conquest.

STRATEGIC BOMBING

Hey, let's bomb populated cities! That's a terrible idea, but if you're looking to destroy the industrial production and morale of the enemy, or to create the threat of a raid and force the enemy to protect their assets with arms that could be in the field, instead... then Strategic Bombing is right for you! Planned during the Combat Movement phase and executed during the Combat phase, any number of bombers are eligible to conduct bombing raids, however, they would be ineligible for other uses on that same turn (no troop or artillery carrying, nor other attacks). Multiple bombers may strike the same territory, but each bomber may only raid one territory and never one where another land battle is occurring on that same combat phase.

Anti-Aircraft - Any and all defending anti-aircraft guns located in the bombed land territory may roll to take casualties each round of combat, as normal combat rules would dictate. not preemptively. Anti-aircraft in territories not directly bombed may be freely flown over.

Defenders and Escorts - When strategically bombed, defending players may choose to use any number of their fighters in defense of the skies (bombers could be dispatched for defense, as well, but would use their 2 or less roll, not the 8/8 attack roll). The raiding player may do the same and include fighter escorts into the raid to engage the defending aircraft as well as absorb anti-aircraft fire. This is effectively an "air only" combat, where raiding bombers and escort fighters roll their attacks, then any anti-



Aircraft spotter on the roof of a building in London. St. Paul's Cathedral is in the background.

aircraft or dispatched defending planes make their defense rolls with hits never applied to land units, including "grounded" aircraft that were not dispatched to the sky in defense. If the bombers retreat from the raid but any escort fighters continue, this would not only be a partial retreat forcing another round of defense rolls as they left, but, this would now be fought as standard combat involving all of the defender's land and air units. In other words, if the escorts stay beyond the sorties of the strategic bombing raid, it's just them against the entire territory's resources. This is the only instance when an attack on a territory could include both a Strategic Bombing raid and a standard land combat.

Calculating Damage - Strategic bombing uses different attack rolls. Instead of normal bomber rolls on land units (8/8), each bomber rolls 2d12 to calculate damage to industrial production. The sum of the dice rolled is the amount of income the defending nation will not collect on their next turn (unless the territory is conquered before the bombed player has their turn, 'cause then the money was lost when the whole damn territory was lost!). The raid may continue as many rounds of combat as the player wishes (2d12 damage each round).



However, there is a maximum amount of damage for each territory equal to half of the full numerical value of the territory (rounded down), plus the production value of any factories in that territory. For example, Germany has a land value of 20 and a major complex. Therefore, monetary damage up to 30 may be inflicted upon this territory. Calculated as 10 (one-half of the territory's value) + 20 (The production value of the major factory). Another example: Britain conducts a raid on German occupied Western Poland, which has a minor factory. The maximum amount of

damage is 4 (one-half of 5, rounded down, + 2 for the minor complex). The maximum damage calculations are considered for the entire turn. In other words, if British bombers raid Germany and inflict damage equal to 25, and then the U.S.A. follows with another raid on the same game turn, the American bombers would only be able to inflict 5 more on Germany to bring the total per turn to 30 for the "Germany" land territory. However, that restriction applies uniquely to each land territory, and includes land without a factory where an enemy can simply bomb damage up to half the territory's value, rounded down. Note: Occupied territories calculate as one-half, rounded down on factories, but full value on land. In other words, if German controlled France is bombed by an Allied raid, the maximum income loss to Germany is 6 for the land (one-half of 13, rounded down) plus 6 for the major factory, for a total possible loss of 12. If France was French controlled and bombed by Germany, the German raid could cause 19 in damage (one-half of 13 + 13 for major factory). One last note: A strategic bombing raid cannot be conducted as part of a pass-through and raids do not prevent retreats from adjacent combats to the territory being strat bombed.

NEUTRAL NATIONS

As you will notice, there are many land territories with completely different colors from the eight warring nations. These are called Neutral nations. Many of them are already under Axis control, such as Yugoslavia, Hungary and Denmark, and a number are under Allied control, like Eire or Brazil. Those are considered occupied territories with respect to the reduced production capability associated with occupation. However, full value is applied when collecting income on controlled neutrals. Neutral nations already “in play” at the beginning of the game may be attacked by an enemy, but neutral territories not yet controlled by any players may only be attacked by Germany, Italy, Japan, U.S.S.R. or China. The U.S.A., U.K. and France are “the good guys” and may only invade a neutral nation that is under control by an Axis player. Attacking neutrals not yet “in play” is declared during a player’s combat orders phase and is resolved in combat as follows...

Conquering Neutral Nations

1. Declare which neutral territory(ies) to attack and do so with at least one land unit.
2. Pay double the value of the land territory back to the bank.
3. The nearest opponent (geographically on the map) would roll one die and if the roll is equal to or less than the value of the neutral territory the invader must remove one casualty. In the case of a neutral territory having a value greater than eleven, one attacking land unit is automatically destroyed.

If no land unit survives the attack upon the neutral territory, then the nation falls under the control of the geographically nearest enemy nation. No units may be added to conquer the neutral nation in non-combat movement if you failed to take it during combat. Once taken, the conquering player would be able to control that neutral nation and benefit from it as if it were any other occupied territory. Careful what you wish for – once you have it, you have to defend it as your own, because an enemy doesn’t need to pay to take it from you, now. By the way, control of a neutral territory is not necessary to fly aircraft over its skies. **Note:** There are slight color differences like Saudi Arabia, or Yemen, and color groups like Denmark, Iceland, and Faeroe, which are for political affiliations and military scenarios explained in a supplemental edition: Diplomat’s Guide to World Domination. For now, fuggiddabowdit.

Hey, real quick, while I've got a quarter-page to kill...

I made this game with a large band of brothers (and a few sisters) who obsessively play-tested, and in different locales, to prevent group-think. Their humbling, and possibly unhealthy, determination to make The War Game balanced and deep, flexible and simple, with a rules structure that was historically intuitive, is why this game rocks! We wanted the high drama of tons of dice rolling, which of course, evens out the pain when one battle goes way against odds. We wanted a game with endless strategies where every innovative, ballsy move had a countermove, if you can dig deep enough to find it. We wanted a game so improvisational that you had to play the player, not the board. We started with history, then, to make the game more playable, we bent some borders, values, reality, etc. But, know this, The War Game is a belief game. After years of rolling thousands of dice, while observing the results opposite the roller's expectations, moods, beliefs... The evidence of randomness does

not compare to a correlation between battle results and belief. Plus, don't your strategy suck when you're freakin' out you'll lose? So, if you're setting up your attacks and you're not *feeling* the battle, don't do it, or have someone else roll it for you. Because, ultimately, when asking if your strategy is sound, we like to say, "Roll well, and it's genius."

NAVAL PASS-THROUGH

Naval Pass-Through – The principle of a naval pass-through is to split the forces of a navy and use some of the attacking units to engage a defending fleet in an initial sea zone so that the remaining attackers may slip by and engage a second sea zone. A pass-through must never exceed two sea zones of movement and must be successfully completed in one round of combat. A pass-through is illegal if it results in any unit completing its move in a third sea zone. Only combat ships force a pass-through. Attacking navies can speed right by transports with no restriction, though the transport gets one defense roll at 2 or less as that navy sails by.

Naval Pass-Through Sequence

1. The attacking nation declares which units will be used to eliminate the enemy units in the first sea zone and which other units will be used for any attacks in the second sea zone or as shore bombardments, etc.
2. The defender declares any retreats in both the first and second sea zones where attacks are declared to occur.
3. The attacker rolls one round of combat in the first sea zone from the declared units, tabulating the hits.

If any defending units remain to stop the pass-through (sea units other than transports), then the pass-through is prevented (go to **Failed Pass-Through**).

If all defending naval units (other than transports) are destroyed in the first sea zone, then the fleet is free to move on to the declared sea zone (go to **Successful Pass-Through**).

Failed Pass-Through

All of the attacker's units attempting to pass-through must remain in that sea zone but are added to the combat. Those added units would immediately roll their attack rolls for the first round of combat, taking additional hits upon the defending units in the first sea zone. After that, round 2 of combat would follow as normal against any defending units that remain. Either way, the attacking fleet cannot pass-through to the second sea zone.

Successful Pass-Through

The defender rolls their counterattacks from units in the first sea zone and casualties are removed from among attacking units engaging in the first sea zone only. Additional attacking hits beyond what is necessary to destroy all units in the first sea zone do not carry over to the second. Those units declared for attack in the second sea zone may now be used on the first round of combat there. Units designated for attack in the first sea zone arrive in the second sea zone with the others on round 1, but do not make attack rolls until round 2, when normal combat would result in destruction, defeat or retreat.

Who's in and Who's Out – Aircraft or sea units that are moving from other directions, to rendezvous with the fleet passing through in the second sea zone, must engage for at least one round of combat regardless of the success of the units involved in the pass-through. However, if any aircraft reach the second sea zone by the same way as the fleet passing through, they could be declared part of that fleet and dependent upon the success of the pass-through to arrive for second sea zone participation.

Amphibious Attacks Following a Pass-Through – As mentioned before, in any amphibious attack where landing units are delayed beyond the first round of combat, those amphibious units lose the initiative and cannot attack on the round they first make landfall. If part of an attacking fleet is declared to clear the sea zone adjacent to an intended amphibious landing point and the rest of the fleet is designated for shore bombardment from that same zone, then that choice cannot be changed. Failure to clear the sea zone in the first round of combat makes the shore bombardments impossible for the entire combat. However, the ships intended for shore bombardment may be used to clear the sea zone on that first round, but the amphibious landing would still be delayed and those landing units would be denied their attack roll when they hit the beach. Should both the “sea clearing” fleet and the re-assigned bombarding fleet fail to clear the sea zone in the first round, then the second round begins in the sea and the landing units would lose their initiative whenever they finally landed on the shore (no attack rolls for the amphibiously attacking land units on landing round).

Failed Amphibious Pass-Through – If a pass-through with an amphibious landing planned for a second sea zone fails, the landing units must remain on the transports during combat, however they may be unloaded in non-combat to a friendly land territory in that same sea zone where the pass-through was halted.

Defensive Retreats – Defending units in a pass-through still have the option to retreat and must declare so before any attack rolls are made. In other words, on the first round when an attacking fleet is clearing the first sea zone, the defending naval units in the second sea zone are aware of the attack and must declare any retreats, accordingly. The same is true of land units anticipating an amphibious attack after a pass-through. That retreat declaration must be made prior to all attacking rolls relevant to that specific pass-through. However, normal rules of retreat would apply and those units would be susceptible to be taken as casualties from the attacking units designated to attack them that successfully arrive on the first round.

Pass-Back – A pass-through may also be declared as a pass-back, where ships attack forward into a sea zone planning to return to the starting sea zone if/when successful on round one.

Aircraft in Amphibious Attacks – Assuming it is within their movement range, aircraft may also perform pass-through attacks. Such attacks would be performed in the same manner as a naval pass-through in the respect that combat in the second location is dependent upon total success in the first. Aircraft could make a pass-through from sea zone to sea zone or from sea zone to a land territory in support of an amphibious attack. In any pass-through, an aircraft may not participate in more than two combat locations and the two locations of participation must be adjacent. Even though naval units are limited to two spaces in a pass-through, aircraft are not, in the sense that they can fly two spaces, attack, and then pass-through to a third. Unless they came from the deck of a carrier, they're almost always going to use most of their movement for a pass-through.

Pass-Through Battle Example: The U.K. Attacks Japan in Thailand



The U.K. moves forces to Thailand from multiple directions:

- A British battleship moves with the transport from the Philippines, attacking the East shoreline in the Gulf of Thailand. While the British fighter in Burma attacks the Japanese destroyer defending that sea zone, the battleship will attempt to avoid the sea battle and use its shore shots on Thailand. Then, should the Japanese destroyer be sunk on round 1, the British fighter would pass-through and join the amphibious landing in Thailand with attack rolls going toward the infantry in Thailand on round 2.
- A British transport from Australia will pass-through the sea zone surrounding Java to the West shoreline of Thailand. The British destroyer from Australia will get help from the fighter from Borneo to attack the Japanese destroyer then pass-through with the transport.
- Two British infantry will cross the border from Burma directly into Thailand.

Japan defends with:

- Three infantry in Thailand.
- A destroyer defending the East shoreline of Thailand.
- A destroyer in the sea zone around Java.

Because so many forces are coming from so many directions, the entire area would have to be fought round by round to determine which units will be involved in each scenario, with the attacker first asking the Japanese player if they want to retreat either destroyer, or any of the land units in Thailand. Retreats are declared first and happen regardless of the success of the British pass-throughs, though the retreating units are still subject to being taken as casualties.

Round 1:

Java Sea Zone – The British player would roll for its destroyer and fighter to attempt to sink the Japanese destroyer. The Japanese player would either retreat or return fire, taking a casualty of either the British destroyer or fighter, but not the transport. If successful, the transport and destroyer would move further to the West shoreline of Thailand and amphibiously land the two infantry in the first round of combat in Thailand. However, the destroyer would not be allowed a shore shot, as it was used in the first round to attack the Japanese destroyer. If unsuccessful, the British player would have the option of either continuing the combat in that sea zone on round two, or retreating back to the sea zone above Australia. Either way, the fleet would not be able to continue to Thailand and the infantry would not be able to disembark from the transport if it retreats back to Australia.

South China Sea Zone (Thailand's Eastern shore) – The British player would roll for its fighter against the Japanese destroyer, which would either retreat or return fire, taking the fighter as the only possible casualty. If the Japanese destroyer is sunk, the British battleship would be able to fire shore shots against Thailand, and the infantry would land in the first round. If the British fighter misses, and the Japanese destroyer does not retreat, then the battleship would have to be used in the attack against the Japanese destroyer, losing its chance to make a shore bombardment. In that case, the infantry on the transport would lose their attack rolls on the round they land (lost initiative). Since this is combat, the transport would be loaded before it entered the South China Sea zone.

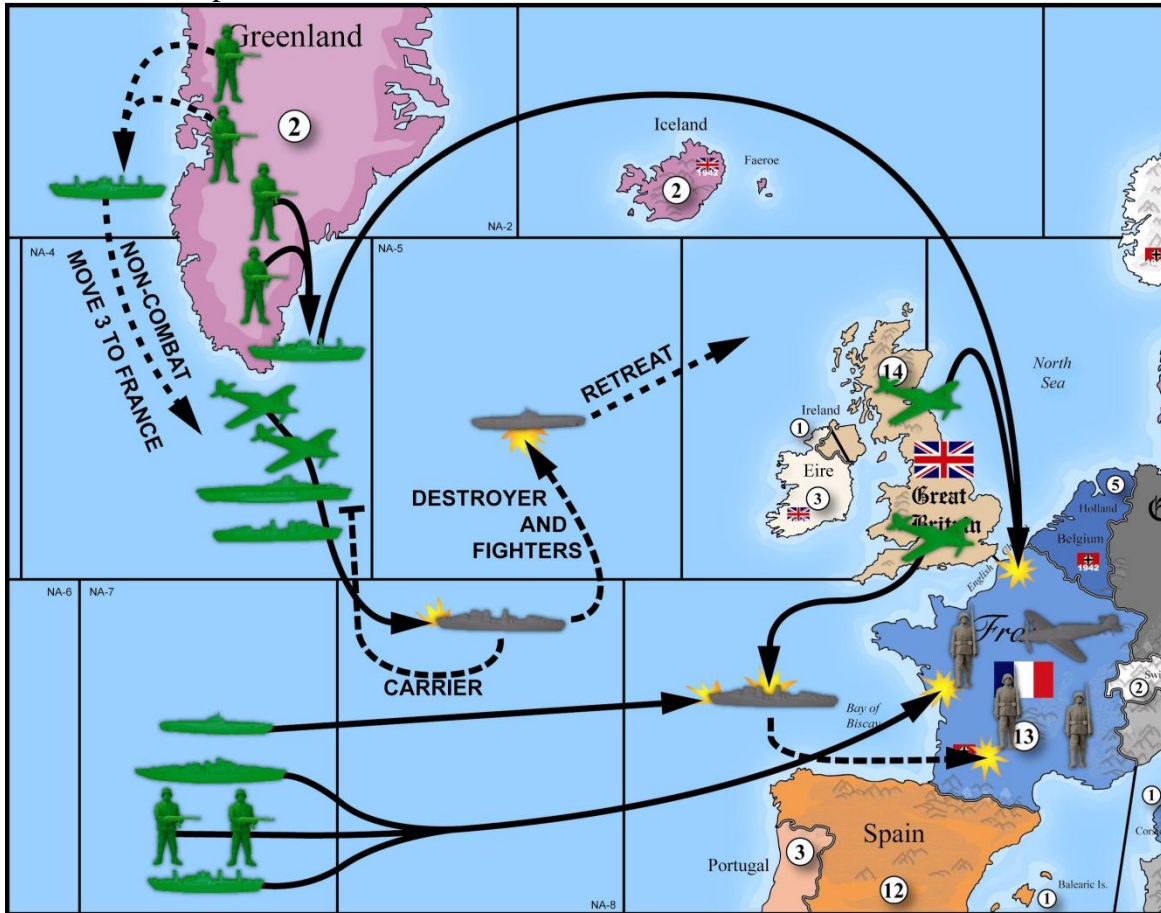
Thailand – The two British infantry in Burma would combine with any other infantry that managed to land on the first round and attack the three Japanese infantry.

Round 2:

Thailand – Should there be any Japanese infantry remaining in Thailand after the first round, the second round would begin. If the infantry brought by transport from Borneo were delayed in the first round of combat by survival of the Japanese destroyer in the South China Sea, then they would now be able to attack this round of combat with the British fighter from Burma.

If rolls go completely awry and the British sea battle in the South China Sea takes two or more rounds of combat to sink the Japanese destroyer, then the landing of the infantry would be further delayed, losing their attack on the landing round, and subject to suffer casualties from defending Japanese hits on the round of their arrival. Or, should the battle go so poorly that the British retreat, remember that the transports would not be able to unload those infantry intended for attack.

Uber-Ugly Pass-Through Example – Use the diagram below to follow an insane little attack on German occupied France.



Declared Attack by the U.S.A.:

- The American Aircraft Carrier (NA-4) attacks the German destroyer in NA-8, then passes-through to NA-4 where it started.
- Two fighters and one destroyer attack German destroyer in NA-8, then pass-through to attack German submarine in NA-5 (would arrive on round 1, but not roll until round 2)
- U.S. Transport in NA-4 loads with two infantry from Greenland, heads North three spaces around and down to the North Sea and makes landfall on France, directly.
- U.S. Submarine in NA-7 passes-through fight in NA-8 and attacks German destroyer off coast of France on round 1.
- U.S. Battleship passes-through fight in NA-8, and provides support shots for amphibious landing (assuming the German destroyer off France is sunk in round 1).
- U.S. Transport in NA-7 passes-through NA-8 and makes landfall on France (assuming German destroyers in NA-8 and off France are sunk on round 1).
- One fighter in Great Britain attacks German destroyer off France and passes-through to join amphibious landing on France (arrive on France round 1, but not roll until 2).
- Second fighter in Great Britain directly attacks forces in France.

German Declarations:

- German Submarine in NA-5 escapes to the sea zone off Eire.
- Three German infantry and one fighter in France remain to defend against the attack.

Round 1:

- U.S.A. rolls for their attacks in NA-8 (Aircraft Carrier, two Fighters and a Destroyer) and hits 3 times to easily sink the destroyer (additional hits beyond the 1st do not apply elsewhere).
- The U.S. Aircraft Carrier returns to NA-4.
- The two U.S. fighters and destroyer move to NA-5, however the German submarine has simultaneously retreated to the coast of Eire thus avoiding engagement.
- The U.S. submarine from NA-7 passes-through to roll its attack against the German destroyer off France, but misses.
- The fighter from Great Britain rolls its attack on the German destroyer off France, but also misses.
- Since both units designated to attack the German destroyer missed, the U.S. battleship and transport declared for the amphibious landing are delayed. Now, the U.S. battleship must engage the German destroyer, which has managed to stop it from making its support shots. The U.S. battleship rolls its attacks, and fortunately, hits.
- The infantry brought by the transport from NA-7 make landfall, but lose their attack this round because of the German destroyer surviving initial attack and intercepting.
- The second fighter from Great Britain attacks France, along with the amphibious landing infantry that came directly by the northern route from Greenland. One infantry and the fighter hit killing two of the three German infantry.
- The German destroyers in NA-8 and off the coast of France both miss.
- The three German infantry and one fighter in France make their defense rolls and manage to get three hits, taking three American infantry as casualties. Had the delayed infantry arrived on round 2, then the U.S. player would be forced to take the two infantry and fighter that came to France directly as casualties. That case would have been real ugly for the other two infantry and fighter when they finally landed.

Round 2:

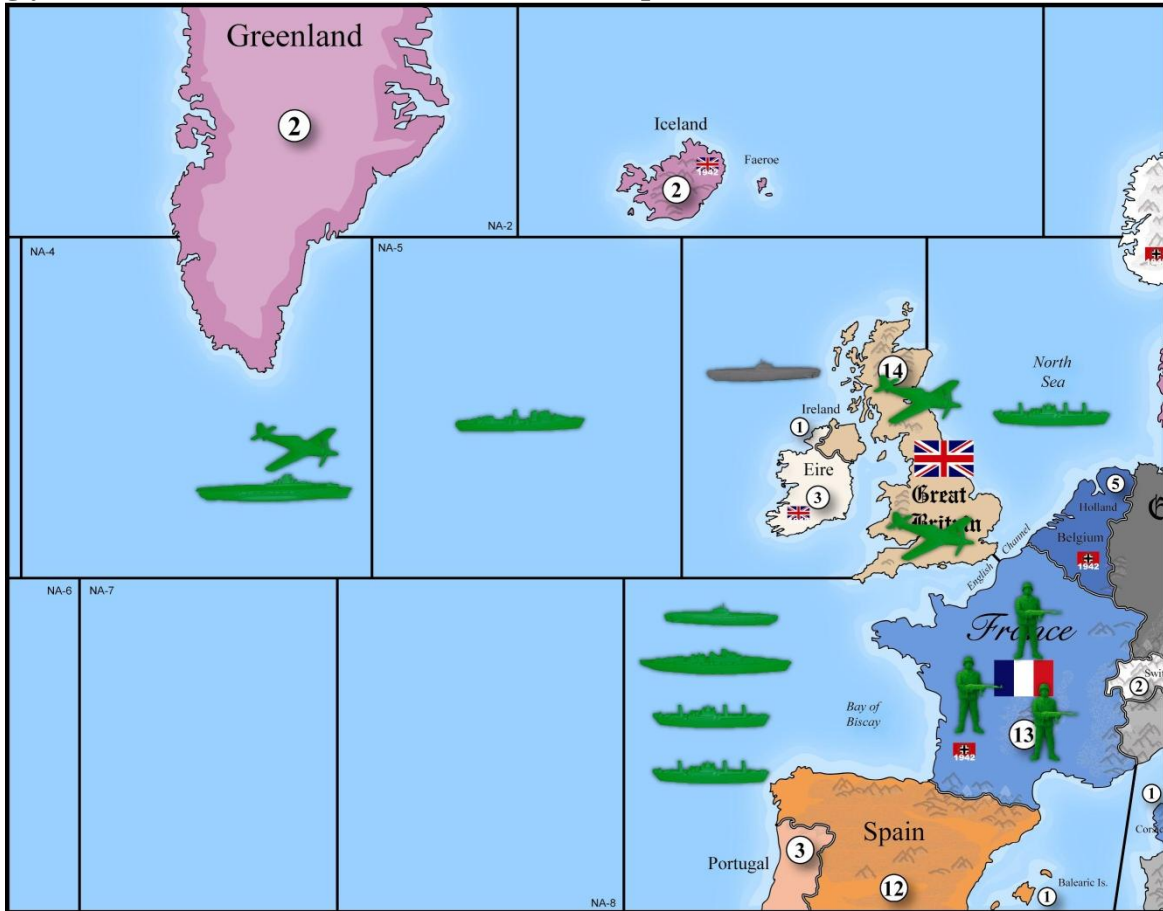
- The U.S. infantry and two fighters make their attack rolls, and get two hits on the German infantry and fighter remaining in France.
- The German fighter and infantry score only one of their defense rolls.
- In order to take France, the U.S. player takes one of the attacking fighters as a casualty, allowing one infantry to land.

Non-Combat:

- The U.S. fighter attacking France returns to Great Britain
- One fighter passing-through to NA-5 returns to the carrier in NA-4, while the other flies to Great Britain.
- The transport to the Northwest of Greenland picks up the two remaining infantry in Greenland and moves them three spaces through the now-cleared sea zones to land them in France with the one, conquering American infantry, to bolster its defense.

Note: In any combat, forces designated for an attack must begin attack immediately and may not delay until the second or a further round in anticipation of an arriving pass-through or other combat resolutions.

Ugly Aftermath of U.S. Attack on German Occupied France



A Strange Possibility – The German destroyer in NA-5 could have declared a retreat to NA-4 and would be there when the Carrier came passing back. Since the destroyer retreated and the carrier used its attack in round 1 in NA-8, they both would lose their first round of combat. As such, round two would begin with either the American carrier retreating to NA-8, or attacking the German destroyer. Note: if the U.S. fleet had failed to pass-through in NA-8, and then tried to retreat to NA-4, it would have to attack the German destroyer where it retreated in NA-4 since it now occupies that space. Of course, it would lose the option to roll on the round it retreats, as would the German destroyer if they retreated on the same round.

AIR SUPREMACY RULES

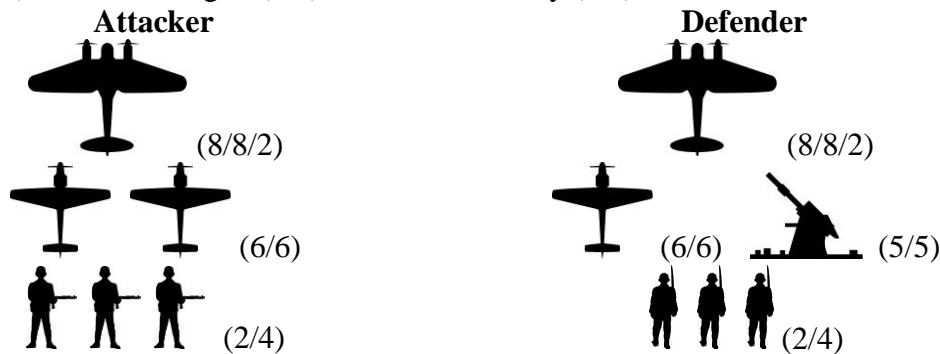
War in the Skies - When a player rolls for their fighters, they may choose to first apply hits to other aircraft with additional hits applied toward remaining land or sea units, or vice versa, prioritizing land/sea targets any fighter hits. This targeting choice is made for each fighter on each round of combat. If no declaration is made, it is assumed that fighters will prioritize air hits. Bombers can only use their 8/8 rolls when attacking land or sea units, but they may attack or defend the skies with their 2 roll. Like fighters, the bomber could declare a priority to hit air targets and attempt to roll a 2 or less to hit. Obviously, a bomber cannot bomb and use their 2 shot at enemy aircraft on the same round of combat. And also hopefully obviously, attacking fighters or bombers that are prioritizing air targets are still subject to defending anti-aircraft. Dog-fighting in the clouds doesn't save them from flak.

Grounding Aircraft

Defending air units may avoid the battle for air supremacy during any round of combat by remaining on the ground or below deck on a carrier. This option might be chosen if the attacker has a superior air force and the defender would rather protect their aircraft and put their hopes in the remaining land or sea units to repel the attack. In the case of grounding, fighters and bombers are both disallowed a defense roll, and are still subject to being taken as casualties if no other defending units remain. Needless to say, “below deck” fighters sink with their carrier. Therefore, on any given round of combat, if any fighters are chosen to remain below deck, and the carrier is destroyed on that same round, the fighters would be lost as well. Also, grounded bombers or fighters that choose to retreat must take to the air to do so and would therefore be subject to attack on the round in which they retreat. Below deck fighters in a carrier that retreats would be spared if the carrier survives the retreat. Note: Hits from attacking bombers dropping bombs on land units can be applied toward grounded aircraft at the defender’s discretion or necessity.

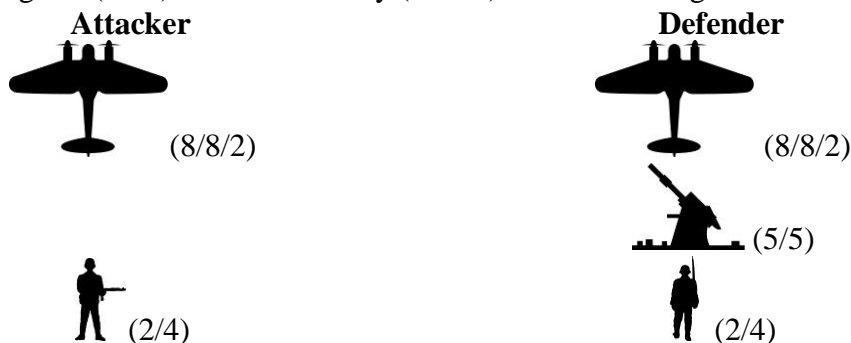
Sample Air Supremacy Battle

A bomber (8/8/2), two fighters (6/6), and three infantry (2/4) are attacking a bomber (8/8/2), fighter (6/6), anti-aircraft gun (5/5), and three infantry (2/4)



Round 1:

The defender would probably declare that they’re grounding the bomber on the first round of combat, hoping to eliminate the threat from the air. The attacker would likely choose to first roll their fighters (6) to try to hit the defending aircraft, and then a defending land unit if both score. Then roll the attacking bomber (8/8) and infantry (2) to possibly finish off the infantry, anti-aircraft gun, and if all attackers score hits, the grounded bomber, too. The defender would almost surely roll their fighter (6) and anti-aircraft (5) against air targets. Then the defender would roll their infantry (4) against the invading infantry. Let’s assume the attacker hits with a fighter (1 air hit) and both bombs (2 land hits), and the defender hits with their A/A (1 air), one fighter (1 air) and two infantry (2 land). The following units would survive:



Round 2:

The attacker might call off the entire battle, fearing the defending anti-aircraft gun, but if not, the defender would now surely bring the bomber skyward to either engage the attacking bomber or retreat. However, the attacker could score both bomber hits (8/8) and one of the infantry hits (2) and decimate everything.

Scrambling Air Defense - Any aircraft adjacent to a land territory or sea zone where an attack is being conducted may be dispatched (scrambled, as the Limey's say) on any round of



Four 264 Squadron Defiants, 1940.

combat to arrive and engage, defensively in that adjacent combat, on the round following dispatch. Unless the land territory or sea zone from where the aircraft originated is, itself, being attacked. In that case, the aircraft would be "pinned down" in its own defense and unable to scramble until a combat round when its own hide wasn't in danger. The attacking player must give the defending player the opportunity to make any aircraft dispatches at the same time they allow retreat declarations. Defending bombers may also be dispatched, but only for their air defense roll (2), not for bombing, or troop drops. The aircraft of allies may dispatch in the defense of another, even Russia!

Scrambled aircraft are committed to at least one round of combat in the dispatched land/sea space, unless that battle is completely resolved on the same round dispatch is declared. If there's no fighting when they arrive, the planes take that round to return home.

Scrambled aircraft remain and defend the dispatched location until the battle ends, they are shot down, or they retreat (normal combat rules apply); and yes they may retreat the moment they arrive, never firing a shot. Retreated aircraft may not dispatch again.

Scrambled aircraft must always return to the location from where they came at end of battle or retreat, not to a new location, nor the location to where they were dispatched,.

Each scrambled aircraft cannot dispatch to more than one location each during an opponent's combat phase. Of course, in a subsequent opponent's turn, they are reset to be scrambled again. However, if the scrambled aircraft does not arrive to a combat, because the battle is over or the attacker is retreating in full, the dispatched fighter may take the "arrival" round to return home, then be eligible on that third round to be dispatched anew to arrive somewhere else in a fourth combat round. It happens, and it's fun! In these cases, run the relevant side-by-side battles round-by-round to ensure every defensive air possibility. In theory, aircraft may be dispatched to three or more locations if the attacks last long enough for the aircraft to arrive, rout attackers, return and be re-dispatched. We've only seen a triple dispatch once: A British fighter in Egypt dispatches to defend Jordan, which Germany wins in round 1. The fighter returns to



Heinkel He 111, Battle of Britain, 1940.

Egypt, then scrambles on round three to some infantry-on-infantry violence still slogging in Anglo-Egypt Sudan. The fighter's late arrival scares Italian attackers into retreat, so our intrepid British fighter returns to Egypt, then on round five, it dispatches to a Red Sea battle where an Italian fighter has been trying for five rounds to sink a British transport, but has yet to roll a 6 or less. The angry Italian player decides to press on to round six, but misses again. The transport fires... Miss! The British fighter rolls exactly a 6, down goes the Italian fighter, the transport survives to help retake Jordan and the canal, and those British pilots never paid for a single drink at a single pub, ever again. Cheers, Flyboys!

Example 1: Legal Dispatch Locations

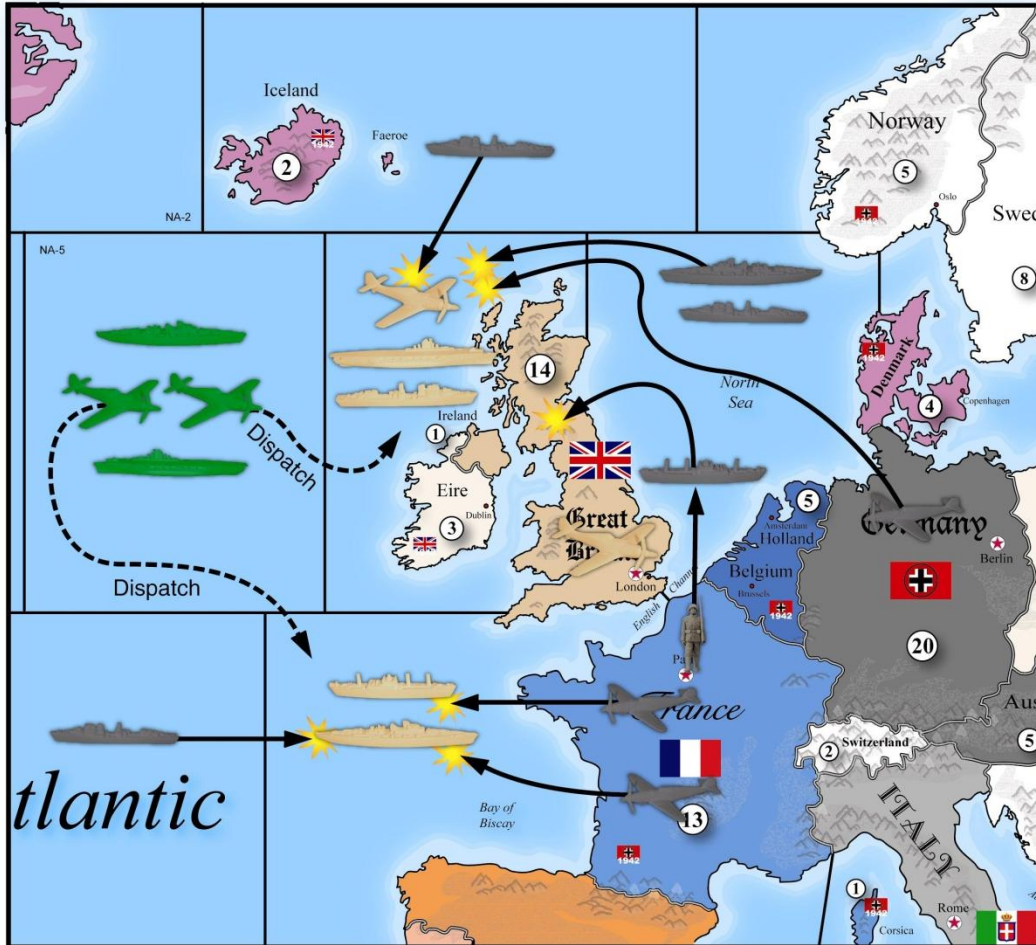
Below are two Japanese fighters and the locations where they may be dispatched to defend.



The Japanese fighter on South Manchuria could be dispatched to defend enemy attacks on Peking, Inner Mongolia, North Manchuria, Vladivostok, Korea, and the Yellow Sea. The Japanese Fighter on the Aircraft Carrier in the Sea of Japan could be sent to defend Korea, Vladivostok, Sea of Okhotsk, Sakhalin, Hokkaido, NP-1, Japan, and the East China Sea.

Example 2: Germany Attacks British Naval Positions

Attack: The German battleship and destroyer in the North Sea join a fighter from Germany and a destroyer from Iceland to attack a British aircraft carrier, destroyer and fighter. Simultaneously, a German destroyer moves into the Bay of Biscay, joining two fighters from German occupied France to attack a British battleship and transport. Finally, the German transport in the North Sea amphibiously lands a single infantry from France onto the Isle of Great Britain.



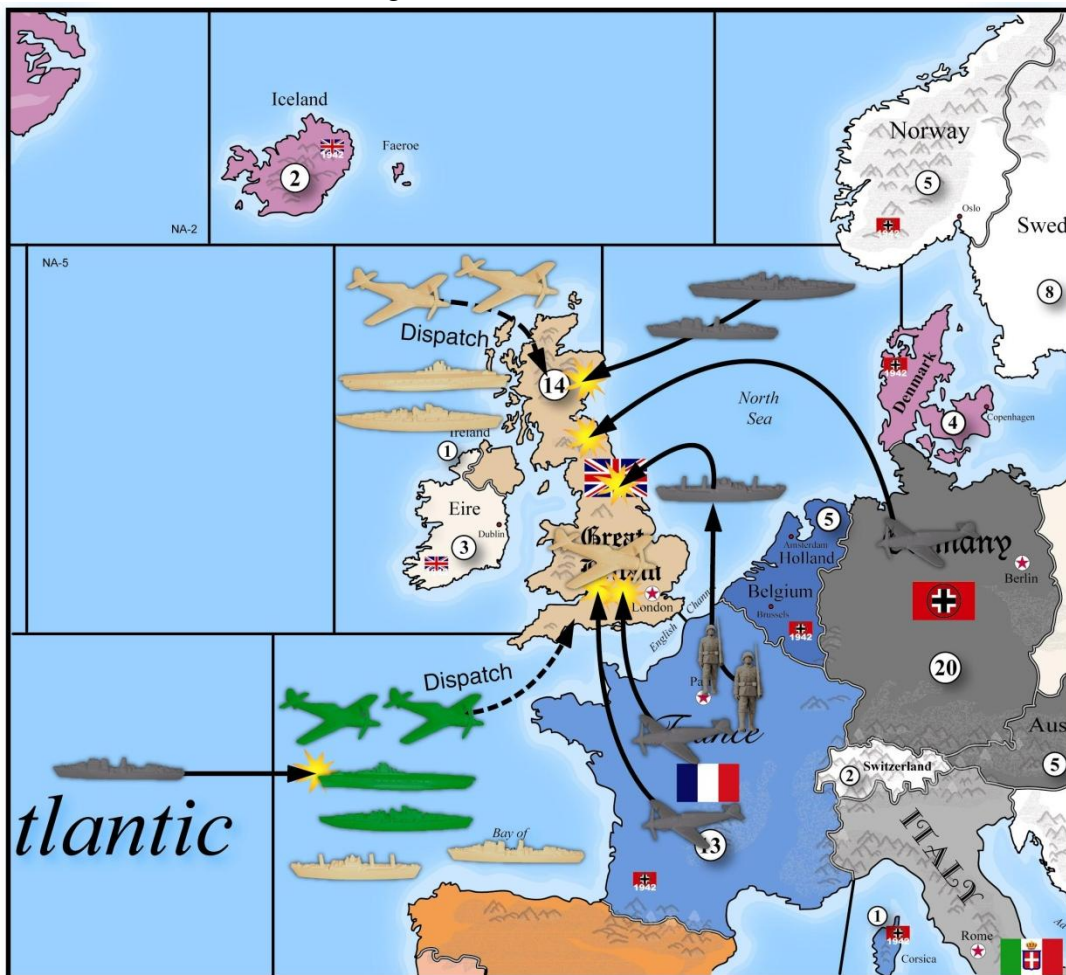
Defense: In addition to British retreat options, any aircraft dispatches must be declared when retreats would be announced, before any attack rolls are made. Since the German player cleverly sacrificed a single infantry on the east coast of Great Britain, the British fighter there would not be available for dispatch to either sea zone until the round following the elimination of the German infantry. Therefore, the only decision on round one is whether, and to where, the two American fighters in NA-5 would be dispatched. The U.S. player decides to send one fighter to each sea zone. If there is still a fight on round two, they will arrive then. If the attack on the British carrier group ends on the first round of combat, then the U.S. fighter designated for dispatch to that attack would return, but could be sent to the attack off France on round three, arriving on round four. Likewise, if the German infantry landing on Great Britain is killed in the first round, the British fighter on Great Britain could be dispatched to either sea attack on round two, arriving on round three. Because of this, it is imperative that all of these combats are conducted simultaneously round-by-round.

Example 3: Germany Attacks Isle of Great Britain

Attack: The German battleship and destroyer in the North Sea provide support shots for the amphibious landing of two infantry combined with two fighters from German occupied France and one fighter from Germany. To delay American air support from the Bay of Biscay, a German destroyer is sent on a suicide run against the entire allied fleet. In the first round, the German player hopes to knock out the British fighter on the Isle of Great Britain, survive any A/A guns, and still have enough air superiority to continue when the dispatched allied planes arrive.

Defense: The British player could dispatch both fighters on the carrier on round one of combat, and they'd arrive to defend Great Britain on round two. Since the allied fleet off the coast of France is likely to beat the crud out of the German destroyer on the first round, the U.S. player would likely dispatch their fighters to Great Britain on round two, arriving on round three.

Of course, these combats should be fought simultaneously round-by-round to allow dispatches and/or retreats to happen at proper times. Remember, should the German fighters retreat from their attack on Great Britain, they'd be subject to a counterattack if all forces can't retreat entirely. In other words, if at least one of the amphibiously landing infantry survives the round of combat, the fighters could not retreat unscathed in the next.



VICTORY CONDITIONS

Although there are specific victory conditions, you will find that a victor, and all too often a sore loser, usually emerge before these conditions are met. Regardless, a winner is always determined at the end of a complete game turn.

An Allied victory is declared when BOTH of the following occur:

- Total Axis occupation of land territories is below 225.
- The Allies control the isle of Great Britain and all of the contiguous U.S.A.

An Axis victory is declared when BOTH of the following occur:

- Total Axis occupation of land territories exceeds total Allied land (Axis > Allies)
- The Axis controls its original home territories of Germany, Austria, Italy, Sicily, Japan and Korea.






If no side has met their victory conditions by the end of game turn thirteen (see Waging War – page 3), then an Allied victory is declared. Unless the Axis player is determined to continue, in which case, a little reality must be implemented: Due to the attrition of healthy males that would have occurred by 1946, the Axis is no longer able to recruit new infantry. But, if the Axis is still willing to continue the war with only their existing troops, by all means, let the carnage continue! And if that's not enough, I suggest you go get the Atom Bomb module, and begin the Cold War. Anyway, since you die-hard players will inevitably calculate the totals on original land controlled by each side at the beginning of the game, we saved you the trouble...



“Gen. Douglas MacArthur signs as Supreme Allied Commander during formal surrender ceremonies on the USS MISSOURI in Tokyo Bay. Behind Gen. MacArthur are Lt. Gen. Jonathan Wainwright and Lt. Gen. A. E. Percival.” - Lt. C. F. Wheeler, September 2, 1945.

| Land Value Totals | | Axis Victory = Axis > Allies | | | Allied Victory = Axis < 225 | |
|-------------------|---------------|------------------------------|---------------------|----------------|-----------------------------|-------------------------------|
| Nation | Original Land | Controlled Neutral Land | Enemy Occupied Land | Conquered Land | Net Gain or Loss | Total Land Controlled in 1942 |
| Germany | 28 | +52 | 0 | +47 | +99 | 127 |
| Italy | 26 | 0 | 0 | 0 | 0 | 26 |
| U.S.S.R. | 84 | 0 | -16 | 0 | -16 | 68 |
| U.K. | 118 | +5 | -4 | 0 | +1 | 119 |
| France | 70 | 0 | -47 | 0 | -47 | 23 |
| Japan | 43 | +5 | 0 | +35 | +40 | 83 |
| U.S.A. | 115 | +38 | -6 | 0 | +32 | 147 |
| China | 40 | 0 | -9 | 0 | -9 | 31 |
| Axis Total | 97 | +57 | 0 | +82 | +139 | 236 |
| Allied Total | 423 | +49 | -82 | 0 | -35 | 388 |

Additional Unit Types – There is a module, *Manufacturing and Recruiting Handbook* which is used to create most any military unit available during the war, but, to whet your appetite and explain possible numerical values for some units you currently have, use the following chart. Note: The Maus is too big to be loaded on a transport, and only one ME262 can fit on a carrier; with no room for another fighter. Two FW109D-9’s fit on a carrier deck.

| ADDITIONAL UNIT TYPES | Attack | Defense | Move | Germany | Italy | U.S.S.R. | U.K. | France | Japan | U.S.A. | China |
|---|---------------|----------------|-------------|----------------|--------------|-----------------|-------------|---------------|--------------|---------------|--------------|
|  Waffen SS | 4 | 2 | 1 | 5 | 6 | 5 | 6 | 6 | 6 | 6 | 5 |
|  Nebelwerfer | 5 | 3 | 1 | 7 | 9 | 8 | 8 | 9 | 9 | 7 | 10 |
|  Fw 190D-9 | 5 | 7 | 4 | 14 | 16 | 15 | 15 | 16 | 14 | 13 | 18 |
|  Me 262 Schwalbe | 6 | 8 | 4 | 16 | 18 | 17 | 17 | 18 | 16 | 15 | 20 |
|  Maus | 10 | 6 | 2 | 15 | 17 | 16 | 16 | 17 | 17 | 15 | 19 |

GAME BOARD PARTICULARS

East-West vs. North-South – Being a flat map of the globe, the sea zones and land territories on the left and right edges of the board are the same on both sides of the board with the exception of Manitoba and Alberta, which use the board edge as their border. Therefore, if units are on Northwest Territory, Northwest U.S.A., Southwest U.S.A., Mexico, NP-9, SP-1, SP-3, or SP-6, they are in the same space as the corresponding one on the opposite side of the board. In these particular sea zones or land territories, a “space” of movement is not used when moving from one side of the board to the other. The same is not true north to South, the top of the board in no way connects to the bottom. Also, there is no polar travel, so an aircraft could not fly north from Siberia and reach the Northwest Territory of Canada. And no, the American player can’t dig a hole in Central U.S.A. to send reinforcements directly to China.

Land and Canals – For the purposes of land combat or non-combat movement, Italy and Sicily are considered adjacent territories, as are Jordan and Egypt. Also, the Adriatic Sea zone is one zone on both sides of Italy despite the bridge between Sicily and Italy. To pass through the Panama or Suez Canal only takes one space of sea movement. For Panama, whoever controls it decides who passes, while in the case of the Suez, whoever controls both Egypt and Jordan permits passage. If the axis controls one side and the allies the other, then NO ships may pass. Aircraft units are not affected by control of a canal and fly one space from one side of the canal to the other. However, Turkey is considered one land territory, despite being separated by the strait that connects the Black Sea to the Aegean Sea. Therefore, movement by land or air from Bulgaria to Turkey to Syria would take two spaces. Passage from the Aegean to the Black Sea requires one space for sea units. While Turkey remains neutral, any player may freely move their sea or air units the one space from the Aegean to the Black Sea. If Turkey falls under Axis or Allied control, only nations friendly to the controlling player may pass with their navies. Also, Panama is not split by the Panama canal, and ships take one space to move from Atlantic to the Pacific, or vice versa.

Conquered Canals – If a canal is taken during combat, the conqueror’s ships may move through that canal during the non-combat phase, assuming they were not used in combat.

Miscellaneous – The Aleutian Island chain is limited to where it is labeled and the continuation of the chain on the Alaska side of the sea border is considered an extension of Alaska. Be sure to notice that the Sea of Japan and NP-1 are two separate sea zones separated by a sea border running between Japan, Hokkaido and Sakhalin. Also, unlike Sicily, there is no land

connection between those three territories. Gibraltar and Morocco have no effect on naval passage in and out of the Mediterranean. Even though it would appear that a naval unit could leave the South China Sea and go around either side of Borneo into the Celebes sea zone, it is considered one, continuous sea border for purposes of blocking a retreat, etc.

F.E.R. - FREQUENTLY EXPLOITED RULES

Round-By-Round Combat Location-By-Location – Since all battles in a player’s turn are considered to be happening simultaneously, the attacker may choose the order in which each of their declared battles are rolled and may switch between the combat locations they roll for each round. In other words, they could roll the first and second round of one battle, then hold the completion of that battle while they roll any number of rounds in other battles before returning and completing the first or others. In the case of adjacent battles, it’s often necessary to roll them one round at a time each to give the defender the opportunity to make retreat decisions as they become available due to outcomes in adjacent battles. For example, if the Italians were attacking both Egypt and Jordan, the defending British might want to retreat from one to the other in round two or after if the attack was repelled quickly.

Retreating Behind – Defending sea units can only retreat to an empty sea zone, but sometimes a fleet will leave a sea zone to attack in another, and an enemy has the possibility of retreating from a different battle to that currently empty sea zone. In this case, combat must be done round-by-round to determine if defending units are even eligible to retreat to the vacated sea zone. If this happens, the attacker could still retreat back to the now occupied sea zone from which they came, and would then attack those units as if it were a new combat on the round following their retreat. Since the defender must have retreated at least one round prior, the defender would be able to roll on the round the retreating attackers arrive.

Sailing By Transports – As mentioned, an enemy transport doesn’t stop a navy from moving through the sea zone the transport occupies, even three spaces. However, if the attacking navy is staying in a sea zone where an enemy transport is located, that transport must be destroyed before the attacking fleet may remain there. Ships may not move through a sea zone with an enemy transport during non-combat movement. Ships sailing by transports may only do so during combat and must face one round of the transport’s 2 or less defense roll.

Retreating Twice – A unit cannot retreat twice in one player’s turn. However, if a unit retreats when attacked by one enemy, then is attacked by another enemy on a separate player’s turn in its new, retreated location, then that unit would be eligible to retreat again to another location (i.e. a German sub attacked by Britain, then by the U.S.A.).

Capitols – Conquering a territory with the nation’s flag printed on it is like capturing any other enemy territory. It does not prevent the capitol-deficient player from building, collecting income, playing, etc. However, as you’ll learn, losing your “capitol” almost always means losing the game, except for France, of course, and maybe Central Russia.

Submerging Subs Controlling Sea Zones – If planes attack a sub in a sea zone and the sub chooses to retreat by submerging in that same sea zone, that submarine retains control of the sea zone after the attack if it survives the air assault. If the attacker brings in any ships, including transports, the defending sub would have to retreat to another sea zone or engage the ships. Of course, a transport would not help the aircraft’s penalty to hit the sub, but it would force the sub to engage it or leave, since enemy ships may never occupy the same area.

Preemptive Shots in Failed Pass-Through – Assuming that you’re playing with preemptive battleships, if any are designated to attack in a second sea zone of a pass-through, and the units designated to sink the fleet in the first sea zone fail, forcing the battleship to halt and engage with that fleet as well, that bad boy would not receive a preemptive shot with its 8. In short, if a battleship is unable to hit where it planned, it loses its range and surprise advantage.

Generals and Their Egos – If a general is in a multi-national combat, then his nation takes control of the conquered territory. If two generals conquer a territory together, then players may choose the ownership, like any other multi-national combat. So, don’t fight over it boys, you can have your enemy sign a set of surrender papers for each conqueror.

Battleship Repair – While under repair, if a battleship retreats, the repair fails and the money is lost. Another attempt may be made in subsequent turns. Also, repair cost cannot be rolled before the end of the combat round in which it is damaged. You cannot roll a hypothetical cost when determining whether to take damage on the ship. Commit to damage, then roll.

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