BLITZKRIEG GENERAL

Basic Rules

Version 1.1, 2nd edition

L 2001 UGG

1.0 Introduction

- Blitzkrieg General is made for 1 to 8 players. The designer's **recommendation is 2-5 players**.
- Two military alliances of 8 major countries and some minors the "**Allies**" and the "**Axis**" fight a struggle for supremacy.

The Allies
British Empire (light brown), USA (dark green), USSR (red [elite] and orange [inexperienced]), France (blue), and China (yellow).

The Axis
Germany (gray), Japan (white and red), Italy (light green), and the Axis Minors (dark gray). In case of a disagreement on one side the USA is "boss" for the Allies and Germany is "boss" for the Axis.

- **Neutral Countries** are all countries, who are not at war on either side at the beginning of the game.
- Germany is at war with France, the British Empire, and Poland; and the game begins with Japan at war with China.
- All other countries are neutral.
- **Japan** is neutral to BE, France and Poland and vice versa. Germany is neutral to China.
- There are some smaller **minor countries**. These minors are neutral or associated with one Side (see 2.1, the units).
- The **British Empire** has Forces which consist of the Home countries UK (no abbreviation) , Canada (C), South Africa (SA), India (I), Australia (A).
- The **Axis minors**, the **USSR**, and the **USA** are **neutral** at the beginning of the game. This is subject to change during the course of the game (see time table).

1.1 The Maps

- Both the **Pacific** Map and the **European** Map divide countries into **areas**.
- The sea is divided into **seazones**.
- Some areas on the map are presented in a **smaller scale**, others are not shown at all. For reasons of playability some **simplifications** have been made (For example Belgium, The Netherlands, and Luxembourg are combined into BNL).
- The **red arrows** indicate, what areas or seazones allow switching to areas or seazones on the other map.
- Furthermore there is a sea to **sea connection** between Coral Sea and Cape Naturaliste, as well as between Indian Ocean and Red Sea.
- "**Western Turkey**" consists of both territories west and east of the straits called the "Bosporus". For game purposes it is counted as **one area**. Both land units and Naval units can cross the "Bosporus" straits without penalties.
- There is **no land connection** between Irkutsk and Usbekistan on the Pacific map.

Islands and Island groups

All islands in a sea-zone are treated as a **unique area** . In this case the same name (in golden letters) is used for both the seazone and the island(s).

1.2. Terrain

- **Seazones** and **forbidden borders** (printed white) **cannot** be entered or crossed by **land units**. This is true for example in Switzerland.
- Between Jablonovy and Irkutsk there is a sea border that cannot be passed by land units.
- The **Eastern coast of Africa** is printed on the European map rotated by 90 degrees. Switching to the rest of the European map is only allowed at certain locations: West African Sea, Persian Gulf, and Sudan.
- All other terrain effects are ignored in the basic game.

2. Counters

2.1 Units

Land Units

Infantry Armor Headquarters (HQs)

Aircraft (Air)

HQs have no combat strength (green), but a command rating (red)

Ships:

Convoy
(transport units and destroyer escorts)

Task Force
(A Fleet consisting of aircraft carriers, battelships, destroyers, and cruisers)

Submarines (Subs)

- Each unit has a **number** and a **symbol** printed on. The number is equal to the **combat strength** of the unit, the symbol identifies the unit's **class**.
- Nearly all counters are printed on both their front sides and backsides.
- The backsides are flat. The front sides are rounded at their edges.
- The combat strengths printed on the backsides are always lower than the ones printed on the front sides.
- Some units have a "0" printed on their backsides, while some have no printing there at all.

Abbreviations to identify the different minor countries:

Axis minors (dark gray background)

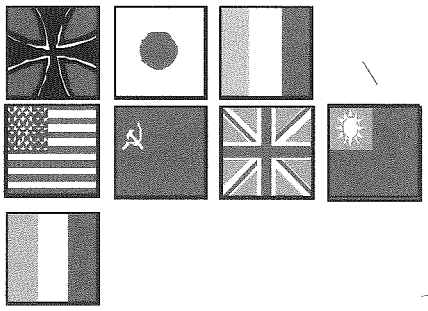
B	Bulgaria
F	Finland
R	Romania
HU	Hungary

Neutrals (brown background)

IRL	Ireland
T	Turkey
YU	Yugoslavia
NOR	Norway
SW	Sweden
S	Spain
ARA	Arabia
POR	Portugal
P	Poland
BNL	BeNeLux countries
SIAM	Siam
GR	Greece
AF	Afghanistan
PER	Iran
Irak	Iraq

2.2 Others

Control markers (National flags)
White markers:



Initiative, Year, Mon, Weather, Losses

2.3. Cards

Cards are not needed in the basic game.

3. The Course of Play

- Each year is divided into 4 Quarters. In other words **one turn equals 3 months**.
- The game starts in the 3rd Quarter of 1939 and ends in the 4th Quarter 1945.
- The game ends before that time on the most because of one side's defeat.
- There are more scenarios featuring other starting dates.

4. Exercises

Players who are new to the system, first use the **basic rules** and delay the advanced rules.
The designer recommends to setup up the **1939 scenario** and play through the **basic tutorial.**
As soon as you feel familiar with the basic

rules go ahead with a step by step involvement of the advanced rules. Only with these the game gets the character of history simulation.

4.1 Preparations

- Both sides set up their forces at the **same time** according to the scenario setups.
- Markers for Quarter (printed as MON) are placed on the scenario's starting quarter Production Chart on the Pacific map and the marker "Year" is placed on the Year track of the European map .
- Each of the 8 major countries' **initial productions** are marked with the major countries' control markers.

5.0 Sequence of Play

Actions are carried out in **strict accordance** with the following order:

5.0 Initiation of The Game Turn (both sides at the same time)

5.1 Check Time Table Events
5.2 Place Reinforcements

6 Action Segment

the Axis moves first in accordance with the following order:

6.1 Movement Phase
6.2 Combat Phase
6.3 Exploitation Phase
6.4 Control

After the Axis finished all its actions, the Allies perform 6.1- 6.4 in accordance with the given order.

7 Turn End Phase
(both sides at the same time)

7.1 Conquest
7.2 Collect Income
7.3 Production

5.1 Check Time Table Events

Check the time table. If one of the **listed events** happens follow the given **instructions**.

5.2 Place Reinforcements

- Areas which have their national flags printed in them are hereafter called **home areas**.
- Any major country has to place its **reinforcements** i.e., units in production that appear this turn, in **home areas** that contain **production**.
- Minor countries do not have national flags so you should simply place their reinforcements within areas of their home country.
- **Ships** can be placed into any **seazone adjacent to home areas** which do not contain enemy ships.
- If no such seazone is available a seazone adjacent to a home area containing enemy ships may be chosen.
- Major countries may not place reinforcements into areas that have an abbreviation stating their control printed on only. *Example: Japan controls Manshuria (JP), but may not place reinforcements there.*

The British Empire is the only major country allowed to place **any reinforcements** freely in the UK, or within its homecountries Australia, India, Canada, and South Africa.

6.0 Action Phase

The Axis is to move first, 6.1 to 6.4 thereafter the Allies.
The side to move is called '**Phasing Side**', the side not to move is called is called '**Non-Phasing Side**'.

6.1 Movement Phase

- All movements are conducted **between adjacent areas** or **seazones**; "beaming" to non-adjacent areas or seazones is not allowed.
- Diagonal movement over corners is not allowed. For example a movement from Voronesh to Kharkov is not allowed.

6.1.1 Ranges

- All given ranges are maximum ranges also called **movement points**.
- A unit may move a **shorter range** than its maximum range.

If we speak of movement hereafter the given maximum ranges never can be exceeded.

- The area the unit is in at the start of its movement is not counted for these purposes.
- Each unit can be moved only **once** during the movement phase.

Land units
Infantry: 1 Area
Arm: 2 Areas
HQs: 2 Areas
Arm and HQs can be moved through an **unoccupied** enemy area and move on thereafter.
Aircraft: 2 Areas/seazones
Specials for Aircraft:
1) On the way to and back from the mission area enemy controlled and friendly controlled areas can be overflown without penalties but not neutral areas.
2) After Combat aircraft may return to a friendly controlled area using the full range again.
3) Aircraft can only land in friendly controlled areas.

Ships 3 Seazones

6.1.2 Double Range

- Ships, aircraft and land units can double their maximum movement range, if the do **never** enter an enemy controlled area or an enemy controlled seazone at the beginning, during, or at the end of that movement.
- In other words, units that use **double range cannot attack.**

6.1.3 Use of Ships

A Transport (B)

- Each **convoy** can transport **one unit** of its own country or that of an associated country (land unit or aircraft).
- A convoy flipped to its **backside** can transport one unit flipped to its backside.
- A front side convoy can transport 2 units flipped to their backsides.
- A **convoy** that already transported one unit or 2 units flipped to the backside during the actual movement **phase cannot be loaded or reloaded again**.

Loading, Unloading, and Reloading

- A load can be **reloaded** (i.e. transferred) to other convoys in the same seazone, if that seazone is **adjacent** to a friendly controlled **area**. These convoys can continue movement with the load thereafter.
- Loading and reloading of a convoy does not cost any movement points.
- **Unloading** a convoy into an area – regardless if friendly controlled or not- **consumes all movement points** of the transported unit for the actual movement phase.
- Therefore, no land unit or aircraft can move any further after being unloaded from a convoy.
- During a possible **exploitation phase** units unloaded during the movement phase of the that turn will regain their movement ability again if the usual requirements for movement during the exploitation phase are met (see 6.3).

B Task Force

A Task Force (TF) can take part in land combat. Prerequisite: The area where the land combat rages is **adjacent** to the seazone the task force is in. After the combat ends the TF is returned to the seazone where it came from.

6.1.4 Phasing Side

- The Phasing side is first to move all its ships, aircraft, and land units. This movement determines what areas or seazones will be attacked.
- In other words: **if your units enter an area or seazone containing enemy units, you are attacking them.**

6.1.5 Reaction of the Non- Phasing Side

- The **Non- Phasing Side** can move aircraft into all **areas** and **seazones**, that are **attacked** by the Phasing Side and that are in range of the reacting aircraft.
- On the way to and back from the mission area **enemy controlled and friendly controlled** areas can be **overflown** without penalties but not neutral areas.
- **Task Forces** can move into areas under enemy attack **adjacent to the seazone** they begin the Phase in.

6.1.6. Reserve Movement

- If land units are in the same area with an **HQ**, the land units may be moved into an **area that is attacked by enemy land units.**
- The **number** printed on each **HQ** indicates how many land units may be moved that way. The units may move into combats within their range only (see 6.3.1).
- **Arm and HQs** can move 2 areas as Reserves into combat. On the way there

only friendly controlled areas may be passed.

- An HQ **can** accompany "its" Reserves to combat, but is not forced to do so.
- Attacks, that are conducted by enemy aircraft only, **cannot** cause a reserve movement.
- A land based Naval HQ can be used in exactly the same manner as a standard HQ.
- Additionally a sea based Naval HQ can be used the same way to Reserve move ships into seazones that are attacked by enemy ships.

6.2 Combat Phase

6.2.1 Course of Combat

- In conformance with the general order of events mentioned here the **Phasing Side chooses the order** in which the combats are fought.
- Always the **combat procedure** in one area or seazone is always gone through **completely** before a new combat is executed.
- **Each unit fires exactly once** per combat round (each player once rolls a die per unit). Always **before** a die is rolled the rolling player must designate for which unit this roll is conducted.
- **Exceptions: Armor** are the only units that **fire twice**. **HQs** and units with an effective combat strength of "0" **cannot fire** at all.
- If a number **smaller than or equal** to the **number** printed on the firing unit is rolled a **hit** is scored. If the die roll is **higher** than the indicated number, the roll was a **miss**.
- All **combat** is performed **simultaneously**. For reasons of playability the Phasing Side always fires first with all of its units. Mark losses of the Non Phasing Side with the LOSSES marker on the BATTLECHART.
- Thereafter the Non- Phasing Side returns fire with all of its units at the combat strength they possessed at the beginning of the combat round.
- After a combat round is over (all units fired according to their limits) losses are subtracted.

6.2.2 Hits

- Units with no printing on their backsides are eliminated after they take one hit.
- **Each other unit can take two hits**. The first hit weakens the unit and reduces its combat strength. The latter is indicated on the backside, the counter is flipped with the backside on top accordingly.
- A second hit eliminates this unit.
- The **owning side** may **decide** which of the hit units are to be eliminated or flipped to their backside.
- The number of units to be flipped or eliminated is equal to the hits the enemy scored.
- If more hits are scored than all enemy units in this combat can take, excess hits have no effect.
- If a **convoy** with load is **hit** the **load automatically** suffers the same number of **hits** as the transporting convoy does.
- It is neither possible to fire on load directly nor can a load take part in a Naval combat.

6.2.3 Retreats

- If neither Side is completely eliminated after one round of combat, first the Phasing Side is asked, then the Non Phasing Side is asked if they wish to retreat all of their units from the combat.
- A **retreat** of **only a part** of the forces in a combat is **not allowed.**
- **Exception**: Aircraft and Task forces can retreat even if land units continue fighting.
- If no side retreats a new combat round will be fought until one side retreats or is completely eliminated.
- **Land units** can retreat into every adjacent **friendly controlled** area.
- If no friendly controlled area is available a retreat may be conducted into an area that contains forces of both sides.
- **Aircraft can** return with a range of 2 areas or seazones to a friendly controlled area.
- **Aircraft can** land in areas that just have been conquered.
- Aircraft cannot land in seazones or on Task Forces.
- Ships and subs can retreat into any adjacent seazone as long as no enemy ships are there.
- If no friendly controlled seazone is available a retreat may be conducted into a seazone that contains forces of both sides.
- Units can retreat to the same or different areas/seazones.

If no areas or seazones are available according to the criteria mentioned above, no retreat is allowed and the forces have to continue fighting.

6.2.4 Forced Retreats

- If only TF- and aircraft of one side are in an area at the end of a combat round, they have to retreat immediately.
- If the latter is true for both sides, the Phasing Side has to retreat.

6.2.5 End of a Combat

A combat ends, if **only units of one side remain** in an area or seazone. In this case the respective side won the combat and now controls the area or seazone, where the combat raged.

6.3 Exploitation Phase

The Exploitation Phase is handled in exactly the same way as the movement phase. However, movement is possible for **certain units of the Phasing Side** only:
1) all armor and HQs
2) **Infantry** units in the **same area with an HQ**. The number printed on the HQ gives the maximum number of infantry units which can be moved now.
- A land based Naval HQ can be used in exactly the same manner as a standard HQ.

3) **Ships** that are in the **same seazone with a Naval HQ**. The number printed on the Naval HQ gives the maximum number of ships which can be moved now.

- During the exploitation phase enemy controlled areas or seazones maybe entered. That way new combats can be initiated.
- Both Sides can use **aircraft** but **no Task Forces** to support a resulting **land combat**.
- Furthermore the Non- Phasing Side can react with reserves (see 6.4.6).
- An HQ **can** accompany "its" units to combat, but is not required to do so.

6.4 Control

- At the beginning, each country controls every area in its own territory.
- Thereafter control changes if an area is **occupied** by the enemy or is **conquered** by combat.
- Control changes after all land units of the former owning side are eliminated or retreated and only the attacker's land units remain there.
- **Ships** and **aircraft never gain control** of an enemy area without the help of friendly land units.
- Conquered Areas, not occupied by friendly units are marked with the owners national flag to indicate control.
- The newly occupied areas' production is given to its new owner and subtracted from the former owner's production.
- Both the addition and the subtraction are to be marked on the Production Potential Track (see 7.2.1).
- **Control and production are checked immediately after the end of any combat or after the occupation of a former enemy controlled country.**
- **Seazones** are controlled by the Side, that has ships there.
- Non occupied **seazones are neutral** and nobody controls them.
- At the beginning and at the end of a turn there are **never** units of enemy Sides in the same area or seazone at the same time.
- However, it is possible for neutral ships to be in the same seazone as ships of **one** Side.

7.0 Turn End Phase

Both sides act simultaneously during the turn end phase.

7.1 Conquest

- A **country** is conquered if in the turn end phase, **all areas** in its home country are **enemy controlled**.
- The areas in the **homecountry** of a major country have their **national flags** printed within them.
- All areas of a **minor country**, as Poland, Spain, or Turkey have to be enemy controlled in order to conquer it.
- All areas, with an **abbreviation** of the owning country printed within them (like: JP for Japan) are controlled by that country. The conquest of any of these areas has **no effect on the conquest** of the owning country.

Effects of a conquest

- If a country is conquered, all **areas outside** the home country still controlled by that country become **neutral**.

• All **forces** of that country still on map or in production are **removed from the game.**
• The **British Empire** can only be conquered **home country by home country.**
• If a British home country is conquered, all **forces of that home country** still on map or in production are removed from the game.
• **The other BE forces remain unaffectd.**

Re- Conquest:
A country can be freed by its associates through re-conquest of **one area** in its **home country**. Thereafter troops of the re-conquered country can be produced again.

7.2 Collect Income

(Each major country now collects its production in BP for the actual Quarter. It is available now for use in phases 7.4- 7.6.

7.3 Production

• The Production Potential of each major country is represented by a national flag as a marker on the '**Production Potential Track**', Pacific map.
• Each major countries production is marked in **build points (BP)** at the beginning of the game.
• This is equal to a major country's **total production of the areas controlled** by that major country. Every country can build according to its Production Potential.
• The **build cost** of each unit depends directly on its combat strength (see 2.1):
• Each **Infantry** unit costs build points **equal to the number** printed on its front side.
• Aircraft, Task Forces, and armor cost the double amount of this printed number.
• A convoy costs 4 BP, a sub 3 BP, HQs 1 BP. (see Production Chart, Pacific map).
• **Saving of excess Production Potential** is allowed. Excess Potential is marked with a national flag on the 'Saved Production Track'.
• A **minor country** adds its Production Potential to the major country with which it is associated. Units of these countries can be built by the associated major country.
• If the production capacity of a major country exceeds the highest number printed on the Production Potential Track (48) a national flag is marked on 48. **Excess production higher than 48** is added with a new flag.
• Unit's backsides can appear as a reinforcement in a scenario, but only complete units (front sides) can be newly built.

7.3.1 Build Points in Areas

Most areas contain **a rectangle** which itself contains 2 numbers. The **left number** indicates the amount of BP, that can be used by the **country's owner** or its associates only. The **right number** indicates the amount of BP, that can be used by **conquerors**. Some Areas have right number 0. Others do not produce anything at all.

7.3.3 Conquest Effects on Production

• If an area is conquered, the conqueror gets the **right number** printed in the rectangles added to his production.
• The former owner of the area gets the **left number** subtracted from his production.
• If a former friendly controlled area is re-conquered the owner gets his production according to the **left number** back. (the conqueror only loses the **right number** of BPs).

7.3.4 Peace Production

• The peace production if the **USSR is 11**, that of the **USA is 8** (basic game), that of **Italy is 6**, equal to Italy's War production.
• All other countries do not produce before they enter the war.
• Major countries with peace production may produce units while they not at war.

7.3.4 Production Delivery Agreements

per Quarter:

USSR	3 to Germany
Romania	2 to Germany
Sweden	1 to Germany
USA	3 to Japan

• These deliveries are **already included** in the major countries **starting production** marked on the map. These deliveries are not subtracted off the peace production (if any) of the delivering country.
• If a delivering country goes to war with the receiving major country, all deliveries between these countries are cancelled immediately.

7.3.5 Repair

• Repaired units are flipped back to their front side and regain their full combat strength thereafter.
The combat strength **difference** between front side and backside is to be paid in BP.
• To repair aircraft, armor, and ships the double amount of the difference in combat strength must be paid for.
• To repair a sub pay one BP.

7.3.6 Duration of Production

The numbers specified are the **number of quarters after the actual quarter** where newly built units are to be placed.

Unit	Quarters
Infantry	1
Arm	3
Aircraft	2
Convoys, Subs	3
TF, HQ	4

New HQs cannot be built. All HQs appear at a certain entry date. An eliminated HQ can be re-built for one BP. This takes 4 turns.

8.0 Special Rules

8.1 Neutral Areas

A neutral area cannot be entered by land units of another country or be overflown with aircraft/Task Forces of another country.

8.2 Neutral Countries

Neutral Countries cannot enter any area controlled by a country at war. This is also true for countries they will be associated to later in the game. This restriction is void after the neutral country enters the war.

8.3 War Entry

The production of the USA immediately after it enters the war is 36 BP, that of the USSR is 34 BP.
This production takes effect immediately in the quarter of war entry.
• After a neutral country joins the war it becomes a supply source for its own forces and for associated troops.

8.4 Declaration of War

Upon attacking or attempting to enter a neutral country, war is declared on that country immediately.
• Any combat action a major country conducts against a country it was formerly neutral to, is a declaration of war on that country.
• If a **minor country is attacked by the Axis,** the minor's forces and its production will be controlled by the BE.
• If a **minor country is attacked by the Allies**, the minor's forces and its production will be controlled by Italy.
• If Italy is neutral Germany fulfills this task instead.
• If Italy, Germany, or the BE is conquered, a random major country of that side is chosen instead.
• The **USA cannot declare war** as long it is neutral.
• The USSR cannot declare war on Germany, Italy, or Axis minors (B, F, R, HU) until 2/41.
• However, the USSR may declare war on Japan or neutral minor countries.
• A war against Japan or a neutral minor does **not** increase the USSR's peace production.
• However, the USSR can **add conquered BPs** to its peace production.
• Neither the British Empire, nor France, nor a country associated to these can declare war on Japan. This is true as long Japan is not at war with the USA.
• If Japan declares war on BE, France or the BNL Pacific Islands, this will be a declaration of war on the USA accordingly.
• The Axis major countries can declare war on the USSR as well as on the USA **anytime**.

8.5 Victory

The game ends automatically if in the turn end phase one of the following Victory conditions is accomplished:

• **Total Axis Victory**: The Axis has conquered 3 Allied major countries.
• **Total Allied Victory**: The Allies have conquered 2 Axis major countries.
• One Side surrenders.

• **Economic Victory**

Axis points: 81, Allied points: 131

Each BP counts as one point. Each Pacific Island area without production is counted as 1 point. A group of islands in the same seazone counts as one area and is treated as a unique area for game purposes. Victory is counted for at the end of each quarter.

• If no side accomplishes a victory until the end of 1945 the game ends in a **draw**.

BLITZKRIEG GENERAL

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Version 1.1, 2nd edition

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Credits

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Game Equipment

- 560 full color, die-cut counters
- 2 Maps European and Pacific
- 1 Quickstart Card
- 1 Basic Rules Booklet
- 1 Advanced Rules Booklet.
- 1 Tutorial Booklet

with 1 Special Appendix "Cards"

- 4 Scenario Cards 1939 and 1941
- 1 Battlechart
- 1 Time Table
- 6 six sided dice (D6)
- 55 cards
- Box

The phrase "D6" refers to a six-sided die with the numbers from "1" to "6" on it.
If any of these parts are missing or damaged we apologize for the momentary inconvenience and ask you to please contact our authorized worldwide distributor to receive replacements.

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Advanced Rules

The advanced rules expand the basic rules. To avoid any misunderstandings the basic rules are repeated here again. This is marked. The advanced rules major section numbers can be different than those in the basic rules.

is an addition to the basic rules.

replaces the respective basic rule

is unchanged, no urgent need to read this again

1.0 Introduction

- Blitzkrieg General is made for 1 to 8 players. The designer's **recommendation is 2-5 players**.
- Two military alliances of 8 major countries and some minors the "**Allies**" and the "**Axis**" fight a struggle for supremacy.

The Allies

British Empire (light brown), USA (dark green), USSR (red [elite] and orange [inexperienced]), France (blue), and China (yellow).

The Axis

Germany (gray), Japan (white/red featuring the Japanese war flag), Italy (light green), and the Axis Minors (dark gray).

- In case of a disagreement on one side the **USA is "boss"** for the **Allies** and **Germany is "boss"** for the **Axis**.

Neutral Countries

These are all countries, who are not at war on either side at the beginning of the game.

- Germany is at war with France, the British Empire, and Poland; and the game begins with Japan at war with China.
- All other countries are neutral.

- **Japan** is neutral to BE, France and Poland and vice versa. Germany is neutral to China.

- There are some smaller **minor countries**. These minors are neutral or associated with one Side (see 2.1, the units).

- The **British Empire** has Forces which consist of the Home countries UK (no abbreviation) , Canada (C), South Africa (SA), India (I), Australia (A).

- The **Axis minors**, the **USSR**, and the **USA** are **neutral** at the beginning of the game. This is subject to change during the course of the game (see time table).

1.1 The Maps

• Both the **Pacific** Map and the **European** Map divide countries into **areas**.
• The sea is divided into **seazones**.
• Some areas on the map are presented in a **smaller scale**, others are not shown at all. For reasons of playability some **simplifications** have been made (For example Belgium, The Netherlands, and Luxembourg are combined into BNL).
• The **red arrows** indicate, what areas or seazones allow switching to areas or seazones on the other map.
• "**Western Turkey**" consists of both territories west and east of the straits called the "Bosporus". For game purposes it is counted as **one area**. Both land units and Naval units can cross the "Bosporus" straits without penalties.
• There is **no land connection** between Irkutsk and Usbekistan on the Pacific map.

Islands and Island groups

All islands in a sea-zone are treated as a **unique area** . In this case the same name (in golden letters) is used for both the seazone and the island(s).

Numbers in Seazones

• A **number** printed in a seazone as for example "2" for Midway Islands specifies a **stacking limit** for that seazone.
• A **stacking limit** indicates the maximum **number of land units and aircraft**, that can be based there. On Midway (for example) a maximum of 2 land units **and** 2 aircraft can be based.
• This **limit cannot be raised** by convoys in that seazone. The convoy may have further units on board, but the latter are inoperative.
• This means aircraft on board a convoy cannot fly missions.
• Land units that did not go directly from a land area or island a maximum path of 3 seazones cannot invade (see 6.4.4).
• All areas or islands without a number printed on do not have a stacking limit. Land units or aircraft cannot be based in seazones which lack islands.

1.2 Terrain

• **Seazones** and **forbidden borders** (printed white) **cannot** be entered or crossed by **land units**. This is true for example in Switzerland.
• Between Jablonovy and Irkutsk there is a sea border that cannot be passed by land units.
• The **Eastern coast of Africa** is printed on the European map rotated by 90 degrees. Switching to the rest of the European map is only allowed at certain locations: West African Sea, Persian Gulf, and Sudan.

Terrain

See European Map Terrain

• A **combat** is **influenced** by the **terrain** in the area the combat rages in.

• Desert "**Stacking limit 3 land units**" means only 3 land units per side may enter the area.

"**- Arm**" reduces the combat strength of all armor units fighting in that terrain by the number specified. This is true for both attack and defense.

"**+ Infantry defenders**" increases the combat strength of infantry defenders by the specified amount.

"**Air x °, -1**" divides the combat strength of aircraft by 2, or decreases them by -1, respectively. **Fractions are rounded down.**

• When the rules or tables mention **aircraft** the **same effects** are true for **Task Forces** (TFs).

"**Attacker -1**" decreases all attackers.

• "**No Exploitation Phase**": during the exploitation phase no movement in, through, or out of these areas or borders is possible.

Border Effects

• Certain areas have a terrain effect at a border only. Hence these do only affect units that attack across such a border.

• The effects "**Mountain border**" and "**Swamp border**" are printed on one site of the border only, but **count** for attacks in **both directions**.

• "**Forbidden coast**": No Invasion: No enemy troops may land in these areas. This is true for the light blue printed coasts of Scotland, BNL, and Western Germany. The blue printed on the Terrain Effects Chart is a little bit too dark.

• "**Mountain border**"

The Mountain border effect is counted only once. For units attacking across mountain border into a mountain area, the effect of the mountain area is counted instead.

"**Fortress**"

Only units attacking across the fortress side are affected by it.
If attacks are conducted from different directions only the ones attacking across the fortress side are decreased (Arm-2), those attacking from other directions remain unaffected.
• The defenders maintain their advantages, (defender +1) and aircraft attacking against them are halved.
• If the Maginot area is attacked only from Paris and/or Vichy the fortress effects are totally lost.
• There are **no fortress effects** for any attacks **out of a fortress** area against adjacent areas.

All other Terrain effects are cumulative.

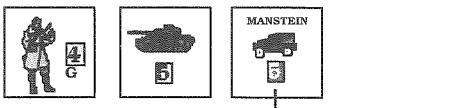
• "**Swamp border**", see terrain effects chart.
• "**Over River**", see terrain effects chart.

An **HQ** has no combat factor and **cannot gain any** by terrain modifiers.

2.0 Counters

2.1 Units

Land Units
Infantry Armor Headquarters (HQs)



Aircraft (Air)

HQs have no combat strength (green), but a command rating (red)

Ships

Convoy
(transport units and destroyer escorts)

Task Force
(A Fleet consisting of aircraft carriers, battleships, destroyers, and cruisers)

Submarines (Subs)

• Each unit has a **number** and a **symbol** printed on. The number is equal to the **combat strength** of the unit, the symbol identifies the unit's **class**.
• Nearly all counters are printed on both their front sides and backsides.
• The backsides are flat. The front sides are rounded at their edges.
• The combat strengths printed on the backsides are always lower than the ones printed on the front sides.
• Some units have a "0" printed on their backsides, while some have no printing there at all.

Abbreviations
to identify the different minor countries:

Axis minors
(dark gray background)

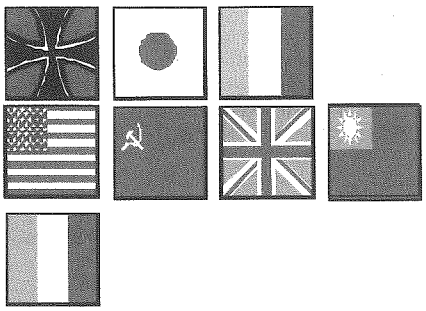
B	Bulgaria
F	Finland
R	Romania
HU	Hungary

Neutrals
(brown background)

IRL	Ireland
T	Turkey
YU	Yugoslavia
NOR	Norway
SW	Sweden
S	Spain
ARA	Arabia
POR	Portugal
P	Poland
BNL	BeNeLux countries
SIAM	Siam
GR	Greece
AF	Afghanistan
PER	Iran
Irak	Iraq

2.2 Others

National Flags



White Markers

Initiative, Year, Quarter, Weather, Losses

2.3 Cards

Cards are explained in a special appendix.

3.0 The Course of Play

- Each year is divided into 4 Quarters. In other **words one turn equals 3 months**.
- The game starts in the 3rd Quarter of 1939 and ends in the 4th Quarter 1945.
- The game can end before that time primarily because of one side's early defeat.
- There are more scenarios featuring other starting dates.

4.0 Exercises

Before playing an advanced game go ahead and set up the **1941 Scenario** and go through the advanced tutorial.

4.1 Preparations

- Both Sides set up their forces **at the same time** according to the scenario set ups (see there).
- Markers for Quarter (printed as "MON"), Weather, and Year are placed.
- The **initial production** of the 8 major countries and the actual research achievements are marked with the national flags.
- The Losses marker is placed onto the BATTLECHART.
- All 55 Cards are shuffled and paced on the table as one stack with the "Blitzkrieg General" side on top.

5.0 Sequence of Play

Actions are carried out **in strict accordance** with the following order:
New phases have been added to the basic game.

5.0 Initiation of The Game Turn
(both sides at the same time)

5.1 Check Time Table Events
5.2 Place Reinforcements
5.3 Initiative Check
5.4 Weather Check
5.5 Japan/China Limits

6.0 Action Segment

The initiative side is to perform first.

6.1 First Supply Check
6.2 Rail Movement
6.3 Rebase Aircraft
6.4 Movement Phase
6.5 Combat Phase
6.6 Second Supply Check
6.7 Exploitation Phase
6.8 Conquest and Control

After the phasing side completely has gone through 6.1- 6.8, the non phasing side becomes the phasing side and performs 6.1-6.8. Thereafter as follows:

7.0 Turn End segment
(both sides at the same time)

7.1 Conquest
7.2 US Entry
7.3 Collect Income
7.4 Cards
7.5 Research
7.6 Production

5.0 Initiation of The Game Turn

Both sides act at the same time.

5.1. Check Time Table Events

- Check the time table. If one of the **listed events** happens follow the given **instructions**.
- **Attention**, some events are different in the advanced game, than in the basic game.

5.2 Place Reinforcements

- Areas which have their national flags printed in them are hereafter called **home areas**.
- Any major country has to place its **reinforcements** i.e., units in production that appear this turn, in **home areas** that contain **production**.
- Minor countries do not have national flags and so you should simply place their reinforcements within areas of their home country.
- **Ships** can be placed into any **seazone adjacent to home areas** which do not contain enemy ships.
- If no such seazone is available a seazone adjacent to a home area containing enemy ships may be chosen.
- Major countries may not place reinforcements into areas that have an abbreviation stating their control printed on only.

Example: Japan controls Manshuria (JP), but may not place reinforcements there.

British Reinforcements

The British Empire places reinforcements with an abbreviation printed on them **within the respective Home countries**. "A" is to be placed in Australia, "I" in India, "C" in Canada, and "SA" in South Africa. All British reinforcements printed without a letter are to be placed in the United Kingdom.

5.3 Initiative

- The Initiative procedure is used to determine whether the **Axis** or the **Allies** are to **go first** in the following action segment.
- To determine Initiative each side rolls a **D 6**. The higher die roll scores Initiative this turn and places the **Initiative Marker** into its space on the Pacific map.
- If the die roll is a tie, the Side that did not have the Initiative last turn gets it this turn.
- The side to go is called '**Phasing Side**', the side not to go is called is called '**Non-Phasing Side**'

Double Turn

If one side did not have initiative in the Action segment of the last turn, it went second in that Action Segment. If the same side now wins the Initiative it goes first in the new Turn's Action segment. Hence a side can go two times before the other side gets to go again.

5.4 Weather

- There are two kinds of weather, **good weather** and **bad weather**. To determine weather for the current turn the **Soviet player** rolls a **D 6**.
- Refer to the **Weather Table** on the Pacific map and cross index the result with the current quarter. A **cloud** indicates bad weather. A **sun** indicates good weather.
- The pacific map and the European map can have different weather conditions.

Weather Effects

Good Weather causes **no modifiers**. **Bad Weather** decreases the combat strength of all **attacking land units** by one. Additionally the combat strength of **all aircraft** and **ships** is decreased by one.
- Bad weather prohibits movement during the exploitation phase.
- If both maps have different weather conditions no unit can switch to the other map during the exploitation phase.

5.5 Japanese Chinese Limits

The number of available land units for Japanese attacks on China and vice versa per turn is limited as follows: Roll a D 6. The number of available land units for each side is the die roll or 3 (whichever is more). This is marked on the JP/CH limits track, Pacific map. HQs do not count against these limits. Also see 8.7.
There is no limit on naval or air units.

6.0 Action Phase

6.1 First Supply Check

- An Area works as **supply source** for one **side** if it contains **production** and is in a home country of that **side**.

- An Area is **out of supply** if it does **not have any connection** to a supply source.

A Over land an uninterrupted **line of areas** to a **supply source** must be traced. Each of these areas has to be friendly controlled or at least must contain friendly units.

B Over Sea an uninterrupted **line of seazones** must be traced to a supply

source.

- Non of these seazones may contain **enemy TFs** exclusively.
- The enemy ships must consist of a Task Force in order to interrupt a supply path in that seazone.
- The presence of **any friendly ship** ***except subs*** in that seazone cancels the interruption of the supply path by enemy TFs.
- A sea to sea connection which migth result in **forbidden Naval movement** (see 6.3.3.c) cannot be used to trace a supply line over sea.
- If neither condition A or B nor a mixture of both are met the respective area and all units in it are out of supply.

Supply Check:

1st At the beginning of the action phase.
2nd At the beginning of the exploitation phase.

- There is no supply check **during** these phases.
- Both sides are checked.

Out of Supply Effects

Out of supply units suffer the following penalties:

- Combat factors –2.
- No Anti Aircraft fire possible.
- No exploitation phase for units out of supply.
- Out of supply units cannot be repaired.

Units in a **home area with production** are always in supply. The latter is not true for units in colonies.

Seazones and ships cannot be out of supply but land units and aircraft transported by convs can.

6.2- 6.4 Movement Phases

- All movements are conducted **between adjacent areas** or **seazones**; "beaming" to non-adjacent areas or seazones is not allowed.
- Diagonal movement over corners is not allowed. For example a movement from Voronesh to Kharkov is not allowed.

6.2 Rail Movement

- **All Rail movement is additional** and is always conducted before regular movement.
- **Rail movement** is **limited** by a major country's **rail capacity**. This can be found in the different scenario set ups.
- Each point of **rail capacity enables** the movement of one land unit or aircarft. This area to area movement is unlimited in range within friendly controlled areas that are **connected by land**.
- Each **own or associated** unit can be moved by rail.
- **Japan** can use its rail capacity either within Japan or in China, and in areas connected to those.

The **BE** can use its rail capacity within the UK, in Australia, Canada, or India, and in areas connected to those.

- **Entering** areas which are not **friendly controlled** by rail movement is not allowed.

6.3 Rebase Aircraft

- **All aircraft rebasing is additional** and is always conducted before regular air movement.
- Before their regular air movement the **Phasing side** can rebase aircraft within friendly controlled areas at **double range** during this phase.
- To move aircraft over seazones is allowed but not the movement of aircraft over enemy controlled or neutral areas.
- Each aircraft can be rebased **exactly once** per turn.

6.4 Movement Phase

The Phasing side is first to move all its ships, aircraft, and land units. This movement determines what areas or seazones will be attacked. In other words: **if your units enter an area or seazone containing enemy units, you are attacking them.**

6.4.1 Ranges

- All given ranges are maximum ranges also called **movement points**.
- A unit may move a **shorter range** than its maximum range.

If we speak of movement hereafter the given maximum ranges never can be exceeded.

- The area the unit is in at the start of its movement is not counted for these purposes.
- Each unit can be moved only **once** during the movement phase.

Land units

Infantry:	1 Area
Arm:	2 Areas
HQs:	2 Areas

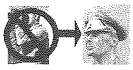
Arm and HQs can be moved through an **unoccupied** enemy area and move on thereafter.

Aircraft: 2 Areas/seazones

Specials for Aircraft:

1) On the way to and back from the mission area aircraft can coss the airspace of enemy controlled and friendly controlled areas without penalties but not neutral areas.
2) After combat aircraft may return to a friendly controlled area using the full range again.
3) Aircraft can only land in friendly controlled areas.

Ships 3 Seazones



6.4.2 Double Range

- **Aircraft and land units** can double their maximum movement range, provided they **never** enter an enemy controlled area or an enemy controlled seazone at the beginning, during, or at the end of that movement.
- In other words, units that use **double range cannot attack**.
- Double range for ships see 6.4.3. F.

6.4.3 Naval Missions

A Transport

- Each **convoy** can transport **one unit** of its own country or that of an associated country (land unit or aircraft).
- A convoy flipped to its **backside** can transport one unit flipped to its backside.
- A front side convoy can transport 2 units flipped to their backsides.
- A **convoy** that already transported one unit or 2 units flipped to the backside during the actual movement **phase cannot be loaded or reloaded again**.

B Loading, Unloading, and Reloading

- A load can be **reloaded** (i.e. transferred) to other convoys in the same seazone, if that seazone is **adjacent** to a friendly controlled **area**. These convoys can continue movement with the load thereafter.
- **Loading and reloading** of a convoy **does not cost any movement points.**
- **Unloading** a convoy into an area – regardless if friendly controlled or not- **consumes all movement points** of the transported unit for the actual movement phase.
- Therefore, no land unit or aircraft can move any further after being unloaded from a convoy.
- During a possible **exploitation phase** units unloaded during the movement phase of the that turn will regain their movement ability again if the usual requirements for movement during the exploitation phase are met (see 6.7).

C Forbidden Movement

Ships cannot move between the following seazone connections if areas mentioned are enemy occupied. Neutral countries, however, can move that way.

- **Panama Canal:** Seazone connection indicated by red arrows between Central Atlantic and Sea of Panama). This way is blocked for Axis ships after the USA joins the war.
- **Suez Canal:** Seazone connection between Red Sea and Levantianian Sea. This way is blocked for enemy ships if either Alexandria or Near East is friendly controlled.
- **Gibraltar:** Seazone connection between Sea of Portugal and Gibraltar Straits.
- **Malaya:** Seazone connection between Southern Chinese Sea and West Indian Ocean.
- The Control of **Norway *and* Denmark** by the enemy side blocks the Seazone connection between Skagerrak and North Sea for all friendly ships.
- **Western Turkey**: Seazone connection between Black Sea and Aegaen Sea for all Nations at war, if Turkey is neutral. Alternatively for the enemy only if Turkey is at war.
- **Subs:** Both Panama Canal and Suez Canal inhibit sub movement. The other seazone connections mentioned above do not affect subs.

D Search Procedure

- In contradiction to the basic rules, under the Advanced Rules, there is no automatic

combat, if ships from opposing sides are in the same seazone.
• When enemy ships enter a seazone which already contains friendly ships, those friendly ships may **search** for the newly arrived enemy ships. We distinguish four cases:

1) The enemy group desires to continue movement beyond the present seazone. **If this group remains undetected it cannot conduct a search roll itself**. The group just continues movement. If the group is detected and a combat occurs, the ships surviving that combat continue moving after one round of combat.
2) The enemy group has the **present seazone** as its **destination**. In this case both sides conduct a search roll, the die roll itself, however, is delayed until the end of the Naval movement phase until all ships of the phasing side have finished their movement.
If the search roll of both sides is succesful a combat will occur.
3) If friendly ships **leave** a seazone containing enemy ships **no search rolls** are conducted.
4) If groups of both sides begin the Naval movement phase in the same seazone, search rolls have to be conducted if neither side completely moves its ships away from that seazone.

Results of search Rolls

• If **each side** successfully searches for the other, then **combat will occur** in the present seazone.

• If **only one side searches successfully that side decides itself**, whether it wishes to involve the enemy ships in a Naval combat.

E Search Numbers and Search Table

• In order **to detect** an enemy group of ships **two D 6** have to be rolled.
• **Cross index** the **class** of searching ships with the actual **weather** on the map.
• The number printed indicates the **maximum number** which can be rolled in order **to search** enemy ships **successfully**.
• If the number rolled is **higher** than the number indicated, the enemy group has **not** been **detected**.
• In case of a successful search **friendly aircraft** in range may **join** the battle. A Group that fails its search roll cannot expect any help.
• **Groups who cannot conduct search rolls** in accordance with case 1 , conduct a die roll, if they are detected. The latter die roll is used only to determine if friendly **aircraft** in range are **available for help**.

Columns of the Search Table

• **TFs and aircraft** use the "CV/Air Search Ships" column to search for ships.
• **Convoys** use the "Ships Search Ships" column to search for ships.
• **All ships** use the "Ships Search Subs" column to search for subs.
• **Subs** use the "Subs Search Ships" column to search for ships.
• Subs cannot search for each other.
• **Only one search roll** for all ships of one side per seazone is conducted. If different types of ships are present the column on the search table with the best chances to succeed is used.

F Restrictions for Double Naval Movement

• **Ships** can double their maximum movement range, provided they never enter an enemy controlled area or an enemy controlled seazone at the beginning, during, or at the end of that movement.

• Furthermore Naval movement with double range is allowed through seazones containing enemy ships if the moving group succeeds in slipping by the enemy ships without being detected.

• If a combat occurs because of a successful search roll, movement is reduced to single range.

• If the single range was already exceeded, a successful search by the enemy leads to an immediate end of the Naval move and a Naval combat occurs.

• Ships using double range cannot:

1) conduct search rolls for enemy ships.
2) unload land units into an enemy controlled area.

• The Restrictions above are also true if the double range move has been intercepted by enemy ships.
If ships that used double range this turn are present in a seazone, their restrictions do also affect **all other friendly ships** and **supporting aircraft** in that seazone.
• Enemy ships in such seazone have the following advantages:

1) They can search for enemy ships, and decide on their own if they wish to involve the enemy in combat.

2) They can just stay in the seazone without any combat.
3) They can end a combat with enemy ships after each combat round without leaving the seazone.
• Only the non phasing side can use the advantages listed above.
• Retreat from Naval combat after one round of combat is also possible for ships that have exceeded single range.
• The restrictions listed above end, after the action segment of the side using double range ends.

6.4.4 Land Movement

Now land units and aircraft move.

6.4.5 Reaction of the Non-Phasing Side

• The **Non- Phasing Sid**e can move aircraft into all **areas** and **seazones**, that are **attacked** by the Phasing Side and that are in range of the reacting aircraft.
• On the way to and back from the mission area aircraft can cross the airspace of **enemy controlled and friendly controlled** areas without penalties but not neutral areas.
• **Task Forces** can move into areas under enemy attack **adjacent to the seazone** they begin the Phase in.

6.4.6. Reserve Movement

• If land units are in the same area with an **HQ**, the land units may be moved into an **area that is attacked by enemy land units.**
• The **number** printed on each **HQ** indicates how many land units may be moved that way. The units may move into combats within their range only (see 6.3.1).
• **Arm and HQs** can move 2 areas as Reserves into combat. On the way there **only friendly controlled areas** may be passed.
• An HQ **can** accompany "its" Reserves to combat, but is not forced to do so.
• Attacks, that are conducted by enemy aircraft only, **cannot** cause a reserve movement.
• A land based Naval HQ can be used in exactly the same manner as a standard HQ.
• Additionally a sea based Naval HQ can be used the same way to Reserve move ships into seazones that are attacked by enemy ships.

6.5 Combat Phase

6.5.1 Course of Combat

• In conformance with the general order of events mentioned here the **Phasing Side chooses the order** in which the combats are fought.
• Always the **combat procedure** in one area or seazone is always gone through **completely** before a new combat is executed.
• **Each unit fires exactly once** per combat round (each player once rolls a die per unit). Always **before** a die is rolled the rolling player must designate for which unit this roll is conducted.
• **Exceptions: Armor** are the only units that **fire twice**. **HQs** and units with an effective combat strength of "0" **cannot fire** at all.
• If a number **smaller than or equal** to the **number** printed on the firing unit is rolled a **hit** is scored. If the die roll is **higher** than the indicated number, the roll was a **miss**.
• All **combat** is performed **simultaneously**. For reasons of playability the Phasing Side always fires first with all of its units. Mark losses of the Non Phasing Side with the LOSSES marker on the BATTLECHART.
• Thereafter the Non- Phasing Side returns fire with all of its units at the combat strength they possessed at the beginning of the combat round.
• After a combat round is over (all units fired according to their limits) losses are subtracted.

6.5.2 Modifying to "0" or less

Because of factors like **terrain, weather, or out of supply** the combat strength of a unit can be reduced to "0" or below. These units **cannot fire** at all but may be used as "cannon-fodder" for losses.

6.5.3 Use of the BATTLECHART

• In contrast to the basic rules the use of the **BATTLECHART is mandatory** when playing with the advanced rules.
• Units are placed onto the BATTLECHART according to their **combat strength modified** by terrain, weather and supply.
• The number in the respective line of the BATTLECHART indicates the **effective combat strength**. This can be different from the number printed on the counter.
• In case of **cumulative effects** first count terrain, then weather, and at last supply. If one or more of the listed modifiers do not occur simply skip them.
• Aircraft and TF are not affected by terrain borders (exception fortress, see 1.2).
• To conduct Air /Sea battles place units into the air/ sea segment.
• To conduct land combat place units into the land segment.

Mixtures of the Above

• At the beginning of a battle round each side **announces** what unit is to fight in which segment. The attacker announces first.
• Land units which will fire with their anti air strength (1), are placed into the air sea segment (see 6.5.5).
• If one side committed both land units and aircraft to combat, while the other side uses land units only, the latter side may place **excess** land units into the air/sea segment. These count as anti air (strength1).
• After each combat round the stronger side in a segment may switch units to the other segment. The stronger side has to leave as many units in the segment as the (weaker) enemy has there.
• If an enemy fleet contains both subs and other ships, the friendly side must decide before rolling which friendly ships fire at the subs (strength 1) and which ones fire at the other enemy ships using their regular naval combat strength.

Land units

• In the land segment land units fire their **modified printed strength**.
• In the air/sea segment their **anti air strength** of "1" is used instead. The latter is **not modified** by terrain or weather.
• Land units out of supply cannot fire anti air.
• Land units cannot fire against convoys, subs, or TFs, that do not take part in land combat, and vice versa.

Aircraft (Air)

• In the land segment aircraft fire according to their printed strength modified by terrain, weather, and supply.
• In the air/sea segment the printed combat strength is modified by weather and supply only.
• If both sides committed aircraft and TF to combat, the weaker side (determined by counting the number of aircraft and TF) must place all aircraft and TF into the air/ sea segment.
• The stronger side has to place as many aircraft and TF in the air/sea segment as the (weaker) enemy has there. Excess aircraft and TF may be placed as the stronger side wishes.

Task Force

A Task Force (TF) can take part in land combat. Prerequisite: The area where the land combat rages is **adjacent to the seazone** the Task Force is in.
• After the combat ends the TF is returned to the seazone where it came from.
• **TFs** have their **combat strength halved** in land combat. Fractions are **rounded up.**
• The air/ sea combat strength of a TF remains unmodified. TF get the same terrain and weather modifications as aircraft do.
Comment: TFs usually consist of aircraft carriers, battleships, cruisers, and destroyers.

• **Convoys and Subs** cannot fight in land combat.
• In Naval battles they use their printed combat strength printed on.
• They are only modified by weather.
• Against attacks by aircraft alone they use only their anti air strength.

Anti Sub Combat

• In contradiction to the basic rules ships no longer fight subs with their printed combat strength but with their anti Sub factor. The latter is always "1" for all TF regardless whether they are hit.
• The backside of a convoy no longer possesses of an anti Sub or anti aircraft factor.
• Subs cannot fight each other.

Special Sub Abilities

• **First Shot**: Subs fire first. Hits scored by Subs take effect immediately, any ships hit can only return fire with the remaining combat strength.
• If a ship is sunk by subs it cannot return fire at all.

Reduce Enemy Production

• If subs are in a seazone adjacent to a colony of a major country or a home country of the BE the number of Subs is subtracted from the owning major country's production.
• The latter is true for neutral countries with a resource delivery agreement (7.5.4) and no land connection to the receiving country.
• Only as much production as the respective areas have can be subtracted.

6.5.4 Invasion

• A **landing into enemy controlled coastal areas** is called an Invasion.
• Only **land units** can conduct an invasion. Aircraft and Task Forces can support them the same way as in a usual land combat.
• The **combat strength** of invading land units is **halved**. Fractions are **rounded down**.
• The land units must originate from a land area that is a maximum of 3 seazones away from the invasion seazone.
• In contrast with landings into a friendly controlled area, units conducting an invasion, cannot stay at sea for one turn.
• Ships that use **double range cannot** take part in an **invasion.**

Land Reaction to Invasions

• As a special reaction to an invasion the defenders can move an unlimited number of land units **out of adjacent areas** directly into the invaded area.
• **This is also true for invasions into non- occupied areas.**
• Additionally the usual reaction of the non-phasing side with **reserves** and **aircraft** is possible.

Coastal defenses

• **Each area** defends itself against an enemy invasion by a **defensive die roll**. This is **also true for unoccupied areas.**

• This die roll represents coastal defenses too small to be represented by game pieces and is conducted **before any invasion land combat.**
• The defending side rolls a **D 6**. An **Even number** scores one hit against an invading land unit. If a "6" is rolled the convoy transporting that unit suffers one hit, too.
• An odd number causes no effect.

Naval Reaction to Invasions

• After the invading fleet has unloaded the invading land units the non phasing side can conduct a special reaction with its Navy.
• All ships of the non-phasing side can be moved up to 3 seazones to involve the invasion fleet(s) into a Naval combat.
• In this case no search procedure is needed to initiate a Naval battle.
• Ships of the non-phasing side that are further than 3 seazones away from an invasion seazone cannot be moved now. For range purposes count the invasion seazone, do not count the invaded area on land.
• If a neutral **MINOR** country is invaded by the enemy side no Naval reaction of the non phasing side is possible except with ships that are already in the invasion seazone. This rule does not apply to neutral major countries.

6.5.5 Anti-Air

• If **land units** use their **anti- aircraft** fire capability they have to be placed into the **air/sea segment.**
• All land units and convoys have an **anti-aircraft strength of 1**. If units defend against an air attack the anti-aircraft strength must be used.
• Each unit that uses its anti-aircraft strength cannot use its combat strength printed on the counter.
• **Armor units** possess an anti-aircraft strength of 1 and **fire twice** even if they are used as **anti-aircraft**.
• **Land units** loaded on convs cannot fire anti- air.

6.5.6 Strategic Bombardment

• Aircraft **bomb** the **production** of an area. Each hit destroys one point of production for the present quarter.

• After each aircraft has bombarded (die roll) once a strategic bombardment mission is completed.
• The maximum amount that can be destroyed by a strategic bombardment is the amount that this area adds to its **actual owner's** production. Excess losses are ignored.
• This mission can be **intercepted** by enemy aircraft in range. - In this case the strategic bombarding side can only use as many aircraft for strategic bombardment as it possesses over and above the number of defending aircraft
• The other aircraft have to fight the defending aircraft.
A **TF cannot** take part in strategic bombardment. However, a TF can escort and intercept such missions.

Air Combat Segment

• Air combat and land combat are handled **separately**.
• If a side has more aircraft than the other the **superior** side may decide to commit excess aircraft into the air/sea segment or the land segment.

6.5.7 Hits

• Units with no printing on their backsides are eliminated after they take one hit.
• **Each other unit can take two hits.**
The first hit weakens the unit and reduces its combat strength. The latter is indicated on the backside, the counter is flipped with the backside on top accordingly.
• A second hit eliminates this unit.
• The **owning side** may **decide** which of the hit units are to be eliminated or flipped to their backside.
• The number of units to be flipped or eliminated is equal to the hits the enemy scored.
• If more hits are scored than all enemy units in this combat can take, excess hits have no effect.
• If a **convoy** with load is **hit** the **load automatically** suffers the same number of **hits** as the transporting convoy does.
• It is neither possible to fire on load directly nor can a load take part in a Naval combat.

• Land units committed as anti-aircraft **cannot** be taken as casualties for hits in the air/sea segment.
• If all enemy aircraft are eliminated excess aircraft of the other side switch to the land segment. There they can fire at land units that perform as anti- aircraft.

6.5.8 Retreat after Combat

• If neither Side is completely eliminated after one round of combat, first the Phasing Side is asked, then the Non Phasing Side is asked if they wish to retreat all of their units from the combat.
• A **retreat** of **only a part** of the forces in a combat is **not allowed.**
• **Exception**: Aircraft and Task forces can retreat even if land units continue fighting.

• If no side retreats a new combat round will be fought until one side retreats or is completely eliminated.
• **Land units** can retreat into every adjacent **friendly controlled** area.
• If no friendly controlled area is available a retreat may be conducted into an area that contains forces of both sides.
• **Aircraft can** return with a range of 2 areas or seazones to a friendly controlled area.
• **Aircraft can** land in areas that just have been conquered.
• Aircraft cannot land in seazones or on Task Forces.
• **Ships and subs** can retreat into any adjacent seazone as long as no enemy **Task Force** is there.
• If no friendly controlled seazone is available a retreat may be conducted into a seazone that contains forces of both sides.
• Units can retreat to the same or different areas/seazones.
If no areas or seazones are available according to the criteria mentioned above, no retreat is allowed and the forces have to continue fighting.

6.5.9 Forced Retreats

• If only TF- and aircraft of one side are in an area at the end of a combat round, they have to retreat immediately.
• If the latter is true for both sides, the Phasing Side has to retreat.

6.5.10 End of a Combat

A combat ends, if **only units of one side remain** in an area or seazone. In this case the respective side won the combat and now controls the area or seazone, where the combat raged.

6.6 Second Supply Check

• Now units of both sides are checked a second time for supply (see first supply check).
• Units out of supply **now**, cannot move during the exploitation phase.

6.7 Exploitation Phase

The Exploitation Phase is handled in exactly the same way as the movement phase. However, movement is possible for **certain units of the Phasing Side** only:
1) all armor and HQs
2) **Infantry** units in the **same area with an HQ**. The number printed on the HQ gives the maximum number of infantry units which can be moved now.
3) **Ships** that are in the **same seazone with a Naval HQ**. The number printed on the Naval HQ gives the maximum number of ships to be moved now.
• A Naval HQ may alternatively be used the same way as a standard HQ.
• During the exploitation phase enemy controlled areas or seazones maybe entered. That way new combats can be initiated.
• Both Sides can use **aircraft** but **no Task Forces** to support resulting **land combat.**
• Furthermore the Non- Phasing Side can react with reserves (see 6.4.6).
• An HQ **can** accompany "its" units to combat, but is not required to do so.

Bad weather or the terrain type swamp inhibits movement during the exploitation phase.

6.8 Control

• At the beginning, each country controls every area in its own territory.
• Thereafter control changes if an area is **occupied** by the enemy or is **conquered** by combat.
• Control changes after all land units of the former owning side are eliminated or retreated and only the attacker's **land units** remain there.
• **Ships** and **aircraft never gain control** of an enemy area without the help of friendly land units.
• Conquered Areas, not occupied by friendly units are marked with the owners national flag to indicate control.
• The newly occupied areas' production is given to its new owner and subtracted from the former owner's production.
• Both the addition and the subtraction are to be marked on the Production Potential Track (see 7.2.1).

• **Control and production are checked immediately after the end of any combat or after the occupation of a former enemy controlled country.**

• **Seazones** are controlled by the Side, that has ships there.
• **Non occupied seazones are neutral** and nobody controls them.
• At the beginning and at the end of a turn there are **never** units of enemy Sides in the same **area** at the same time.

• However, it is possible for neutral ships to be in the same seazone as ships of **one** Side.
• If an enemy area has been conquered or occupied by different country's land units of that side, the side freely decides among the participating major countries who is the controlling country.

In the advanced game ships of enemy sides may be in the same seazone if search rolls fail (see 6.3.3 E).

7.0 Turn End Phase

Both sides act simultaneously during the turn end phase unless otherwise specified.

7.1 Conquest

• A **country** is conquered if in the turn end phase, **all areas** in its home country are **enemy controlled**.
• The areas in the **homecountry** of a major country have their **national flags** printed within them.
• All areas of a **minor country**, as Poland, Spain, or Turkey have to be enemy controlled in order to conquer it.
• All areas, with an **abbreviation** of the owning country printed within them (like: JP for Japan) are controlled by that country. The conquest of any of these areas has **no effect on the conquest** of the owning country.

Effects of a conquest

• If a country is conquered, all **areas outside** the home country still controlled by that country become **neutral**.
• All **forces** of that country still on map or

in production are **removed from the game**.

• **Cards**, that the conquered major country has on hand or laid down on the table as permanent effective, are **removed from the game**.
• Cards, with the remark "Return to stack after use"
are placed beneath the deck.
• Any cards of other nations affecting the conquered country become obsolete and are removed from the game if only the conquered country and the owner are affected by the card.

• The **British Empire** can only be conquered **home country by home country.**
• If a British home country is conquered, all **forces of that home country** still on map or in production are removed from the game.
• **The other BE forces remain unaffected**.

Re- Conquest

A country can be freed by its associates through re-conquest of **one area** in its **home country**. Thereafter troops of the re-conquered country can be produced again.

7.2 US Entry

• The USA starts at **production level "0".**

• Before the production phase the USA automatically **increases** its production by **one BP per turn**. The USA increases until the necessary minimum level to enter the war is accomplished. This level is 20.
• **If the USA reaches 20 BP at the end of a quarter the USA may declare war on the Axis (see 8.4).**
• Each neutral **country attacked by the Axis** gives one extra BP for the USA.
• For each neutral **country attacked by the Allies** or by the USSR the USA loses one BP.
• After all **modifiers are applied** the USA has its **actual production** for the current quarter.
• **Italy's** declaration of war **on the Allies**, the occupation of **Indochine** by Japan, and the declaration of war on the **USSR** by Germany/Italy give one BP each for the USA.
• A **Japanese** declaration of war **on the USSR** gives one BP for the USA.
• A **USSR** declaration of war **on Japan** costs one BP for the USA.
• An **Allied** declaration of war **on Italy** costs one BP for the USA.
• A second way to make the USA join the war is an attack on it by an Axis major country.

Designer's Note:
Historically the latter happened by the Japanese assault on Pearl Harbour.

7.3 Collect Income

⟨ Each major country now collects its production in BP for the actual Quarter. It is available now for use in phases 7.4- 7.6.

7.4 Cards

The following basic procedure for cards must be followed.

• During the card phase each major country takes **one card** form the **top** of the card deck.
• The **initiative side** for this turn is to take **first**.
• **Each major country** takes **one card** and decides whether to keep it, offer it to an associated major country , or retrun it to stack by placing it underneath the deck.
• Certain cards are specified for **certain major countries** only. Other countries cannot buy these.
• Cards **specified for the enemy side** have to be immediately returned to the deck and be placed underneath the deck.
• Cards that are available for **associated countries** may be offered to them. The latter is also true if the associate (USA, USSR, Italy) is still neutral.
• All BPs needed to **purchase** the card desired are to **paid immediately**.
• If a major country **cannot pay** the full amount **at once** it **cannot purchase** the card.
• Each major country can only **take and buy one card per turn**.
• If a major country takes a card it cannot use or does not want to buy it, **a new card cannot** be taken.
• Cards can become **obsolete** because of the course of the game. The latter is true if the action described on the card is no longer possible or already was done in another way.
Example: BNL was conquered by the Axis. The "Coup in BNL" card is now obsolete.

• If a major country takes an **obsolete card** it is discarded and **a new card is taken** instead.
• The earliest time allowed to play a card is the game turn after its purchase.
• The owner of a card keeps its **contents secret**. Each card can be played at any time thereafter its owner desires.

• All cards take **effect immediately** when they are played.
• Each major country may have **any number** of cards **on hand** at the same time.
• The number of cards which can be **played** per turn is **unlimited.**

After use of a card there are 3 general options what to with it:
1) **Discard after use**. These cards can be used only once and are discarded after use.
2) **Return to stack after use**. These cards are returned underneath the stack after use and maybe used again.
3) **Effect is permanent after use**. These cards are to be presented visibly on the playing table. Thus is clear to all players that the effect of the card is permanent. If such a card is cancelled by a "cancel" card this card is discarded.

⟨ The Deck will **not** be re-shuffled.

7.5 Research

• Research is done **by rolling a D 6**.
• The European map consists of a **research track** with numbers 1-5.
• Each major country can buy **one** of these numbers **per quarter** for a **price of 2 BP**. Each major country marks its numbers with a national flag starting with "1".
• In production phases thereafter additional numbers can be bought.
• In order to research a major country **announces** its die roll during the research phase after all numbers are bought for this turn. Thereafter he **awaits reaction** of the other players.
• At this time the **"Sabotage on Research"** card can be played. This card allows to "destroy" all accumulated research numbers of an opponent.
• If that card is not played, the announcing major country rolls a D6. If the die roll is equal to or lower than the bought numbers that major country scored a research progress. If none of the bought number is rolled there is no research progress.
• All bought **numbers** are always **gone** after the die roll.
• A "6" cannot be bought. If a "6" is rolled the research always fails.
• If the research roll was successful, **one** of the following research achievements can be chosen.
• Each research progress can only be chosen **once**.
• **A research progress does not affect associated countries.**

1) V- Weapons

• V- Weapons enable one **free strategic bombardment** strength 3 per turn
• The latter cannot be intercepted.
• The strategic bombardment's range is 2 areas/seazones counted from any area controlled by the major country conducting the V- weapon attack.
• The current player indicates the target area and rolls a D6. If the die roll is equal to or smaller than "3" the production of the target area is reduced by 1 for this turn.
• V- weapons are not modified by weather, terrain, and supply.

2) Atomic Bomb

• The atomic bomb can only be researched for if every other research progress except V-Weapons is researched.
• An atomic bomb enables a free strategic bombardment that destroys all production in the target area for the current turn.
• The atomic bomb must be transported by an aircraft.
• The latter can be **intercepted** if the transporting aircraft suffers a hit.
• The use of the atomic bomb must be **announced** and the **target area** stated during the movement phase of the phasing side.
• The aircraft transporting the atomic bomb can be **escorted** by other friendly aircraft.
• If more than one aircraft is in the group the enemy side **cannot fire selectively at the "atomic bomber"**
• The aircraft transporting the atomic bomb is hit if:
A The intercepting aircraft score 5 or more hits against the attacking aircraft, or, in the alternative,
B A minimum of one hit total is scored and an additional die is rolled (called a "roll of control"), and a "6" is rolled.

Political Effect of the Atomic Bomb

- The hit country suffers one **collapse point** per hit scored by an atomic bomb. Each turn directly after a hit by an atomic bomb a die is to be rolled. If the D 6 is smaller than or equal to the number of suffered atomic bomb hits the country has to **surrender** immediately.
- Major countries can only suffer atomic bomb hits by hits on a home area (national flag printed on).
- If the current country also developed **V-weapons**, the latter may transport the atomic bomb. That way the atomic bomb cannot be intercepted.

3) Air Combat

- The **combat strength** of all aircraft and TFs of the owning country increases by one in **air combat**. This only applies to combat of aircraft and TF against each other.
- The combat strength against land units or ship remains unchanged.
- Aircraft with a combat strength of "1" (frontside) cannot be improved this way.

4) Long Range

The **range** of all aircraft of the owning country is **increased by one** area/seazone.

5) Better Subs

- All subs of the owning country have their **combat strength increased by one**.
- Additionally the **search rolls** of that subs **increase by two** (see Search table, pacific map).

6) Sonar

- The **Anti- sub** strength of all ships is **increased by one**.
- Additionally the **search rolls** of **ships for subs increase by two**. The latter is also true for aircraft (see Search table, pacific map).

7) Radar

Search and warn system that increase the **search rolls** of all aircraft and ships of the country by two (see Search table, pacific map). This does not affect the search rolls for subs.

7.6 Production

- The Production Potential of each major country is represented by a national flag as a marker on the '**Production Potential Track**', Pacific map.
- Each major countries production is marked in **build points (BP)** at the beginning of the game.
- This is equal to a major country's **total production of the areas controlled** by that major country. Every country can build according to its Production Potential.
- The **build cost** of each unit depends directly on its combat strength (see 2.1):
- Each **Infantry** unit costs build points **equal to the number** printed on its front side.
- Aircraft, Task Forces, and armor cost the double amount of this printed number.
- A convoy costs 4 BP, a sub 3 BP, HQs 1 BP. (see Production Chart, Pacific map).

- **Saving of excess Production Potential** is allowed. Excess Potential is marked with a national flag on the 'Saved Production Track'.

- A **minor country** adds its Production Potential to the major country with which it is associated to. Units of these countries can be built by the associated major country.

- If the production capacity of a major country exceeds the highest number printed on the Production Potential Track (48) a national flag is marked on 48. **Excess production higher than 48** is added with a new flag.

- Unit's backsides can appear as a reinforcement in a scenario, but only complete units (front sides) can be newly built.

7.6.1 Build Points in Areas

Most areas contain **a rectangle** which itself contains 2 numbers in. The **left number** indicates the amount of BP, that can be used by the **country's owner** or its associates only. The **right number** indicates the amount of BP, that can be used by **conquerors**. Some Areas have right number 0. Others do not produce anything at all.

7.6.2 Conquest Effects on Production

- If an area is conquered, the conqueror gets the **right number** printed in the rectangles added to his production.
- The former owner of the area gets the **left number** subtracted from his production.
- If a former friendly controlled area is re-conquered the owner gets his production according to the **left number** back. (the conqueror only loses the **right number** of BPs).

7.6.3 Peace Production

- The peace production if the **USSR is 11**, that of **Italy is 6**, equal to Italy's War production, that of the **USA** depends on **phase 7.2**.

- If the USSR loses 5 BP effective - count BPs conquered from each other (the numbers in the right rectangles only) and calculate a differential- to Japan the USSR receives its full production (even prior to war with Germany) till a peace with Japan occurs.

- All other countries do not produce before they enter the war.

- Major countries with peace production may produce units while they are not at war.

7.6.4 Production Delivery Agreements

per Quarter:

USSR	3 to Germany
Romania	2 to Germany
Sweden	1 to Germany
USA	3 to Japan

- These deliveries are **already included** in the major countries **starting production** marked on the map. These deliveries are not subtracted off the peace production (if any) of the delivering country.

- If a delivering country goes to war with the receiving major country, all deliveries between these countries are cancelled immediately.

7.6.5 Repair

- Repaired units are flipped back to their front side and regain their full combat strength thereafter.
The combat strength **difference** between front side and backside is to be paid in BP.

- To repair aircraft, armor, and ships the double amount of the difference in combat strength must be paid for.

- To repair a sub pay one BP.

7.6.6 Duration of Production

The numbers specified are the **number of quarters *after* the actual quarter** where newly built units are to be placed.

Unit	Quarters
Infantry	1
Arm	3
Aircraft	2
Convoys, Subs	3
TF, HQ	4

New HQs cannot be built. All HQs appear at a certain entry date. An eliminated HQ can be re-built for one BP. This takes 4 turns.

8.0 Special Rules

8.1 Neutral Areas

A neutral area can neither be entered by land units of another country nor can aircraft/Task Forces of another country cross its airspace.

8.2 Neutral Countries

- Neutral Countries cannot enter any area controlled by a country at war. This is also true for countries they will be associated with later in the game. This restriction is void after the neutral country enters the war.
- This is also true if a major country at war later becomes neutral again with respect

to another major country. Any territorial violations occurring because of the former war status are corrected immediately by relocating the respective units to the next friendly area, regardless of a land connection.

Most important rules case:
USSR and Japan have war with each other. Now they become neutral again because one of them played the "peace" card. Japan can no longer be in the area of Axis nations at war with the USSR and vice versa. The USSR can no longer be in the area of Allied nations at war with Japan and vice versa. Any units violating the criteria listed above are relocated immediately.

8.3 War Entry

The production of the USA immediately after it enters the war is 36 BP, that of the USSR is 34 BP.
This production takes effect immediately in the quarter of war entry.

• After a neutral country joins the war it becomes a supply source for its own forces and for associated troops.

8.4 Declaration of War

Upon attacking or attempting to enter a neutral country, war is declared on that country immediately.

• Any combat action a major country conducts against a country it was formerly neutral to, is a declaration of war on that country.

• If a **minor country is attacked by the Axis,** the minor's forces and its production will be controlled by the BE.

• If a **minor country is attacked by the Allies**, the minor's forces and its production will be controlled by Italy.

• If Italy is neutral Germany fulfills this task instead.

• If a **minor country is attacked by the USSR**, the minor's forces and its production will be controlled by Italy. Italy

• If Italy, Germany, or the BE is conquered, a random major country of that side is chosen instead.

• The **USA cannot declare war** as long it is neutral. The US way to war is determined in 7.2.

• The **USSR cannot declare war on Germany, Italy, or Axis minors** (B, F, R, HU), unless the USSR possesses the card "USSR may declare War on Germany or Italy".

• However, the USSR may declare war on Japan or neutral minor countries.

• A war against Japan or a neutral minor does **not** increase the USSR's peace production.

• However, the USSR can **add conquered BPs** to its peace production.

• Neither the British Empire, nor France, nor a country associated to these can declare war on Japan. This is true as long Japan is not at war with the USA.

• If Japan declares war on BE, France or the BNL Pacific Islands, this will be treated as a declaration of war on the USA under section 7.2.

• The Axis major countries can declare war on the USSR as well as on the USA **anytime**.

8.5 Victory

The game ends automatically if in the turn end phase the following Victory conditions are accomplished:

• **Total Axis Victory**: The Axis has conquered 3 Allied major countries or forced into submission with the atomic bomb.

• **Total Allied Victory**: The Allies have conquered 2 Axis major countries or forced into submission with the atomic bomb.

• One Side surrenders.

• **Economic Victory**:
Axis points: 81, Allied points: 131
Each BP counts as one point. Each Pacific Island area without production is counted as 1 point. A group of islands in the same seazone counts as one area and is treated as a unique area for game purposes. Victory is counted for at the end of each quarter. If no side accomplishes a victory until the end of 1945 the game ends in a **draw**.

Alternatively players can agree on the victory condition "World conquest" = defeating all enemy major countries, **before** the game begins.

8.6 Maginotline

The conquest of France or the Installation of Vichy government **always** destroys Maginotline (fortress) irreversibly.

8.7 Japanese Chinese Limits

• Japan can attack only **one Chinese controlled area** per turn, China can attack only **one Japanese controlled area** per turn.

• This attack can be initialized either during the movement phase or during the exploitation phase.

• Areas without any **land units** have no such restriction.

• This restriction can be ended if **Japan** plays the "National War" card.

8.8 Bulgaria

Bulgaria is an Axis minor country, however, Bulgarian troops cannot enter the USSR.

Bulgaria signed a non aggression pact with the USSR in history.

9.0 Optional Rules

Optional Rules only take effect if players agree on all or some optional rules **before** the game begins.

9.1 Aircraft Searches

One aircraft is positioned into a seazone within its range. This aircraft now observes this seazone.

• If enemy ships or subs enter this seazone they are searched for (see 6.3).

• At the end of the next friendly movement phase that aircraft returns to base. It cannot conduct any missions in the current movement phase.

9.2 Alternative Use of Coup Cards

• If the enemy attacks a neutral country and a friendly major country has the neutral country's coup card on hand, that major country may surrender the neutral to the attacker after one round of land combat.

• The attacker conquers the minor country that way.

• The owner of the coup card counts the units of the minor country still on map. For each unit one BP is credited to the major country on the Saved Production Track.

• Thereafter the units of the minor are disbanded.

9.3 Assembly of Backsides

• During the reinforcement phase 2 units of the same country in the same area/ seazone, which are **exactly the same**, and which both are on their reduced sides, may be replaced by one unit placed on its front side. In this process, simply flip one of the units over to its front side, and the other is removed from the map.

• A full size unit can **never** break down into 2 backsides.

9.4 Alternative Re-conquest

Instead of freeing an associated major country by re-conquering a home area the re-conquering major country can add the production of re-conquered areas to its own production.

9.5 Naval HQ

A Naval HQ can be transported by a Task Force instead of a convoy.

9.6 Cape Magellan

A Naval movement from Coral Sea to South Atlantic or from Panama to South Atlantic and vice versa is possible if the following conditions are met:

• The Naval movement must be started in one of the areas mentioned above and consumes all movement points of the ships with double range.

• The conditions for Naval movement with double range are in effect (see 6.3.3 F).

9.7 Railcapacity Increase

• A railcapacity increase can be produced. A railcapacity increase costs 5 BP and needs 2 Quarters to build. It is placed with a national flag onto the Production Chart.

• A "Railcapacity Track" can be found on the backside of the1939 scenarios.

9.8 Isolated Areas

• Home areas that are in supply, but have no land connection to other home areas

are called isolated areas.
• A maximum of one unit per turn may be placed as reinforcement there.
• Exception: The newly arriving reinforcements cannot enter the game otherwise.

9.9. Coup in Iran

The "Coup in Ireland" card is not discarded after use, but is placed beneath the stack as "Coup in Iran" card with the same prerequisites.

9.10 Non Historic Alliances

Those who like it can use other Alliances than given by the setups.
For example Axis: USA, Germany, France.

A game like this has nothing in common with a simulation of history.

9.11 Cooperation

Forces of countries that do not cooperate **cannot:**
• stack in the same area or seazone
• participate in each others attacks
• enter each others country (except enemy controlled areas in that country)
•use each others rail capacity
• If units are forced to retreat into an area or seazone (because no other retreat is possible) the restrictions above maybe temporarily violated. The retreat must be continued until the requirements above are met.
• Forces of countries that do cooperate may do all of the above.

Countries that do cooperate:

•Minors with its controlling major country and countries the controlling major country cooperates with.
•Germany and Italy
•BE, USA, and France
•China and USA but not China with BE or France
•All other countries do not cooperate with each other.

9.12 Fog of war

It is not allowed to inspect enemy stacks except the top unit. An area or seazone may contain an unlimited number of units, but no single stack maybe higher than 10 units. If more than 10 units are in one area/seazone additional stacks must be made.

9.13 Alternate Initiative procedure

The side that wins the initiative in 5.3 may decide which side performs as phasing side first.

9.14 Research

If a research roll fails, the researching major country does not lose all bought numbers, but the difference between the die roll and the bought numbers. Example: You bought 4 numbers and roll a "6". 2 numbers are subtracted. You now have accumulated 2 numbers for future turns.

10.0 Special Rule Cases

10.1 Pinning

Pinning is attacking enemy units to prevent them from interfering in any combat elsewhere and preventing them from conducting an invasion. No unit may be used in more than one combat. The following units can be pinned:
• **TF** in seazones, to prevent them from giving support to adjacent areas (see 6.4.5).
• **Land units** stacked with an **HQ** in the same area. Pinning can prevent them from interfering as **Reserves** into other land combats (see 6.4.6).
• **Ships**, that are stacked in the same seazone with a **Naval HQ**. Pinning can prevent these ships from interfering as **Reserves** into other **Naval – Combat** (see 6.4.6).
• **Aircraft** can be prevented from **reacting to enemy Attacks** (see 6.4.5).
• **Ships of the phasing side** wanting to conduct an **Invasion. Pinned convoys** cannot **unload land units** into enemy controlled areas (see 6.5.4).

Generally only as many enemy units can be pinned as are used for pinning. If the pinned side has more units in the respective area, **surplus** units of the owners choice can be used elsewhere.

10.2 Who can pin whom?

• Land units can pin other land units
• Aircraft and TF can pin all units
• Ships can pin other ships
• HQs can be pinned but never can pin other units.

• Convoys embarking land units into the invasion area cannot fire in the Air/Sea segment or take losses. If such a convoy is hit anyway, one additional hit is placed on an already embarked land unit.

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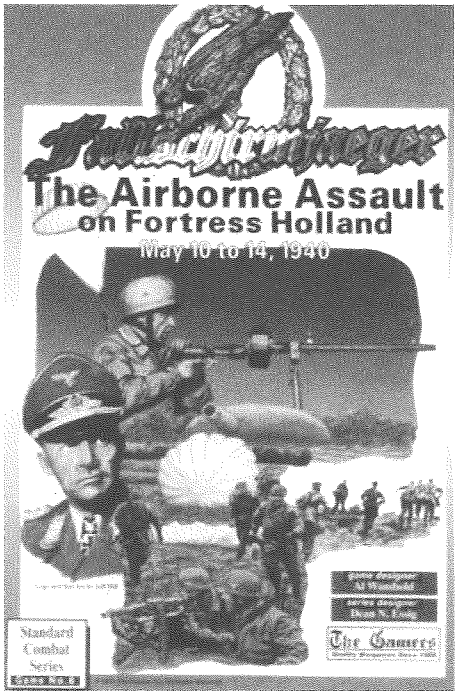

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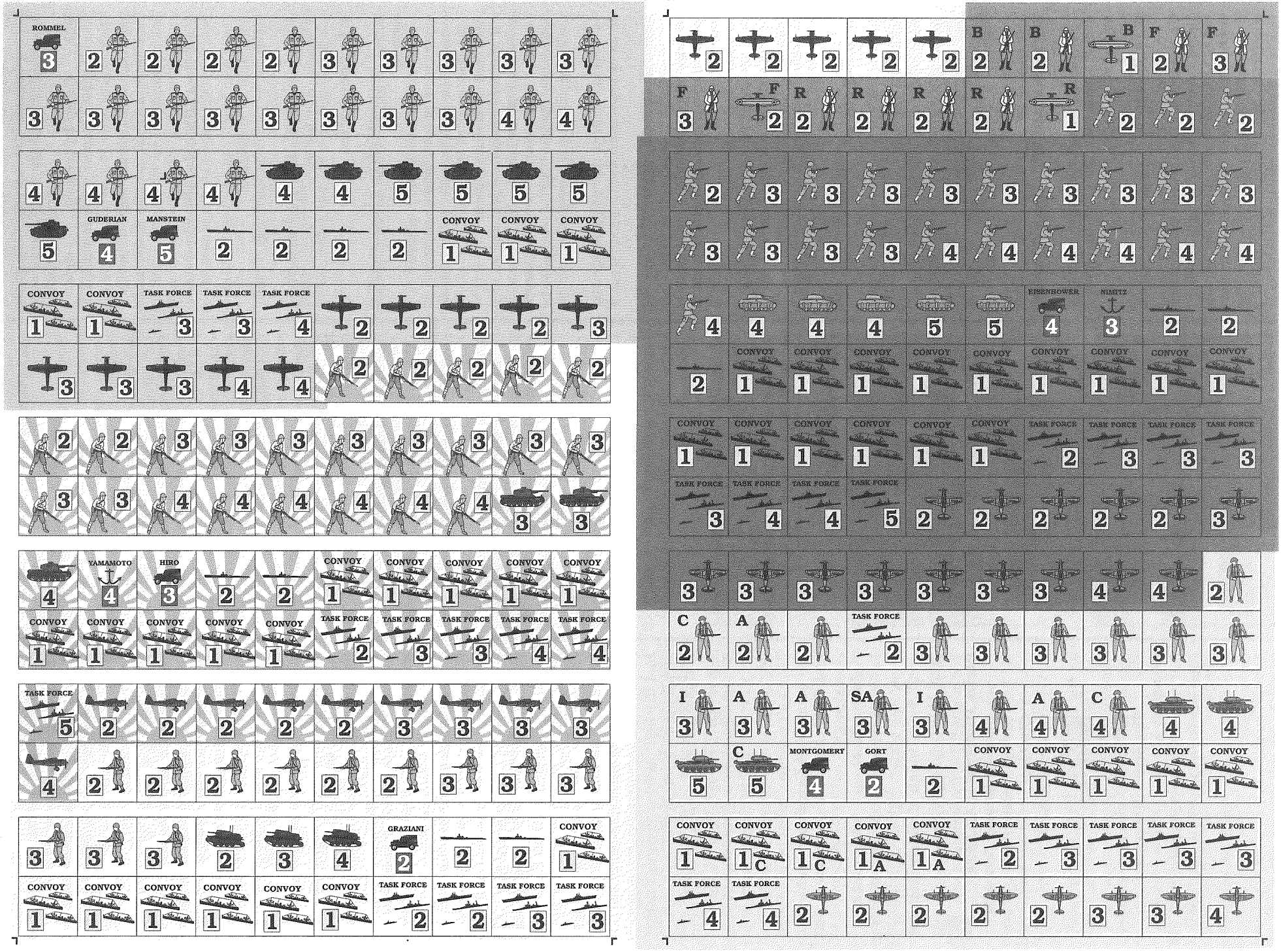

' 2001, Udo Grebe Game Design Artwork by Beth Queman

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Basic Game Tutorial

The Tutorial is made for a better understanding of the rules and to highlight some special cases. The moves shown therefore are not always optimal. The section numbers correspond to the respective paragraphs of the basic rules.
A keyword style is used here on purpose.

Preparations

Set up the **1939 Scenario**.
Mark the major countries' initial production as printed on the Production Potential Track.

5.1 Timetable Events:

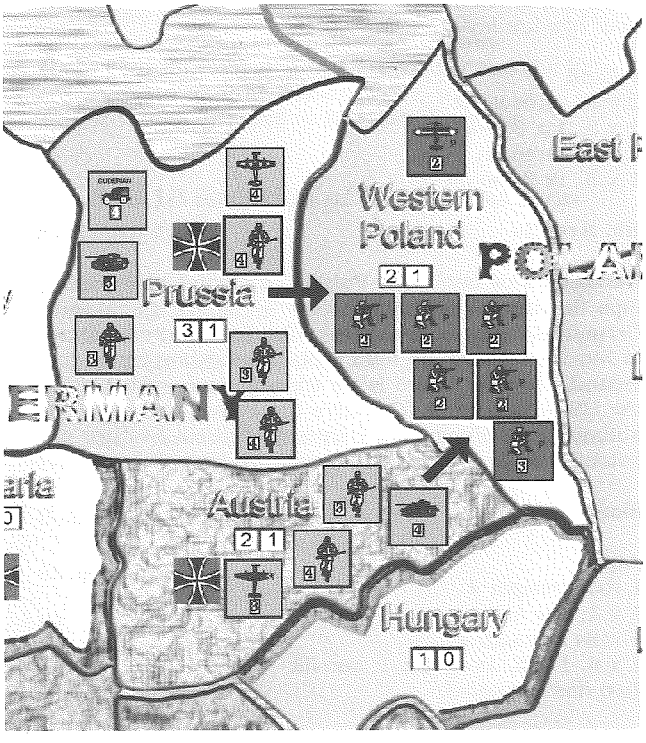
Poland is played by the **BE, hence** the Polish production is added to the **BE**. **BE** production+2, now 15.

5.2 Place Reinforcements

Nobody receives reinforcements in the first quarter of the war so this phase is skipped.

6.0 Action Segment of the Axis

The **Axis** goes first with its movement phase.



Italy is neutral and decides not to move this turn.
Germany

Prussia and **Austria** all units to **Western Poland**.
Skagerrak 1x TF 2, 1 x Conv, 1 x Sub to **Baltic Sea**.
Bavaria 1 x Inf 3 to **Western Germany**.

Japan

Shanghai: 1 x Inf 3, 1 x Inf 2 and 1x Air 2 to **Wuhan**.

Manchuria: Both Inf to Shanghai. The Inf may double their range, because they do not enter an enemy area on their way.

Japan: 1 x Inf 3 loaded to a Convoy in the **Chinese Sea**. The Conv goes to the Formosa seazone and unloads the Inf 3 in Sinkiang.
1 Air 2 loaded to a Conv in the Chinese Sea. The Conv unloads the Air 2 to Shanghai, thus the movement of the air 2 ends here.

Chinese Sea: All TF to **Formosa** seazone

6.1.5/6 Reaction of the Allies as non Phasing Side

Poland is not in range of any French or British aircraft, therefore Poland cannot receive any help.

China: The HQ "Chiang" commands 2 x Inf 3 from Sian to Wuhan as **Reserve**. The latter help the defenders.

6.2 Combat Phase

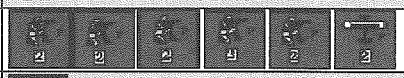
Each Side sorts its units in order of strength and rolls from top to bottom. The use of the BATTLECHART is voluntary, but not mandatory, because the **combat strength** in the basic game always is equal to the **printed numbers.**

Western Poland

Effective Combat Strength	ATTACKER Units
0 or lower	GUDERIAN 4
1	
2	
3	3 4 3 3
4	4 4 4 2 4
5	3
6	

Germany
armor fire twice, so Germany
conducts 2 rolls strength 5
1 x 5, 1x 2; two *hits*
6 rolls strength 4
1 x 6, 1 x 5, 2x 4, 1 x 2, 1x 1 ; *four hits*
4 rolls strength 3
1x 4, 2x 3, 1x 2; *three hits*

Nine hits *are scored total and are marked on the BATTLECHART (if used) with the Losses marker.*

Effective Combat Strength	DEFENDER Units
0 or lower	
1	
2	
3	
4	
5	
6	

Poland
1 roll strength 3
1x 4; *no hit*
6 rolls strength 2
1 x 6, 1x 5 2x 4, 1x2, 1x 1; *two hits*

Hit results

Germany flips 2 x Inf 3 .
Poland eliminates three Inf 2 (absorbs 6 hits) and flips two Inf 2 and one Inf 3.
Germany wishes to continue the attack, but Poland retreats all units to Eastern Poland.
Germany now controls Western Poland.

Attention: This is an example to explain the general rules
In a real game Poland is NOT allowed to retreat (see Allied setup).
Production:
In Western Poland there is a production rectangle with numbers 2 and 1.
BE -2 (first number), now 13, **Germany** +1 (second number), now 18.

Japan
Sinkiang the Japanese TF interfere into the combat coming from the Formosa seazone.
In order of strength:
1 roll strength 4
1 x 3; one *hit*
No more rolls are needed for the defender is eliminated by one hit.
The Chinese return fire strength 1:
1 x 3; *no hit.* **Sinkiang** is conquered by Japan.

Wuhan

Japan
1 roll strength 3
1x 3; *one hit*
2 rolls strength 2
1 x 6, 1 x 4; *no hit*
China
2 rolls strength 3
1 x 3, 1x 2; *two hits*
2 rolls strength 1
1 x 2, 1 x 1; one *hit*
Three hits are noted.

Hit results

Japan eliminates the Inf 2 and flips the Inf 3.
China flips one Inf 3.
Japan retreats to Shanghai. Thus China has repelled the Japanese attack.

6.3 Exploitation Phase

Western Poland

The **HQ "Guderian"** can command a total of 4 Inf. The HQ moves itself and one Inf 4 to Prussia. An Inf 2 (B) occupies Lwow. One Inf 3 and one Inf 4 attack East Poland.
1 x armor 5 and both aircraft also attack East Poland.
1 x armor 4 moves to Prussia.

Japan

Shanghai
The HQ "Hiro" commands the following units to attack **Sian**
1 x Inf 4, 1 x Inf 2 and 1 x Inf 2 (B). The HQ "Hiro" moves to Peking.
For support 2 x Air 2 are committed. The air 2 unloaded in the preceding movement phase may be used in the exploitation phase, because an attack is conducted.
In **Reaction** China moves 1 x Air 1 from **Wuhan** to **Sian**.
The HQ "Chiang" commands itself, 1 x Inf 3, and 1 x Inf 2 (B) to **Sian**.

Second Combat Phase

East Poland
Germany
2 rolls strength 5
1 x 5, 1 x 4; *two hits*
2 rolls strength 4
1 x 5, 1 x 3; *one hit*
2 rolls strength 3
1 x4, 1 x 2; *one hit*
Four hits are noted

Poland
2 rolls strength 2
1 x 3, 1 x 2; *one hit*
2 rolls strength 1
1 x 5, 1x 2; *no hit*

Hit Results

Germany flips one Inf 3. **Poland** eliminates all Inf and flips the aircraft.
Germany continues the attack. The Polish aircraft has to retreat, because no land units are fighting for Poland. However, there is no friendly base available, the USSR is neutral. Therefore the Polish aircraft is automatically eliminated. Germany controls East Poland, the German aircraft return to Prussia.

Sian

Japan
1 roll strength 4
1 x 4; *one hit*
4 rolls strength 2
1 x 6, 1 x 5, 1x 4, 1 x 1; *one hit*
Two hits are noted.

China
1 roll strength 3
1 x 4; *no hit*
1 roll strength 2
1 x 3; *no hit*
2 rolls strength 1
1 x 4, 1 x 5; *no hit*
The HQ cannot avenge itself.
Hit Results

China eliminates one Inf 1 and the aircraft. China retreats the HQ to Pakoe and both Inf to **Wuhan**. The Japanese aircraft return to **Shanghai**.

Allied Action Segment

After the Axis is finished now the Allies start their action segment.

6.1 Movement Phase

USA no Actions.
USSR 2 x Inf 4 from **Eastern Siberia** to **Stanovoj**
1x Air 1 from **Ural** to **Vladivostok**. (Double range because no aircraft crossed the airspace of an enemy area).
1 x Inf 3 from **Moscow** to **Ural**.
China from Pakoe and **Wuhan** all units to Sian.

France

Maginot all units to **Western Germany.**
Paris 1 x armor 4 and 1 x Air 2 to **Western Germany**.
Vichy 1 x Inf 3 to **Maginot**.

BE
Alexandria
1 x Arm 4 loaded to the convoy. The convoy is moved to **Ligurian Sea**. The Italian ships do not disturb, because Italy is neutral. From the **Ligurian Sea** the Arm 4 is unloaded to **Vichy**. The unloading consumes all movement points of the armor.
North Sea and **Skandinavian Sea** both TF to **Skagerrak**. The German convoy there enforces a Naval battle. To continue movement to the **Baltic Sea** is not possible.
North Sea and **Skandinavian Sea**
Both convoys move to the **Channel** seazone.
There both Inf from **England** are loaded and the latter are unloaded into the **Normandy**.
1 x Air 2 from **England** to **Western Germany**.

6.1.5/6.16 Reaction of the Axis as Non-Phasing Side

Germany
Prussia HQ "Guderian" commands itself and 1 x armor 4, 1 x Inf 4 to **Western Germany**. Additionally both aircraft are committed there.

Peking
HQ "Hiro" commands 1 x Inf 2 and1 x Inf 4 to **Sian**.
Both aircraft from **Shanghai** also go to *Sian*.

6.2 Combat Phase

Skagerrak

BE
1 roll strength 4
1 x 3; *one hit*
1 roll strength 3
1 x 4; *no hit*

Germany
1 roll strength 1
1 x 3; *no hit*

Hit Results

Germany flips its convoy.
Germany retreats its convoy to the **Baltic Sea**.

Western Germany
The British TF in the **Skagerrak** ***cannot*** interfere, because they already fought in this phase.

Allies
2 rolls strength 4
1 x 5, 1 x 4; *one hit*
3 rolls strength 3
1 x 6, 1 x 4, 1 x 2; *one hit*
3 rolls strength 2
2 x 3, 1 x 2; *one hit*
Three hits are noted

Germany
4 rolls strength 4
1 x 5, 1 x 4, 2 x 3; *three hits*
2 rolls strength 3
1 x 4, 1 x 2; *one hit*
1 roll strength 2
1 x 4; *no hit*
Four hits are noted

Hit Results

France flips 3 Inf 3 and one Inf 2
Germany flips one Inf 3 and eliminates one Inf 2
Both sides continue fighting.

Second combat round

Allies
2 rolls strength 4
1 x 5, 1 x 4; *one hit*
5 rolls strength 2
1 x 6, 1 x 4, 2 x 3, 1 x 2; *one hit*
1 roll strength 1
1 x 2; *no hit*
Two hits are noted

Germany
4 rolls strength 4
1 x 5, 1 x 4, 2 x 3; *3 hits*
1 roll strength 3
1 x 2; *one hit*
1 roll strength 2
1 x 4; *no hit*
Four hits are noted

Hit results

France eliminates all four Inf.
Germany flips one Inf 4 and eliminates one Inf 2 (B)
The Allies withdraw the armor to **Maginot**. The aircraft return to **Paris. Germany** returns its aircraft to Western Germany.

Sian

China

1 roll strength 3
1 x 3; *one hit*
3 rolls strength 2
1 x 4, 1 x 3, 1 x1; *one hit*
1 roll strength 1

1 x 4; *no hit*
2 hits are noted

Japan

2 rolls strength 4
1x 5, 1 x 4; *one hit*
5 rolls strength 2
1 x 5, 1 x 4, 1 x 3, 2 x 2; *two hits.*
Three hits are noted.
Hit results

China flips 2 x Inf 2 and one Inf 3.
Japan flips 2 x Inf 2.
China retreats one Inf 1 (B) each to **Chansa** and **Chunking** . All other Chinese retreat to **Chentu**.
Japan lands its aircraft in **Sian**.

6.3 Exploitation Phase

USSR one armor 2 from **Kiev** to **Kharkov**.
China; HQ "Chiang" commands one Inf 1 from Chentu to **Pakoe**. This Inf cannot be moved **to Wuhan**, because the distance is 3 areas, more than double range, and "Beaming" is not allowed.

7.0 Turn End Phase

7.1 Conquest

Poland does not possess any area and is therefore conquered by Germany. **Baltic** does not belong to **Poland**. Any Polish forces remaining now would be disbanded.

7.2 Collect Income

Each Major country now collects its income and the income of associated minors. Germany gets 18 BP, Italy 6 BP, etc.

7.3 Production

Consult the Build Cost Table on the Pacific map. Both sides produce at the same time.
Germany: 18 build points (BP)
Repair one Inf 2 (B) in Western Germany to one Inf 4. (2 BP).
Newly build units: 1 x Arm 5 (10 BP), 1 x Air 2 (4 BP), 1 x Inf 2 (2 BP) and all 18 BP are consumed.
Unit Placement:
Inf 2 4th Quarter
Air 2 1st Quarter
Arm 5 2nd Quarter

Italy: 6 BP
1 x Air 2 (4 BP)
Italy saves 2 points and marks them on the "Saved Production" Track with its National Flag.

Unit Placement:

Air 2 1st Quarter

Japan: (17BP)
Repair:
Sian: 2 x Inf 1 (B) to 2 x Inf 2 (2 BP)
1 x Inf 2 (B) to 1 x Inf 3 (1 BP)
Newly build units:
1 x TF 2 (4 BP)
1 x Air 3 (6 BP)
1 x Inf 2 (4 BP)
17 BP consumed
Unit Placement:
Inf 2 4th Quarter
Air 3 1st Quarter
TF 2 3rd Quarter

China:
Repair:
China repairs all Inf (B) (6 BP).
Newly build units: 1 x Inf 2 (2 BP)
8 BP consumed
The players from now on think themselves, in what quarters the newly built units are to place.

USA: (8BP)

Newly build units: 1 x Chinese Air 2 for China (4 BP), 1 Conv (4 BP)
USSR: (11 BP)
The USSR has to produce all orange units, before any red units may be produced.
Newly build units: 2 x Arm 2 (8BP)
1 x Air 1 (2 BP)
USSR saves one BP and marks this.

France: (11BP)
Newly build units: 2 x Inf 2, 1 x Inf 3, 1 x Air 2

BE: (13 BP)
Newly build units: 1 x Inf 3, 1 x Air 3, 1 x Conv

After the Production phase is finished the 3rd Quarter 1939 ends. The MON marker is placed into the 4th quarter.

New Turn, 4th Quarter 1939

5.1 Check Time Table Events

• **Poland** was conquered and now the pact between Germany and the USSR takes effect. All German units in Eastern Poland and Lwow are re- located to Western Poland.
• The USSR places one national flag each in Baltic, East Poland and Lwow to indicate control.

5.2 Place Reinforcements

China
1 x Inf 2 to Chentu

BE
1 x Inf 3 to England

France
2 x Inf 2 to Maginot,
1 x HQ Georges, 1 x Arm 3 and 1 x Inf 3 to Paris

Japan
2 x Inf 2 to Southern Japan

Germany
1 x Inf 2 to Western Germany.

Now the Action segment of the Axis is to follow. Our example ends here.
If you like, continue playing or start a new game of your own decisions.

Advanced Game Tutorial

The Tutorial is used for learning the rules. Therefore the course of play is not always historic or tactical optimal.
A **keyword style** is used here on purpose.

Set up the 1941 scenario.

QUARTER marker into 2nd quarter box.

A USSR - Japan peace agreement is in effect. The USSR player rolls an "11" with 2 D6. This means the peace is mandatory for both countries for 11 quarters from 2/41 until 4/43 inclusive.

5.1 Check Timetable Events

• In the advanced game there is no automatic war between Germany and the USSR. However, the Axis already set up the forces of Finland, Bulgaria, Romania, and Hungary and some German forces are already in these countries. This means a German declaration of war against the USSR is about to happen.
Therefore no time table events this quarter.
• USSR/Japanese peace check:
The USSR player (he is considered as the card player in the 1941 scenario) rolls 2 D 6. He rolls a "10". One is added for each year after 1940. It is 1941 so the total is "11". This is less than "12", so the USSR/ Japanese peace continues.

5.2 Reinforcements

Take the reinforcements out of the 2 nd quarter box in the Production Chart and place them as follows:

USA: 1 x Conv to American West Coast
BE: 1 x Inf 2 (C) to Canada (East),
1 x Inf 3 and 1 x Air 2 to England,
1 x TF 2 to Skandinavian Sea
China: 1 x Inf 2 to Wuhan
Germany: 1 x Inf 3 to Prussia
Italy: 1 x Inf 2 to Northern Italy,
1 x Conv to Adria
Japan: 1 x Inf 2 and 1 x Air 3 to Southern Japan

5.3 Initiative

The initiative marker was in the "AL" field last turn. Both sides roll one D 6. Axis roll "2", Allied roll "4". Allied initiative . **Italy** cleverly waited for the initiative die rolls. Now Italy plays the "Initiative" card and forces the initiative for the Axis for 2/41. The initiative rolls for this turn are cancelled.
The "Initiative" card is placed beneath the card deck.

5.4 Weather

The USSR rolls a "1". Have a look at the weather table and find good weather (sun) for the European map and bad weather (black cloud) for the Pacific map.

5.5 Japanese Chinese Limits

Japan rolls a "2". A maximum of 3 landunits is available for attacks on each other. This is marked with a Japanese or Chinese Flag on the JP/CH Limits Track, Pacific map.

6.0 Action Phase

The Axis is initiative and goes first.

6.1 First Supply Check

All units are supplied some examples:
Axis in Western Poland to Prussia, or to Austria, or to Hungary
BE In Cyreneica via Matruh Alexandria Sudan..., to South Africa; Or via Red Sea Persian Gulf via sea to England.

6.2 Rail Movement

Germany, capacity 2:
1 x Inf 4 from Paris to Romania, 1 x Inf 3 from Prussia to Western Poland
Italy, capacity 1: 1 x Inf 3 from Southern Italy to Northern Italy
Japan, capacity 1: 1 x Inf 4 from Manshuria to Peking

6.3 Rebase Aircraft

Capacity: Each aircraft once per turn at the most.
Germany: 1 x Air 3 from Western Germany to Western Poland , 1 x Air 3 from Austria to Romania
Italy: None
Japan: 1 x Air 2 and 1 x Air 3 from Southern Japan to Shanghai. **Formosa**, 1 x Air 2 to **Shanghai**.

6.4.3 Naval Movement

Germany:
Skagerrak: All to Finnish Sea. The ships remain there, Therefore search rolls are delayed to the combat phase.
Italy:
Ionian Sea: All to **Levantianian Sea**.
Adria: 1 x Conv to **Aegean Sea.**
Tyrrhenian Sea 1 x Sub to **Ligurian Sea.**
Japan:
1 x Inf 3 from **Southern Japan** via Convoy to **Peking**.

6.4.4 Land Movement

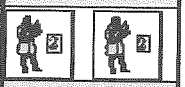
First conduct movement that results in combat:

Germany and **Italy**:
Tripolitania, all to **Cyreneica.**
Albania, **Bulgaria**, all to **Yugoslavia.**
Northern Italy, all to **Yugoslavia,**
except one Inf 3, which remains there. The Inf 4 from **Austria** and the Inf 3 from **Hungary** are placed onto the river border, to indicate that these units attack across a river.
Finland, all to Karelia.
This action is an Axis declaration of war against the USSR. The USSR production increase to 34, the USA production increase by 1 to 13.
Western Poland:
HQ Guderian, 2 x Inf 4, 1 x Inf 3, 1 x Arm 5, 1 x Air 3 to **Baltic;**
to **Eastern Poland**
2 x Inf 3, 1 x Arm 4, 1 x Air 4, 1 x Air 3;
to **Lwow**
1 x Inf 3, 1 x Arm 4, 1 x Air 4.
Hungary: HU Inf and HU Air to **Lwow**
Romania: All to **Odessa**
Comment: Germany better committed all its units in Western Poland.

Japan:
Because of bad weather Japan does not play the "National War" card. Therefore the action limit allowing only one attack against the other side per turn still takes effect. So is the 3 land unit attack limit (see 5.5).
Peking, all except 1 x Inf 3 to **Pakoe**. The latter Inf may not take part , because it was just unloaded here and that way its movement point are expired for this turn..
Shanghai and Peking: All aircraft to **Pakoe**

6.4.6 Reserve Movement

Germany plays the "Blitzkrieg" card. Thus the enemy

Effective Combat Strength	ATTACKER Units	Effective Combat Strength	DEFENDER Units
0 or lower		0 or lower	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	

cannot react with aircraft or reserves to attacks in which German units take part.
The latter does not affect Japan and China:
China therefore moves via HQ "Chiang" 1 Inf 3 and 1 x Inf 4 from Sian to Pakoe. China does not commit any aircraft.

6.5 Combat Phase

The course of combat is conducted in order as specified by the attacker.

Karelia:

Units are placed onto the BATTLECHART.

The land units remain unmodified, the Finnish aircraft is placed in the land segment, too. Karelia's terrain is forest which reduces the Finnish aircraft by –1.

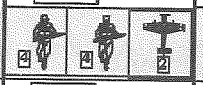
Finns

1 roll strength 3
1 x 5; *no hit*
1 roll strength 2
1 x 2; *one hit*
1 roll strength 1
1 x 4; *no hit*
One hit is noted

USSR

2 rolls strength 2
1 x 5, 1 x 3; *no hit*
Hit results
The USSR places one hit onto one Inf 2 which is flipped to the backside and is now one Inf 1 (B).

The Axis decides to continue fighting, however, the

Effective Combat Strength	ATTACKER Units	Effective Combat Strength	DEFENDER Units
0 or lower		0 or lower	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	

USSR retreats both Inf to Leningrad. The Finnish aircraft returns to Finland.

Production:
USSR –1 (first number), now 33 Germany +1 (second number), now 24.

Baltic

The Axis attacks across a river, therefore all land units are decreased by one each. The combat strength of the aircraft remains unaffected by terrain.
Die rolls in order of decreasing strength:
2 rolls strength 4
Armor (fires twice) 1 x 6, 1 x 4; one *hit*
3 rolls strength 3
1 x 5, 1 x 4, 1 x 1; one *hit*
1 roll strength 2
1 x 5; *no hit*
2 hits are noted with the "Losses" marker on the hit track.

USSR
4 rolls strength 2
1 x 1, 1 x 2, 1 x 5, 1 x 6 ; *two hits*

Hit results

Germany flips 1 x Inf 3 and 1 x Inf 4.
USSR flips both Inf 2.
USSR retreats all units to Leningrad.
The German aircraft remain in Baltic.

Production

Germany +1, now 25.
USSR unchanged, because only Germany (D) can use the Baltic production.

Naval battle within the Finnish Sea
To execute a Naval battle, search rolls must succeed.
2 D 6 are rolled.
A "4" for Germany detects the soviet ships.

The ships are places in order of strength into the Air/ Sea Segment.
The sub fires first. With a "2" is scores a hit. Sub hits take effect **immediately** . The USSR flips its Convoy and places it into the "0 or lower" line.
Remaining ships:

Axis
TF: 1 x 2; one *hit*
Conv: 1 x 1, 1 x 3; one *hit*
Two hits are noted.

USSR
TF : 1 x 2 ; one *hit*
The Conv is unable to fire.
Germany flips one Conv, the Soviet fleet is sunk.

East Poland
Because of the river the German land units are reduced by one.

Germany

1 roll strength 4
1 x 6; *no hit*
3 rolls strength 3
1x 5, 1 x 1 , 1 x 4 ; one *hit*
3 rolls strength 2
1 x 6 1 x 5; *no hit*
One hit is noted.

USSR

4 rolls strength 2
2 x 1, 1 x 4, 1 x 6; two *hits*

Hit results
Germany flips both Inf 3 and places them into the 1 line, USSR flips on Inf 2 and places it into the 1 line.
Both sides continue fighting.

2nd Combat round

Germany

1 roll strength 4
1 x 6; *no hit*
3 rolls strength 3
2 x 4, 1 x 5; *no hit*
2 rolls strength 1
2 x 2; *no hit*

USSR

3 rolls strength 2
2 x 1, 1 x 5; *two hits*
1 roll strength 1
1 x 2; *no hit*

GERMANY eliminates both Inf 2 (B) and retreats its forces to Western Poland.

Lwow

Axis

The HU Inf attacks across a river and across a Mountain border and is reduced two times by -1 to 0. The German land units are reduced by -1, aircraft remain unmodified.

3 rolls strength 4
1 x 6, 1 x 4, 1 x 3; two *hits*
1 roll strength 2
1 x 4; *no hit*
1 roll strength 1
1 x 6; *no hit*
Two hits noted.

USSR

4 rolls strength 2
2 x 4, 1 x 3, 1 x 2; one *hit*

Hit results

The USSR flips both Inf 2 and places them into the 1 line. The Axis flips the HU Inf.
Both sides continue fighting.

Axis

3 rolls strength 4
1 x 6, 1 x 3, 1 x 2; *two hits*
1 roll strength 2
1 x 2; *one hit*
1 roll strength 1
1 x 3; *no hit*
Three hits noted.

USSR

2 rolls strength 2
1 x 1; 1 x 2; *two hits*
2 rolls strength 1
1 x 5 , 1 x 2; *no hit*

Hit results
Germany eliminates the HU Inf and flips the German Inf.
USSR eliminates both Inf and flips the armor.
The HU aircraft cannot take hits instead of the German Inf, because the USSR fires in the land segment.
The USSR retreats its armor to **Kiev**. The armor cannot be retreated to Romania because it is Axis controlled.
The Axis aircraft return to Lwow.

Odessa

The USSR TF 2 in the Black Sea interferes , because Odessa is adjacent to its seazone. It is placed in the "2" line of Air/Sea Segments. If the TF was placed in the land segment it would be halved to "1".
The "Blitzkrieg" card does not prohibit the use of TFs.
The Axis **must** place at least one aircraft into the Air Sea Segment. Both aircraft are placed there. The German aircraft receives a + 1 bonus because of the research progress Air Combat. The Romanian aircraft cannot take profit from the research progress of its associate and remains unmodified.

Air/Sea Segment
Axis
1 roll strength 4
1 x 4; *one hit*
1 roll strength 2
1 x 2; *no hit*
One hit noted.

USSR
1 roll strength 2
1 x 1; *one hit*

Hit results
the Axis eliminates the Romanian aircraft; the USSR flips its TF and places it into the "1" line.

Land Segment

Axis

1 roll strength 4
1 x 3; *one hit*
2 rolls strength 2
1 x 4, 1 x 2; *one hit*
Two hits are noted

USSR

3 rolls strength 2
2 x 4, 1 x 1; *one hit*

Hit results
the Axis flips one R Inf and places it into the "1" line.
The USSR eliminates one Inf.

Both sides continue fighting.
Comment: Mistake of the Soviet player, a retreat would be reasonable.

2nd Combat round

Air/Sea Segment

Axis
1 x 4; *one hit*

USSR
1 x 2; *no hit*

The USSR eliminates the TF.

Land segment

Axis
1 roll strength 4
1 x 4; *one hit*
1 roll strength 2
1 x 2; *one hit*
1 roll strength 2
1 x 4; *no hit*
Two hits noted.

USSR

1 x 6; 1 x 1; *one hit*

Hit results
The Axis flips the second R Inf.
The USSR forces are completely eliminated.
The German aircraft returns to Western Poland.

Yugoslavia

The Allies place their aircraft in the "1" line in the Air Segment. The terrain effect Mountain: Air –1 does only affect combat against land units.

The Axis places all its aircraft into the Air/Sea Segment. The German Air 2 increases by +1, because of the research progress "Air Combat".

Both German Inf from Austria and Hungary attack across a river and suffer a "-1" penalty.
The German Armor suffers 2 points penalty because of the Mountain terrain. All other Axis units fire with their printed strength.

Attention: Do not mix up Mountain border with Mountain.

The Allies receive one bonus point because of the terrain.

Air Sea Segment

Effective Combat Strength	ATTACKER Units	Effective Combat Strength	DEFENDER Units
0 or lower		0 or lower	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	

Axis
1 x 3; *one hit*
The Yugoslavian aircraft is hit, no need to conduct further die rolls.
Allied return fire:

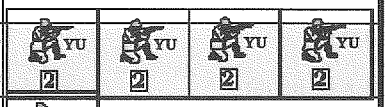
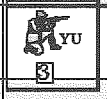
Effective Combat Strength	ATTACKER Units
0 or lower	
1	
2	
3	
4	
5	
6	

1 x 5; *no hit*
The Yugoslavian aircraft is eliminated.

Land segment

Axis

5 rolls strength 3
1 x 5, 1 x 3, 1 x 2, 2 x 1; *four hits*
5 rolls strength 2
2 x 5, 1 x 4, 1 x 3, 1 x 1; *one hit*
1 roll strength 1
1 x 6; *no hit*

Effective Combat Strength	DEFENDER Units
0 or lower	
1	
2	
3	
4	
5	
6	

Five hits noted.

Allied

1 roll strength 4
1 x 4; *one hit*
4 rolls strength 3
2 x 4 , 2 x 3; *two hits*

Hit results

The Axis flips 3 Italian Inf 2.
The Allies flip all Inf. Both sides place the flipped Inf one line worse each.
Both sides continue fighting.
The Allies continue fighting, because Yugoslavia fights for survival. A retreat to Greece would be possible. During the conquest phase surviving units would be removed from the game anyway.

Second Combat round:

The Axis switches the aircraft to the Land Segment There it is reduced by –1. The "Air combat" bonus of the German aircraft does not affect combat against land units.

Axis

5 rolls strength 3
5 x 2; five *hits.*
No need for more rolls, because all defender are hit.

Allies

1 roll strength 3
1 x 5; *no hit*
4 rolls strength 2
2 x 2 , 1 x 4, 1 x5; two *hits*

Hit results

The Axis eliminates the B Inf .
the Allies are eliminated.

Production

BE –2, now 22 Germany + 1, now 26

Comment: Because of the many rivers in previous combats, the Axis better played the card "Bridgehead". A definite mistake of the German player.

Levantianian Sea

Naval Battle

Search Rolls: Italy 9, BE 11.

Both sides do not find each other. The ships pass each other without a Naval combat.
Therefore both sides may stay in the seazone without a Naval combat. The BE would have searched successfully by rolling a "10" because of "Radar".

Cyreneica

Axis

5 rolls strength 2
1 x 6, 2 x 5, 1 x 4, 1 x 2; *one hit*
1 roll strength 1
1 x 3; *no hit*

BE:
3 rolls strength 2
1 x 4, 1 x 3, 1 x 1; *one hit*

Hit results
Axis flips one Italian Inf 2,
BE eliminates one Inf 2 (B).
BE retreats to Matruh.
The Axis aircraft remain in Cyreneica

Japan/China

Pakoe:

Both terrain and weather affect the combat.
The Japanese aircraft are reduced by –1 because of Mountain and by –1 because of bad weather.
The aircraft have an effective combat strength of 0 respectively –1.
The Japanese Inf are reduced by -1 because of weather.
China +1, because of Mountain.

Axis

2 rolls strength 3
1 x 5, 1 x 1; *one hit*
4 rolls strength 1
2 x 6, 1 x 4, 1 x 3; *no hit*

China

1 roll strength 5
1 x 5; *one hit*
1 roll strength 4
1 x 5; *no hit*
2 rolls strength 3
1 x 4, 1 x 3; *one hit*

Hit results

Japan flips one Inf 2 and one Inf 4
China flips one Inf 2

Japan continues its attack, China retreats to Sian. The Japanese aircraft remain in Pakoe.

Comment: Both sides' decisions are questionable.

Combat Phase ends.

6.6 Second Supply Check

No Problems. All units are in supply.

6.7 Exploitation Phase

Yugoslavia, the HQ Manstein commands itself and 1 x German Inf 4, 2 x Inf 3, 1 x IT Inf 3, and 1 x IT Inf 1 (B) to **Greece.**
Additionally the German Armor 5 and all aircraft in Yugoslavia.

Cyreneica, the HQ Rommel commands itself and all land units to **Matruh**, the aircraft in Cyreneica accompany them.
Baltic, the HQ Guderian commands itself and the 3 Inf to attack **Leningrad**.
Additionally the armor and aircraft from Baltic, the Finnish aircraft and all aircraft from Western Poland support the attack.

The German Armor from **Western Poland** moves through **Baltic** and attacks **White Russia**. Also to White Russia German aircraft from Lwow.
The TF in the Finnish Sea cannot interfere during the exploitation phase.

Japan cannot attack during the exploitation phase a) because of the Japanese/Chinese action limit, b) because there is no exploitation phase in bad weather. The latter also prohibits movement without combat.

Greece

Axis:

Because of strong enemy forces and because of the terrain Germany plays the **"Surprise" card.**

The players please think themselves, which unit is to place in which line of the BATTLECHART. The units are always ordered with decreasing strength.
Because of the Surprise card all Axis hits take effect immediately.
1 x 2; *one hit*
1 x 6, 1 x 3, 2 x 2, 1 x 1; *four hits*
1 x 3, 2 x 2; *no hit*

The Allies take 5 hits. Both GR Inf 2 are eliminated and the GR Inf 3 is flipped.

Allies:

1 x 3, 1 x 1; *two hits*
Axis flips one IT Inf 3 and one Ger Inf 3.

Both sides continue fighting.
1 x 4; *one hit*
1 x 6, 1 x 5, 1 x 4; *no hit*
1 x 5 1 x 2; *one hit*
1 x 3, 1 x 1; *one hit*
The Allied forces are eliminated and cannot return fire.
The Axis aircraft remain in Greece.

Production

BE –2, now 20. The Axis designates the control of Greece to Italy +1, now 6.

Matruh

Both sides place their aircraft into the Air Sea Segment. The German and British aircraft increase + 1 because of "Air Combat".
1 x 3; *one hit*
1 x 4; *no hit*

BE
1 x 4 ; *no hit*
BE flips its aircraft

Land Segment

Axis

2 x 3; *no hit*
2 x 6, 1 x 1; *one hit*

BE
1 x 1, 1 x 2; *two hit*

Hit results
Axis eliminates both Italian units.
BE eliminates the Armor.
BE must retreat, because only aircraft remain on its side. BE aircraft to Alexandria.
Axis aircraft remain in Matruh.

White Russia

Both aircraft in the Air Sea Segment
The armor is also placed in the Air Sea Segment and is placed in the "1" line because it fires with its anti air strength.

Germany

1 x 6; *no hit*
1 x 5, 1 x 1; *one hit*

USSR
1 x 2; *no hit*
The USSR aircraft is eliminated, the Axis aircraft remains in White Russia

Production
USSR –1, now 32
Germany +1, now 27

Leningrad

All Axis units –1, air because of forest, infantry because of river,
Armor –2 because of both of the above.
Axis:
4 rolls strength 3
1 x 4, 1 x 3, 1 x 2, 1 x 1; *two hits*
4 rolls strength 2
2 x 5, 1 x 3, 1 x 1; *one hit*
2 rolls strength 1
2 x 3; *no hit*
Three hits noted.

USSR
1 roll strength 3
1 x 1; *one hit*
3 rolls strength 2
1 x 6, 1x 4, 1 x 3; *no hit*
5 rolls strength 1
3 x 4, 2 x 2 1 x 1; *one hit*

Axis eliminates Inf 2 (B) and flips Inf 4.
USSR flips 3 x Inf 2.

Both sides continue fighting.

Second Combat Round

3 rolls strength 3
1 x 6 , 1 x 2; 1 x 1; *two hits*
4 rolls strength 2
2 x 4, 1 x 3, 1 x 1; *one hit*
2 rolls strength 1
1 x 3, 1 x 2; *no hit*
Three hits are noted

USSR
1 roll strength 3
1 x 3 ; *one hit*
7 rolls strength 1
2 x 6, 1 x 3 , 2 x 2, 2 x 1; *two hits*
Axis eliminates 1 x Inf 2 (B) and 1 x Inf 3.
USSR eliminates 3 x Inf 1 (B).
The Axis retreats:
to Finland: Finn. aircraft , 1 x Air 3 Germany
to Western Poland: 1 x Air 4
to Baltic: HQ Guderian, 2 x Air 3, 2 x Arm 5

Now Germany plays the **Coup in Iraq** card. By rolling 2 dice a "9" is scored. The coup is successful. The Iraq. Inf is placed within the Iraq. The German production increases by 1, now 28.

Allied Action Segment

6.1 First Supply Check

All units are in supply.

6.2 Rail Movement

China (capacity 1)

1 x Inf 1 (B) from **Kunming** to **Gobi.**

USSR (capacity 4)
2 x Inf 4 (G) from **Jablonovy** and **Stanovoj** to **Leningrad**.
1 x Inf 2 (o) from **Vladivostok** to **Leningrad**
1 x Inf 3 from **Transcaucasus** to **Leningrad**

BE; USA none

6.3 Rebase Aircraft

BE, China, USA none

USSR
1 x Air 3 from Ural to Leningrad.
2 x Air 1 (o) from N. Siberia to Smolensk.
2 x Air 1 (o) from Kiev to Valdai.

Comment: The massive transfer of forces to the European Theatre of Operations of the USSR can be risked because of the peace agreement with Japan.

6.4.3 Naval Movement Phase

China, USSR, USA none

BE:
Skandinavian Sea: 1 Conv to **Channel**, there one Inf 3 is loaded, continue moving to **Cape of Good Hope** (6 seazones movement limit expired), reload to the Conv there, the latter moves on to **Red Sea** and unloads the Inf 3 in **Alexandria**.

Sea of Britain 1 x Conv to **Fareous Gap**,
Skandinavian Sea 1 x TF 2 to **Fareous Gap**. Both ships unite to a group there and intend to go to **Canada** using double range, there the Inf 2 shall be loaded and movement shall be continued.
Upon Entering the **Central Atlantic** they are searched by the German sub there.
The German player rolls 2 D 6, with a "7" the BE ships remain undetected. The latter continue moving to the **American East Coast**. If they had been detected there movement would be reduced to single range and would end.
The Conv loads the Inf 2 (C), the group continues moving to the Central Atlantic. The German Sub searches again and detects the moving group by rolling a "5". Thus the regular movement of the group ends.
A First shot Attack with a die roll of "2" scores one hit. The BE player flips the Conv and its load the Inf 2 (C). Thus the Conv is incapable to fight. The TF 2 returns fire with its Anti- Sub strength of 1, but misses with a "3".
The Group retreats to the Sea of Britain, and is incapable for further activities like unloading the Inf.

Gibraltar Street: All to **Ligurian Sea**.
Italy announces, its sub wishes to avoid combat by diving. The BE ships roll a "6" on the "Ship search Subs" column. Thus the search roll fails. The sub may remain in the seazone.
If the BE had developed Sonar, the search roll would have been successful.
Levantianian Sea the British ships leave the seazone in direction Aegean Sea. They stay there and the search rolls are delayed to the combat phase.
Skandinavian Sea both T F with double range to **Ionian Sea**.

6.4.4 Land Movement Phase

BE
1 x Inf 3 (SA) from **Abessinia** via **Sudan** to **Alexandria**,
1 x Inf 2 (I) (B) from Near East to Alexandria.

China
1 x Inf 1 (B) from **Sian** to **Chentu**.
Sian, 1 x Inf 4, 2 x Inf 3 to **Peking**.
Chunking, 1 x Air 2 (US) to **Peking.**
Chansa, 1 x Air 1 to **Peking.**
Wuhan, 1 x Inf 2 to **Sian.**

USA none

USSR

Leningrad
to **Finland**: 1 x Inf 3, 1 x Inf 2, 2 x Inf 1 (B), 1 x Arm 2, 1 x Air 3
Valdai: 2 x Air 1 to **Finland.**
Smolensk: 2 x Air 1 to **Finland**.
Vitebsk: 1 x Air 1 to **Finland**,
1 x HQ Konev, 1 x Arm 3 to **Leningrad**.
Pripiet: 1 x Inf 2 to **Valdai.**
East Poland: 1 x Arm 2 to **Vitebsk**, 1 x Inf 2 to **Pripiet.**
Kiev: 1 x Arm 2 to **Gomel**, 1 x Arm 1 (B) to **Kharkov**
Dnepropetrovsk:
1 x Arm 2 to **Crimea**, 1 x Arm 2 to **Kursk.**
Irkutsk: 1 x Arm 3 to **Voronesh**.

6.4.6 Axis Reaction as Non- Phasing Side

GERMANY: all aircraft from Baltic and TF from Finnish Sea to **Finland**

Japan: all aircraft from **Pakoe** to **Peking.**
Shanghai: HQ Hiro commands 1 x Inf 2, 1 x Inf 3 to **Peking**.

6.5 Combat phase

Levantianian Sea: Italy's Conv does not find the enemy by rolling a "7" and cannot receive help by friendly aircraft in range. The BE searches on the CV/Air column and finds the enemy with a "9". The BE developed Radar otherwise an "8" or lower had to be rolled in order to find the enemy ships.
All Allied aircraft in range can interfere. Only the air 1 (B) in Alexandria is available.

BE

1 roll strength 3
1 x 2; *one hit*
2 rolls strength 1
1 x 5, 1 x 1; *one hit*

Italy

1 roll strength 1
1 x 3; *no hit*

The Italian conv is sunk, the BE aircraft returns to Alexandria.

Peking: The Chinese attack across a river therefore all Chinese Inf –1
The weather is bad therefore all attacking Inf –1 and all aircraft -1
Japan places 2 x Air 3 and 1 x Air 2 into the Air/Sea Segment, 2 x Air 2 into the land segment.

Air Sea Segment

China

1 roll strength 1
1 x 1; *one hit*

Japan

1 roll strength 2
1 x 2; *one hit*
2 rolls strength 1
1 x 4, 1 x 1; *one hit*

Hit results

China eliminates 1 x Air 1 and flips Air 2 (US),
Japan flips 1 x Air 2.

Land Segment

China:

1 roll strength 2
1 x 2; *one hit*
2 rolls strength 1
1 x 4, 1 x 1; *one hit*

Two hits are noted.
Japan:
2 rolls strength 3
1 x 3, 1 x 4; *one hit*
1 roll strength 2
1 x 2; *one hit*
2 rolls strength 1
2 x 4; *no hit*

Hit results

China flips 2 x Inf 3
Japan flips 2 x Inf 3
China retreat its forces to Sian.
The Japanese aircraft stay in Peking.

Comment: China's intention was to cut off the Japanese in Pakoe from supply. Bad weather weakens the strong Japanese air force, but also weakens attacking Inf. Better not attack with this conditions.

Finland

All USSR land units fire with their anti air strength in the Air/Sea Segment, because the Axis has no land units. The latter is "1" for all units. The German aircraft and TFs receive a +1 bonus because of Air combat.

USSR

1 roll strength 3
1 x 5; *no hit*
11 rolls strength 1
2 x 1, 4 x 3, 3 x 4, 2 x 5; *two hits*

Two hits noted.

Axis:
1 roll strength 5
1 x 6; *no hit*
3 rolls strength 4
1 x 3, 1 x 5, 1 x 4; *two hits*
1 roll strength 3 (TF)
1 x 2; *one hit*
1 roll strength 2
1 x 6; *no hit*
Four hits noted.
The Soviet player spreads the suffered hits onto its orange aircraft. That way four aircraft are eliminated. The German player places the suffered hits onto the Finnish aircraft, which is eliminated that way. Because no Axis land units are present the Axis must retreat its aircraft and TF. The aircraft return to Baltic.

Production

Germany-1, now 27

6.6 Second Supply Check

Matruh, and **Cyreneica,** as well as the Finnish forces in Karelia are out of supply.

6.7 Exploitation Phase

USA; BE, China none

USSR

Leningrad HQ Konev commands itself, 1 x Inf 3, and 2 x Inf 4 (G) to attack **Karelia**.
1 x Arm 3 and one aircraft 3 support the attack.
The Axis does not designate air support.

Land Segment:
The Finns are reduces by –2 , because they are out of supply.
The Inf 2 is unable for combat, the Inf 3 defends strength 1.

USSR

2 rolls strength 4

1 x 3, 1 x 4; *two hits*
1 roll strength 3
1 x 4; *no hit*
3 rolls strength 2
1 x 5, 2 x 2; *two hits*

Finns:

1 x 2; *no hit*

The Axis player eliminates both Inf .
Even if there were Finnish forces alive, they could not retreat.

Production:

Germany –1, now 26, USSR +1, now 33.

7.0 Turn End Phase

7.1 Conquest

Finland is conquered therefore Finnish forces still alive would be eliminated.

Comment: The USSR was not forced to attack Karelia to eliminate the Finnish forces.
However, the Finns have been cut off supply cleverly and the USSR would have lost one point of production (Karelia) for one turn.

7.2 US Entry

The USA increases its production, as is done in every quarter, by one, now 14.
Additionally the USA now plays the "Increase US Production by 4" card. So the USA production increases to 18.
Japan plays the "BNL Production" card the USA, however counters this with its own card. Thus both cards become obsolete and are removed form the game.

7.3 Collect Income

Each Major country now collects its income and the income of associated minors.

7.4 Cards

Germany: takes "Coup in Siam"
Italy: takes USA "Lend Lease"
Japan: takes "Militia"
Italy cannot keep its card and places it hidden beneath the card deck.
Germany offers its card to Japan and Japan offers its card to Germany. Both buy these cards for one BP each to be paid from the present turns production.

USA takes "Morsecode"
BE takes "National War (USSR)"
USSR takes "Para Troops"
China takes "Spies"
USA buys its card, **China** does not want its card and returns is beneath the deck.
BE offers "National War" to the **USSR**. The USSR decides between both possible cards and buys "National War" and places "Paratroops" beneath the stack.

7.5 Research

At the beginning of this phase the following numbers are registered:
Japan 1, USA 1, Germany 3, BE 4, USSR 1, Italy 1
All major countries except Italy and China buy one number for 2 BP each.
Newly accumulated research numbers: Japan 2, USA 2, Germany 4, BE 5, USSR 2, Italy 1
The BE announces its roll. **Italy** waited for exactly that and cancels the die roll with its "**Sabotage on Research" card**. Thus all accumulated research numbers of the BE are lost.
Germany also rolls: With a "4" Germany succeeds and chooses the Research progress "Subs" which is marked with Germany's national flag.

7.6 Production

USA: 18 – 8 consumed, 10 remaining
1 x TF 5 (10 BP)

China: 8 points
Repair of 6 x Inf 1 (B) and 1 x Inf 2 is newly built

BE: 20 – 2 consumed, 18 remaining
Repair: Alexandria 1 x Air 2 (2 points). Sea of Britain: 1 x Conv, 1 x Inf 1 (C) (B). (3 points). 1 x HQ Gort, 1 x Inf 3, 1 x Inf 2 (A) 1 x TF 3 are newly built.
USSR: plays the "National War" card and disbands 1 x Air 1, 1 x Inf 1 from Usbekistan, 1 Arm 3 from Voronesh, 9 points total. These are added to the production of 33 to 42. 3 are consumed, remaining 40.
Repair: 1 x Arm 1 and 3 x Inf 1 in Leningrad and Finland. (5 points)
2 x Inf 4 G, 3 x Inf 3, 1 x Arm 5, 2 x Air 2 are newly built

Italy:
6 points, 1 x Inf 2, 1 x Air 2 are newly built

Japan:
15 points –3, 12 remaining
1 x Sub, 1 x Air 2, 1 x Inf 3, 1 x Inf 2 are newly built

Germany:
26 points – 3 consumed, 23 remaining
Repair: Arm 2 (B) in Matruh cannot be repaired without supply.
Lwow: 1 x In 2 (B) to Inf 3, Odessa 2 x Romanian Inf 1 (B) to Inf 2, Greece: 1 x Inf 2 (B) to Inf 3 (4 BP total)
Newly built units: 1 x Air 3, 3 x Inf 3, 1 x Inf 2 (Romania), 2 points are saved and marked on the SAVED PRODUCTION Track.

All Major countries place their newly built units into the current quarter of the Production Chart.

The next turn starts by switching the MON marker to the 3rd quarter. Our example ends.

Invasion Example

Example of an USA forces **Invasion** of **Western France**
USA, participating units:
Bay of Biscay: 1 x Inf 3, 1 x Inf 4, 1 x Arm 5
3 x Conv, 1 x TF 3, 1 x TF 5
England 2 x Air 3

Germany, participating units:
1 x Inf 2 in **Western France**, 1 x Inf 2 in **Paris**, 2 x Air 2, 2 x Air 3 in **Maginot**.

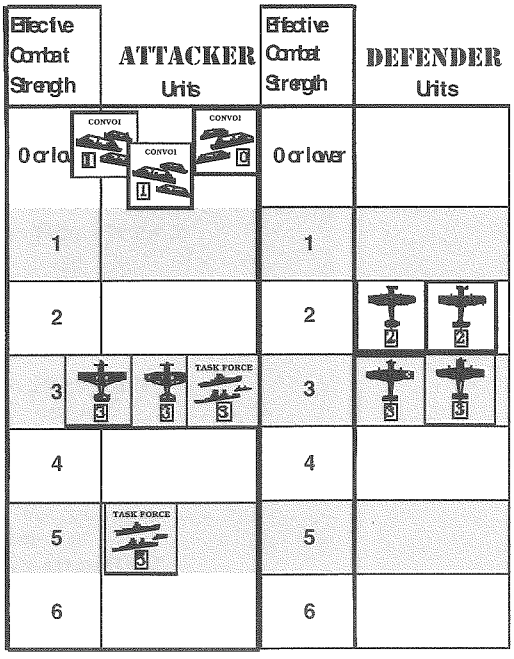
The weather is good.

The USA invade **Western France**. The three Conv unload their land units to **Western France.** The TFs from **Bay of Biscay** and 2 x Air 3 from **England** support the invasion.

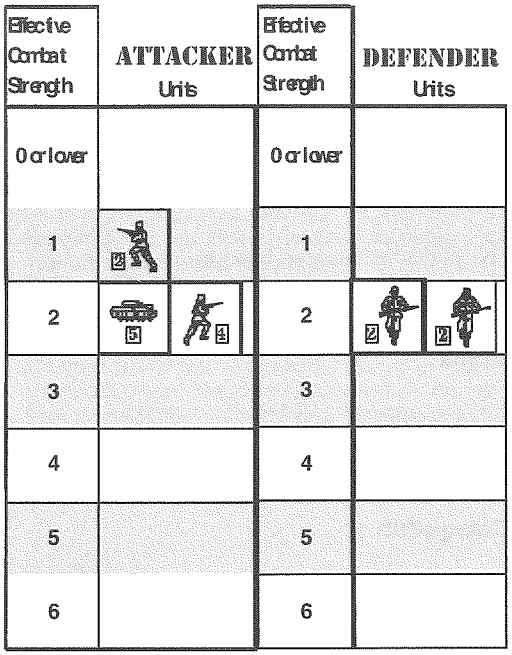
Axis Reaction as Non- phasing side:
One Inf 2 from Paris moves to Western France. In case of an invasion a reaction move into adjacent areas can be conducted without an HQ. Furthermore 2 x Air 3 and 2 x Air 2 from **Maginot** conduct air support. Additionally Germany plays the "**Fortress Europe**" card, Germany had on hand.
The units are placed onto the **BATTLECHART** as follows:
The US land units are halved and rounded down (as usual in Invasion combat). They are placed into lines 2 (Inf 4 and Arm 5) and 1 (Inf 3).
In the **AIR/SEA Segment** Convs are placed into the 0 line (Convs that unloaded forces, cannot fire or be used as casualties). Both Air 3 and the TF 3 into the 3 line and the TF 5 into the 5 line.

Germany positions both its Inf 2 in line 2.
AIR/SEA Segment: The Air 2 into 2 line and the Air 3 into the 3 line.
By playing the "**Fortress Europe**" card Germany gains two additional free die rolls strength 3 in the land segment. The latter are given as long as Germany has land units in this combat.

First Germany rolls for **coastal defense (see 6.5.4)**:
A " 6". This result scores one hit each on both the land unit and the unloading conv.



The USA player uses the Inf 3 as casualty. The latter is



flipped , but remains in the strength 1 line.

1st Combat Round

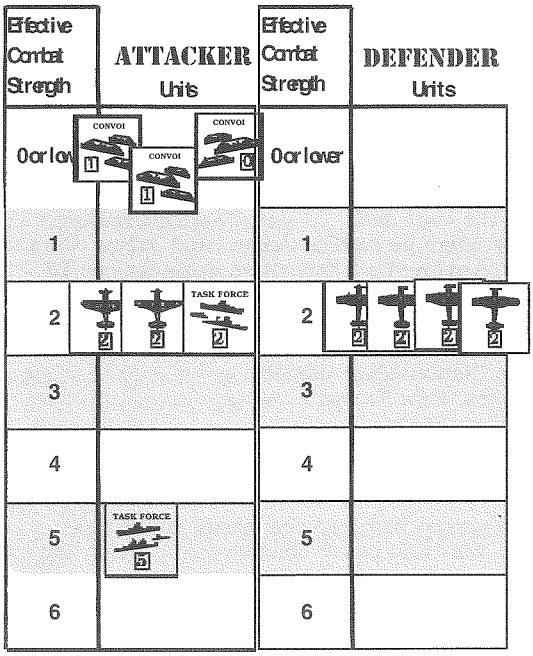
Air/Sea Segment

USA

1 roll strength 5
1 x 4; *one hit*
3 rolls strength 3
1 x 5, 1 x 4, 1 x 3; *one hit*
Two hits noted.

Germany

2 rolls strength 3
1 x 2, 1 x 4; *one hit*
2 rolls strength 2
1 x 1, 1 x 2; *two hits*



Three hits noted

Hit results

USA flips 2 Air 3 and 1 TF 3
Germany flips 2 Air 3

Land Segment

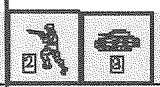
USA
3 rolls strength 2
1 x 2, 1 x 3, 1 x 5; *one hit*
1 roll strength 1
1 x 2; no *hit*
One hit noted

Germany
2 rolls strength 2
1 x 1, 1 x 3; *one hit*
Now the "Fortress Europe" card takes effect. Germany receives 2 additional die rolls strength 3
2 rolls strength 3
2 x 2; *two hits*
Three hits noted

Hit results

USA flips the Arm 5,the Inf 4 and eliminates the Inf 2 (B)
Germany flips one Inf 2.

The American player retreats his ships and aircraft from combat. The land units cannot retreat, They must continue fighting (see 6.5.8).

Effective Combat Stregth	ATTACKER Units	Effective Combat Stregth	DEFENDER Units
0 or lower		0 or lower	
1		1	
2			
3		3	
4		4	
5		5	
6		6	

Germany switches its aircraft to the Land Segment.

2nd Combat Round
USA
3 rolls strength 1
1 x 1, 1 x 3, 1 x 4; *one hit*
One hit noted

Germany
2 rolls strength 3 (Fortress Europe)
1 x 2, 1 x 4; *one hit*
5 rolls strength 2
2 x 1, 1x 4, 1 x 3 1 x 6; *two hit*
1 roll strength 1
1 x 5; no *hit*
Three hits noted

Hit results

The USA eliminates both land units. (Thus the Invasion fails).
Germany flips the Inf 2.

Comment: Only superior forces give a realistic chance for a successful invasion.

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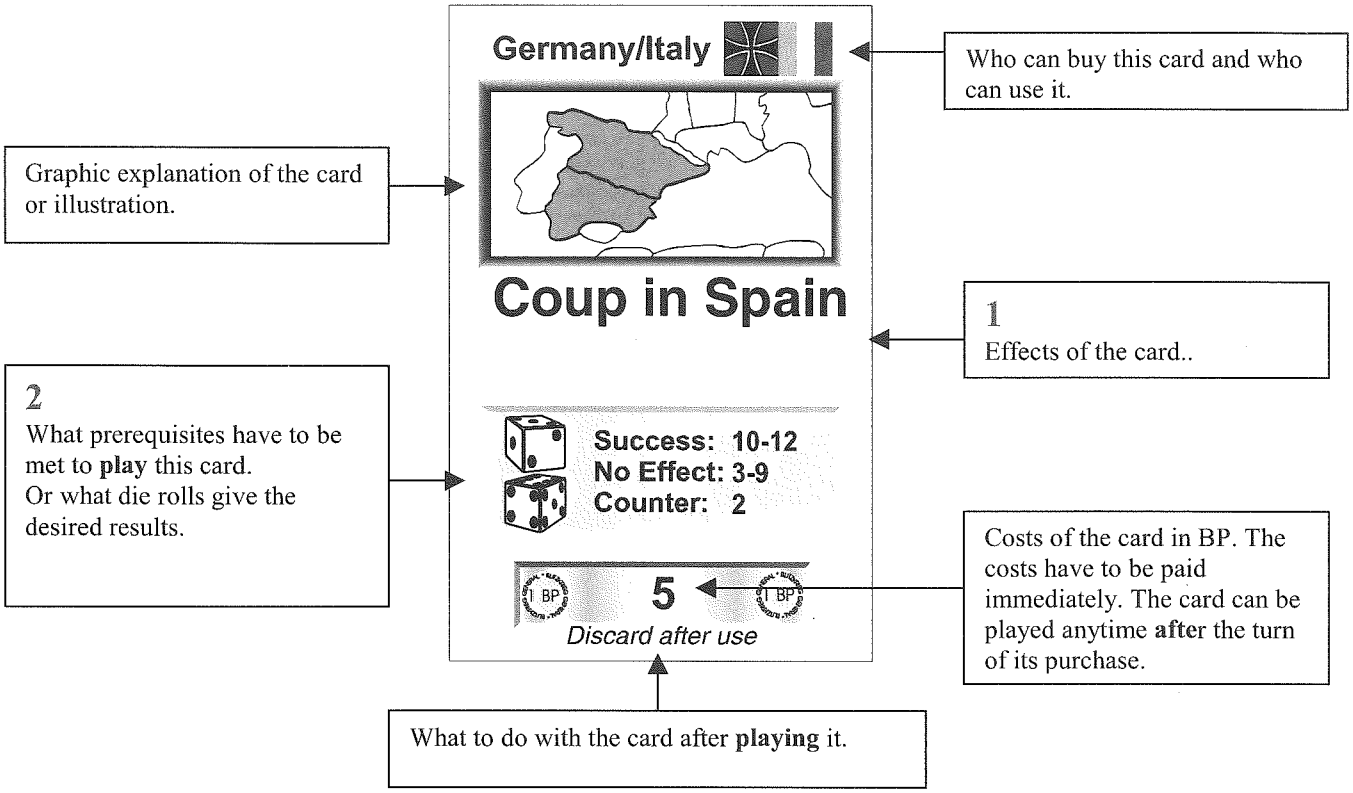
Appendix, Explanation of all Cards



Alphabetic Appendix with Explanations of all Cards.

This appendix supersedes any text on the cards that is different from this appendix.

Axis Minor Activation	Set up **one** Axis minor as the German player wishes and give the minor's production to Germany. Alternatively this card can activate a neutral Italy.
Blitzkrieg	The enemy side cannot use Reserves or aircraft to reinforce battles initiated by Germany. The use of TF is allowed, though.
BNL Embargo	Japan does no longer receive the BNL islands production. **Prerequisite:** Japan already receives the BNL island's production. Alternatively use this card to immediately cancel the Japanese BNL production card.
Bridgehead	The land units of your country, but not those of your associates, ignore rivers this turn.
Cold Days in Hell	All Axis troops and their associates suffer a -1 penalty affecting the combat strength of all units if they are within the USSR in a bad weather turn.
Coup Cards	These cards can turn the mentioned neutral country into an associate of the card owner. Coup cards cannot be played on minors that are already conquered. Use 2 D 6 to determine whether the Coup succeeds. Read results of the rolled numbers from each individual card. The following options are possible: 1. **Success** The neutral country associates itself with the card owner and joins the war along with its production and its forces. 2. **No Effect** . The card does not cause any change. 3. **Counter:** The neutral country joins the war on the enemy side. Its production is given to a randomly chosen enemy major country.
Elite Troops	Roll one D 6. The number determines the number of units of **your side** that receive a +1 bonus on its combat strength for one battle, this turn. **Prerequisite:** Your nation is at war for at least 2 years.

Embargo no USA prod. to..	Japan loses 3 points of production (former received from the USA). **Prerequisite:** The USA production is 12 or more (>11).
Espionage (Ultra)	This card allows the immediate rebasing of a maximum of 10 units from their actual position to areas 4 areas away. These card can be played either A) as non phasing player before its reserve movement or B) as phasing player before the land movement phase. Ships of the playing country and forces of associated countries cannot be rebased with this card.
French Vichy Surrender	Germany occupies France except the Vichy area. All French units are removed from the map and from production. "V" and "F" units are separated. The "Vichy" Area and the French colonies become **neutral**. Vichy and unoccupied colonies are occupied by one randomly chosen French unit, the latter are flipped to their backsides thereafter. Units marked "V" are set on the production chart to appear 3 quarters after Vichy is installed. After these units arrive as reinforcements the Italian player places them into Vichy or a Vichy controlled area as he desires. **Prerequisite:** the Axis controls at least 3 Areas in France. **Restrictions for Vichy France:** Vichy France and its colonies are neutral.Vichy France and its colonies are neutral. The same is true for former unconquered French colonies if France is conquered alternatively. Any violation of Vichy territory by any side is a declaration of war on a neutral and influences the US production As a result Vichy cannot stack with other nations. Italy is just the player who handles the Vichy forces. There is no Vichy production. If France is re- conquered by an Allied Major country Vichy and the re-conquered France may exist at the same time. If, in this case, the Vichy area is conquered by the Allies, the re-conquered France re-gains control of the Vichy colonies.
Force Peace for 2 D6 Quar.	Both the USSR and Japan are forced to peace. Every turn in the time table phase the card player rolls 2 D 6. If a "12" is rolled the peace ends immediately. Modifiers: Add one to the die roll for each year after 1940. **Prerequisite:** Japan and the USSR already were at war when the card is played. If the Japanese- Soviet peace card is effective China and USSR may neither enter each others territory, nor may draw supply paths through each others territory. Forces that are already in the other's country must be immediately relocated to the next area in the USSR respectively China if the peace card is played.
Foreign Troops Recruitment	Germany increases its Production by 1. **Prerequisite:** Germany is at war with the USSR.
Fortress Europe	German land units defending a coastal area against enemy land units conducting an invasion receive two additional die rolls per combat round strength 3. These are modified by terrain. **Prerequisite:** Germany is at war with the USA.
Free French Troops	The BE or the USA may produce French troops marked "F". **Prerequisite:** France it conquered or the "French Vichy Surrender" card was played.
Guards Troops	Land units marked "G" do not suffer any bad weather effects in combat. Still there is no exploitation phase in bad weather. **Prerequisite:** The USSR is at war with Germany.
Increase US Pre War Production...	The US production is increased permanently by 4 BP per turn. **Prerequisite:** Germany or Japan declared war on the USSR **or** the Axis invaded the United Kingdom.
Initiative for your side	Your side automatically gains Initiative this turn. Wait for the regular Initiative die rolls; if the enemy gains Initiative, you can turn it to the opposite by playing the card.
Italian surrender	All Italian forces are removed from the game. Areas in Italy still controlled, by the Axis, add their production to Germany. **Prerequisite:** Italy has declared war on the Allies, and Italy may not control any area in Africa and the Allies must control one area in Italy.
Japan declares National War on...	All limitations for Japanese - Chinese attacks per quarter are cancelled immediately .

Japan gains BNL Prod.	Japan receives the BNL Islands production. **Prerequisite:** The card "Embargo: no USA Production to Japan" was played before.
Japan occupies Indochine	Japan occupies Indochine without a battle. Any French units there are immediately removed from the game. **Prerequisite:** France is conquered or the Vichy card was played before.
Japanese Defense Perimeter	A Japanese controlled island or a Japanese controlled coastal area receives 2 free additional die rolls per combat round if an enemy invasion is conducted. In Japan the die rolls are strength 3, outside Japan the die rolls are strength 1. The die rolls are modified by terrain **Prerequisite:** Japan is at war with the USA.
Japanese Navy	Japan **must** take this card. The Allies **must** give this card to Japan if they take it. Germany or Italy return this card to stack. Japan must play this card **immediately** . From now on Japan must commit at least 6 BP per Quarter to produce Naval units as long as all Japanese ships have been built. This card is discarded automatically (and that way becomes obsolete) when the USSR declares war on Japan. The latter is also true, when Japan takes this card after once being attacked by the USSR regardless if this war is still raging.
Kamikaze	Each Japanese aircraft fires twice in one combat each combat round, however, these aircraft are eliminated after the combat ends. **Prerequisite:** The Allies control 3 former Japanesecontrolled Islands and the card cannot be played before 1943.
Lend Lease (BE/USSR)	BE **must take** this card and play it. The USSR can take it. The BE's production is reduced by 3 and the USSR production increases by 3. **Prerequisite:** The USSR is at war with Germany and the Axis has no units within the United Kingdom.
Lend Lease (USA)	The USA gives 5 BP per quarter to an associated major country **Prerequisite:** US production is 11 or higher.
Militia	This card increases your country's production permanently by 1 BP. **Prerequisite:** Enemy forces are within your home country.
Morsecode	Cancel "Fortress Europe" or "Their Finest Hour".
Mountain Troops	Infantry units of the playing country receive 1 bonus point on their combat strength within mountain terrain in the present quarter. Armor receive no bonus.
National War	An unlimited number of orange units may be disbanded and be transferred to BP according their built costs for the Soviet player. Hits must be subtracted from the production. **Prerequisite:** Germany is at war with the USSR.
Naval Surprise	This card is to be played by Japan first. Thereafter other major countries can buy it and play it. This card enables all ships and supporting aircraft of that country to fire first in one Naval combat. The enemy has to return fire with already hit (and therefore weakened) units. Additionally Search Rolls of the playing side automatically succeed and those of the enemy side automatically fail.
Para Troops	One Infantry unit can be air transported to any other area in range, however, the transporting aircraft cannot do anything else in the actual movement phase.
Partisans	Place your country's control marker into any 2 enemy controlled areas of your country. **Prerequisite:** The markers can be placed only in areas not occupied by enemy troops.
Sabotage on Research	The major country affected by this card looses all research numbers it bought. This card cannot be played against neutral countries. The owner of the card waits until an enemy major country announces a research roll. Thereafter the card is played. After the enemy conducted its research roll the card cannot be played any more against that research progress.
Spies	You may inspect all cards the enemy side has on hand.
Surprise	Your country's units fire first. Your enemy must return fire with already hit (and therefore weakened) units.
The USA may...Aircraft	The USA may 1st build the Chinese aircraft with "US" printed on and thereafter produce other Allied aircraft. **Prerequisite:** Only one aircraft per turn can be

	built this way.
Their Finest Hour	BE land units defending a coastal area within the UK against enemy land units conducting an invasion receive two additional die rolls per combat round strength 3. These are modified by terrain **Prerequisite:** France is conquered or the card "French Vichy Surrender" has been played.
Tito Partisans	Germany has to place land units with at least 5 strength points in Yugoslavia . **Prerequisite:** The Axis has occupied Yugoslavia for at least one year.
Total War	Increase your country's production permanently by 3 BP per turn. **However,** the Troops of the affected country cannot retreat from a combat but must continue fighting until victory or total elimination. **Prerequisite:** Your country must first be at war for at least one year.
Triumph & Fall of the ...	Land units of **your side** can attack during the exploitation phase without an HQ. This only works within Africa
USSR may declare War on	USSR declares war on Germany. **Prerequisite:** This card cannot be played before 1941.
Winter Offensive	All USSR land units ignore bad weather effects in combat this turn. Still there is no exploitation phase in bad weather.

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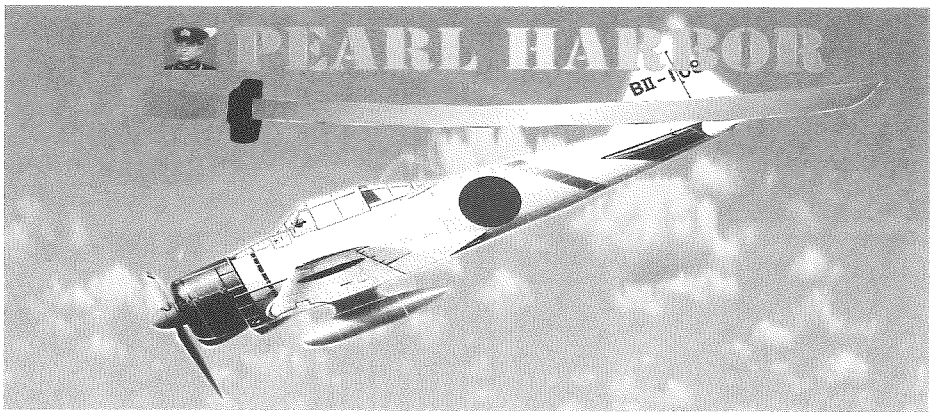

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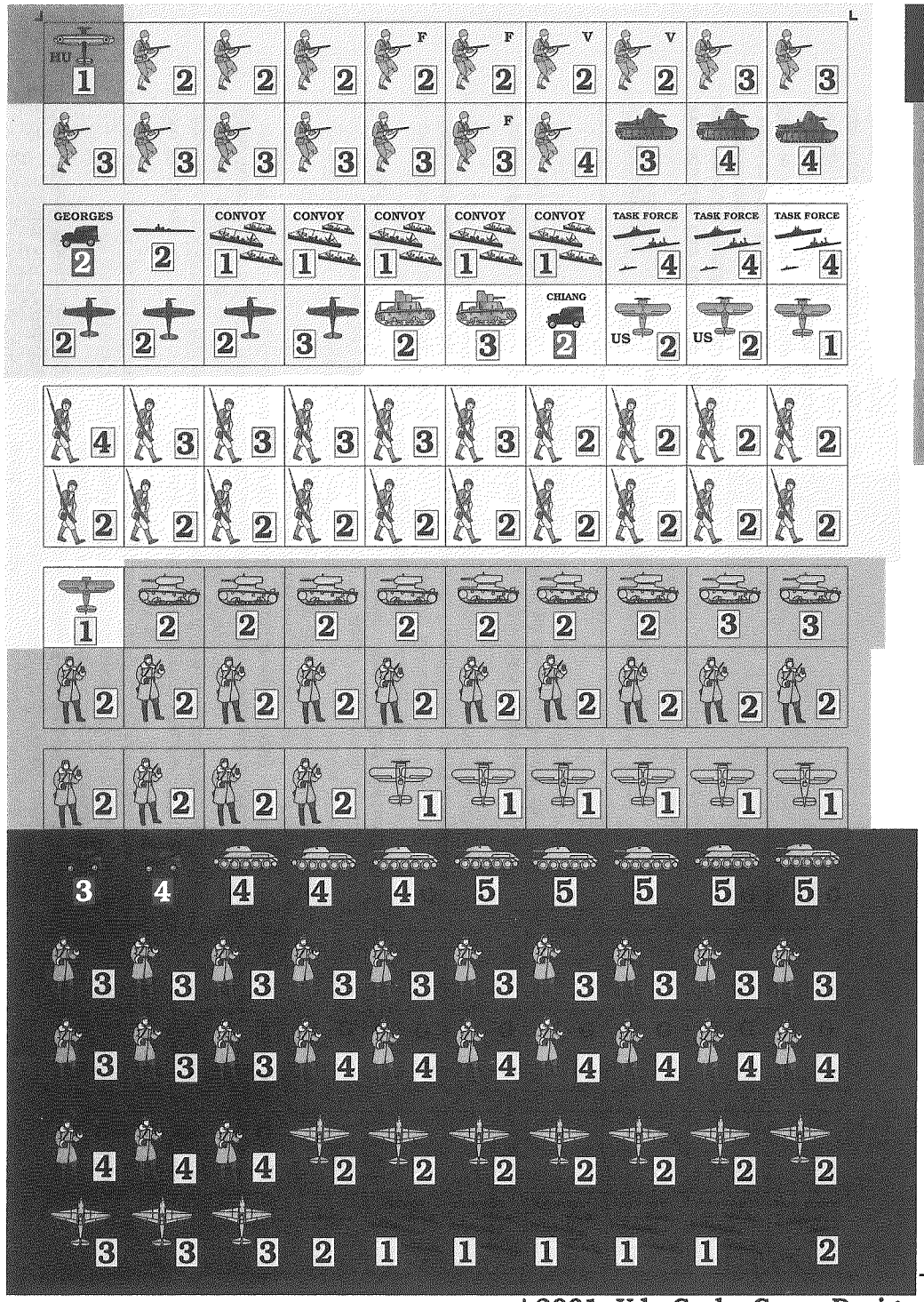
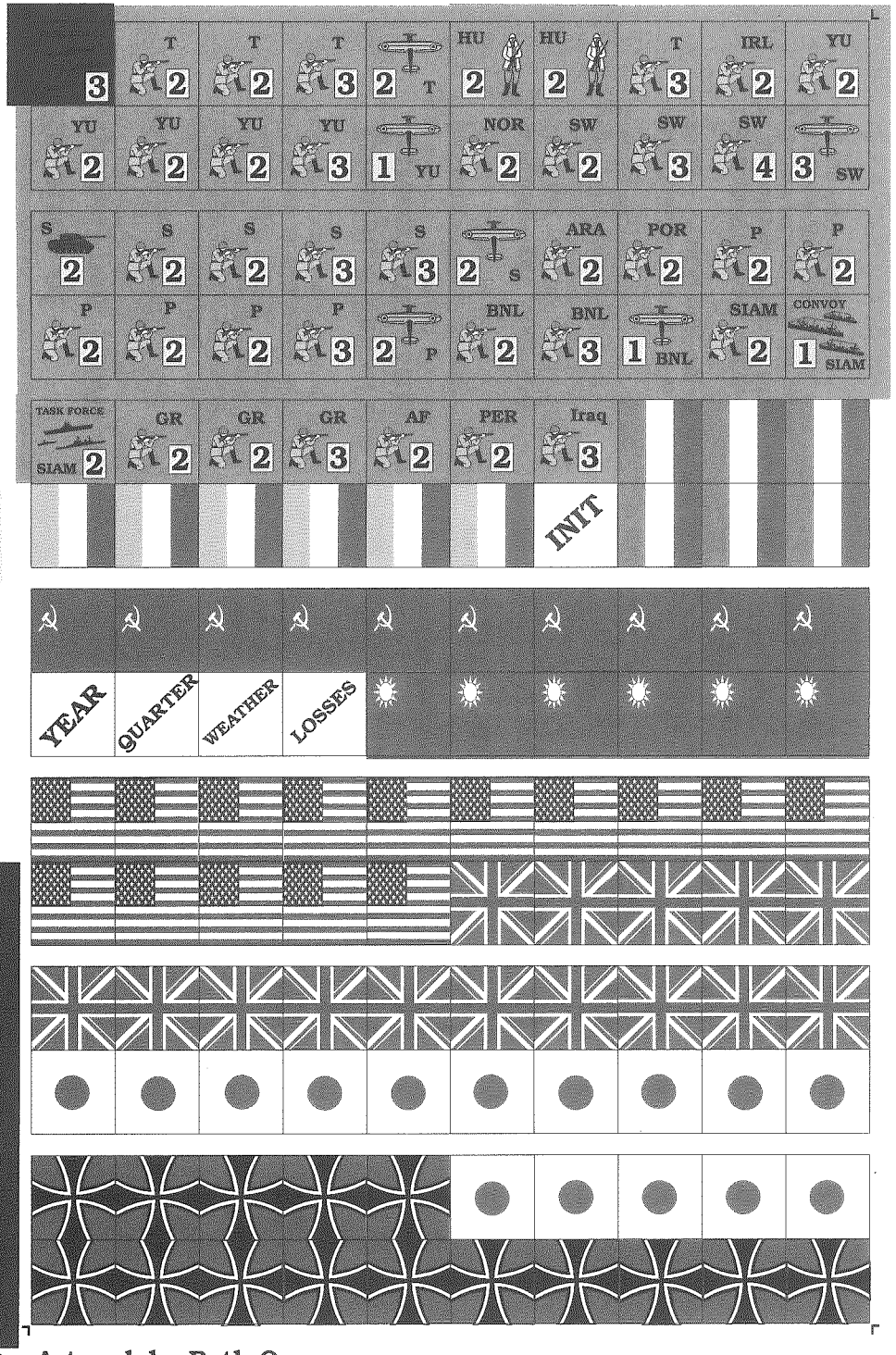




' 2001, Udo Grebe Game Design Artwork by Beth Queman

BLITZKRIEG GENERAL
Time Table V 1.1

"AD (Addition)" and ***"R (replaces)"*** indicate where the advanced game is different to the basic game. Ignore these paragraphs for basic game purposes.

Production Delivery Agreements

3/39 Poland joins the Allies. Add Poland's production to BE.

USA 3 BP to Japan

ends 2/41 or if both countries are at war.

R In the advanced game it does not end automatically in 2/41. But it does in case of a war or by playing the card: „Embargo"

What to do at the end of this delivery agreement:
Japanese production -3

Sweden 1 BP to Germany

ends if Sweden becomes Allied controlled.

Romania 2 BP to Germany

Increases to 3 BP after Romania joins the war.

USSR 3 BP to Germany

Ends after USSR and Germany are at war.

Baltic States 1 BP to Germany if the "Baltic" is Axis controlled. A "D" printed on the map means no other country than Germany (Deutschland) can use the Baltic production.

Hungary, Romania, Finland, Bulgaria all production to Germany if Germany /Italy is at war with the USSR.

When do changes occur?
The delivery agreement of a minor country ends, if it is conquered by the enemy *(**AD** or joins the war on the enemy side because of a card).*

Fixed Data

2nd Quarter 1940 Italy Joins The War

Italy now becomes an Axis major country at war.

***AD** In the advanced game Italy can join the war before that date by the "Axis Minor Activation" card.*

2nd Quarter 1941 The USSR Joins The War

What to do: increase USSR production to war standard (34BP). The USSR is now at war with the all Axis countries except Japan.
Finland, Romania, Hungary, and Bulgaria are called the Axis minors. They automatically join the war now on the Axis side.

The USSR is committed to a non- aggression pact with Germany until 2/41. Germany can declare war on the USSR before that time.

***R** In the advanced game there is no automatic USSR entry in 2/41. This can happen by an Axis declaration of war or (see above) or if the USSR plays the card „USSR may declare war on Germany or Italy" .*

4th Quarter 1941 The USA Joins The War

What to do: Increase USA production to war standard (36 BP) The USA is at war with the Axis from now on.
Japan is at war with BE and France from now on.

***R** In the advanced game there is no automatic USA entry in 4/41. This is done by a special step by step US Entry Phase (see advanced rules 7.2).*

Conditional Events

Neutral countries are attacked

An enemy major country plays these countries, sets up their forces, and receives their production.
Countries attacked by the Allies are played by Italy. Countries attacked by the Axis are played by the BE.

Germany conquers Poland

What to do:

1) All German units have to retreat from Eastern Poland and Lwow.
2) USSR controls Eastern Poland, Lwow, and Baltic from now on.
3) Germany controls Western Poland from now on.

Axis conquers BNL

What to do:

All former BNL colonies are now held in trust by the USA. The USA cannot use the BNL colonies' production. Any attack on the BNL colonies or an occupation of the BNL colonies is a declaration of war on the USA.

***AD** In the advanced game Japan can get control of the BNL colonies' production by peaceful means of a card. This is no declaration of war on the USA, however, the USA can intervene by playing a counter card.*

Axis conquers France

What to do:

1) BE Pacific production is activated. This is Australia, India, and Burma, a total **BE production +7**.
1. a) If 1) is not met the BE Pacific production is activated with the war entry of the USA.
2) Japan can occupy Indochine hereafter.

***R** in the advanced game the latter can only be done by playing the current card.*

3) all other former French colonies, not occupied by Axis forces now become neutral.

***AD** In the advanced game a Vichy government can be installed alternatively, see card "French Vichy Surrender".*

Japan declares war on BE, France or BNL

If Japan attacks one of these countries or their colonies, this means a declaration of war on the USA (exception Indochine, see above).

BE, France or BNL declare war on Japan

NOT ALLOWED!
These countries cannot attack Japan, before Japan is at war with the USA.

BLITZKRIEG GENERAL

Quickstart Card

How to start?

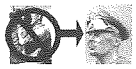
• **One** player carefully reads the **basic rules**

• then play through the examples ➡ **Tutorial Book** page 1-4.
This should be done **before** the group's **first game.**
The player who knows the rules explains them while the others set up the 1939 Scenario.

Follow the principle **„Learning by Doing"**. It is not necessary to master the rules at once, you learn them best by playing the game the most.
Where to find what? Use the rules as a "dictionary".

Basic rule, definitely needed

For **advanced players only.** Beginners should ignore these paragraphs.

 The advanced rules sections are handled differently and in more detail than the basic rules. Beginners need the basic version only.

The listed order or sequnece of events must be strictly followed, incorrect results may occur otherwise.

Set Up

Look at the yellow and blue printed **scenario cards**.

Place the listed units into the listed areas/seazones on the map, excess units are **not set up now**.

After the starting positions have been set up, the game begins.

All players at the same time:

Check **Timetable** Events ➡ 5.1

Check if one of the listed events occurs and follow the instructions.

Reinforcement Phase ➡ 5.2

Units newly arriving in the present quarter, are to be placed into areas within their homecountry (owning players choice). This segment is skipped in turn 1.

Initiative ➡ 5.3

Weather ➡ 5.4

China- Japan action limits ➡ 5.5

Phasing Side:

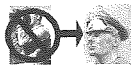
Action Phase 6.0

The Axis (Ger, IT, JP) becomes phasing side and acts first. All Axis powers move at the same time.

First check Supply ➡ 6.1

Supply Source: Any Area including a national flag and production symbol.

If a connecting line can be drawn ⟹ the area is in supply. Otherwise: Out of supply

 **Movement** ➡ 6.1/6.4

Rail Movement ➡ 6.2

Rebase Aircraft ➡ 6.3

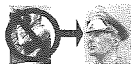
Each unit can move only once.

Unit	Areas
Infantry	1
Armor and HQs	2
Aircraft	2
Ships	3

Double range only if there is no contact with enemy units and if no enemy controlled area is entered.

If your units enter an area/seazone containing enemy units, this is an attack.See the example: ➡ Tutorial Book page 1

Non-phasing side (Allies) react to attacks of the phasing side.➡ 6.1.5 /6.4.5
Reserve Movement➡ 6.1.6/6.4.6

 **Combat** ➡ 6.2/ 6.5

Each area is handled completely, before a new combat is started in another area.

Fire Execution

By rolling one six sided die. Armor may fire twice (= 2 dice), HQs cannot fire at all, all other units can fire only once.

the rolled number is equal to or small than this number ⟹ hit.
Otherwise it is a miss.

Combat is ended with elimination of one side or retreat → 6.2.3/6.5.8.

Second Supply Check → 6.6

Exploitation Phase: → 6.3/6.7

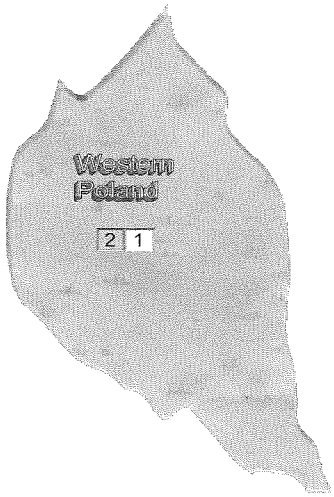
1) Inf stacked with HQ in the same area
2) Armor
3) ships stacked with a Naval HQ in the same seazone

...can move and attack again.
Aircraft can support, TF cannot.

Control → 6.4/ 6.8

After Combat the (new) owner of an area is determined. The former owner loses production, the new owner gains production.
Example: Western Poland

• Germany conquers Western Poland from is former owner Poland. Germany receives one build point (BP) (right number), Poland looses 2 BP (left number).



• The British Empire re-conquers Western Poland from any Axis power. Poland re- gains its 2 BP (left number), the former owner looses one BP (right number). Usually the BE controls Poland's production and adds that to its own.

After finishing the control phase, non- phasing side and phasing side switch their roles. The now phasing side plays through from movement till control. In the basic games the Allies are phasing side now.

After both sides have acted as phasing side the game is continued as follows:

Turn End Phase 7.0

All players act at the same time.

Conquest → 7.1

Check for conquest conditions of countries.

Collect Income → 7.2

Collect BPs as is shown on the Production Track → Pacific map.

Cards → 7.3

Research → 7.4

Production → 7.3/7.6

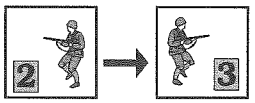
Produce new units,
Repair units → Production Chart

Examples:

This Infantry costs 3 BP

This Armor costs 8 BP

Backside Frontside



to repair this Infantry costs 1 BP.

After all countries finish their production, the quarter **ends**.
The Quarter marker is advanced by one Quarter.

• At the end of each turn Victory conditions are checked. → 8.5

• If no side has achieved Victory yet a new turn begins with the reinforcement phase.

The above is a short summary only and does in no way replace reading the rules.

Axis 3rd Quater 1939

General Information: A (B) means the unit appears flipped on its backside.

Initiative: Axis

Weather: Dice roll 5 (good weather on both maps)

Reinforcements for 3/39 are allready included.

Germany:

Western Germany:	1 x Inf 2
Bavaria:	1 x Inf 3, 1 x Inf 2
Prussia:	2 x Inf 4, 2 x Inf 3, 1 x Arm 5, 1 x HQ Guderian, 1 x Air 4
Austria:	1 x Inf 4, 1 x Inf 3, 1 x Arm 4, 1 x Air 3
Skagerrak:	1 x TF 2 (B of TF4), 1 x Sub 2, 2 x Conv

Railcapacity 2

Reinforcements:

1/40:	1 x Inf 3, 1 x Air 4
2/40:	1 x TF 2 (B of TF 3), 1 x Arm 5
1/41:	1 x HQ Rommel
2/41:	1 x HQ Manstein

Germany has achieved Research Level 3

Italy:

Abessinia:	1 x Inf 1 (B)
Tripolitania:	2 x Inf 2
Albania:	1 x Inf 1 (B)
Northern Italy:	1 x Inf 3, 1 x Inf 2
Southern Italy:	1 x Inf 2, 1 x Air 2
Adria:	3 x Conv, 1 x Sub 1 (B)
Ionian sea:	1 x TF 4 , 1 x TF 3

Railcapacity 1

Reinforcements:

2/40:	1 x TF 2, 1 x HQ Graziani

Japan:

Manchuria:	1 x Inf 4, 1 x Inf 2
Peking:	1 x Inf 4, 1 x Inf 2
Shanghai:	1 x Air 2, 1 x HQ Hiro, 1 x Inf 3, 1 x Inf 2
Southern Japan:	1 x Inf 3, 1 x Air 2
Chinese Sea:	4 x Conv, 1 x Sub (1) (B), 1 x TF 4, 1 x TF 2, 1 x TF 2 (B of a TF 4)

Railcapacity 1

Reinforcements:

2/40:	1 x TF 3
3/41:	1 x HQ Yamamoto

39 Scenario:

Political Situation
Germany is at war with France, British Empire and Poland.
Japan is at war with China. All other countries are neutral. Japan is neutral to BE, France and Poland and vice versa. Germany is neural to China.
All other Nations are neutral to each other.

Axis Minors:
Axis minors are set up when war between Germany and USSR begins.

(In the Advanced game they maybe declared into war by cards before this date)

Finland:	1 x Inf 3, 1 x Inf 2, 1 x Air 2
Romania:	2 x Inf 2, 1 x Air 1
Hungary:	1 x Inf 2, 1 x Air 1
Bulgaria:	1 x Inf 2, 1 x Air 1

Historical Option:

Players may agree to change starting positions of land units into areas that have a land connection. Ships may be placed in any sea zones adjacent to its own countries. If the latter rule is used the Allies have to set up first.

Note: The forces of any country not mentioned here are not set up now. They will be set up after they enter the war.

Combat Terrain Effects Chart	
Terrain	**Effect**
Desert	Stacking limit 3 land units
Clear	-------
Fortress	Arm -2, infantry defenders +1, Air x ½, Attacker –1*
Forest	Arm -1, Air -1,
Mountain	Arm -2 Infantry defender+1, Air-1,
Swamp	Arm -2, Infantry defenders+2, Air x 1/2, No Exploitation Phase
Forbidden coast	No Invasion
Forbidden border	No land unit may pass
over River	Attacker -1
Swamp Border	Arm -2, Attacker -1, No Exploitation Phase
All Sea	Prohibited for Land Units
Mountain Border	Arm -2, Other Attacker -1
* Effect cumulative, attacking Arm against fortress -3	

Production Chart		
Unit	Duration	Cost
Infantry	1	Printed Number
HQ	4*	1
Arm	3	2 x Printed Number
Air	2	2 x Printed Number
Convoy	3	4
Sub	3	3
Task Force	4	2 x Printed Number
*HQs may only be rebuilt if eliminated.		

Railcapacity Track

1	2	3	4	5	6	7	8	9	10

Axis 2nd Quarter 1941

General Information: A ì(B)î means the unit appears flipped on its backside.

Political Situation

Germany and Italy are at war with the British Empire, Yugoslavia and Greece. Germany **must** declare war on the USSR this quarter.
Japan is at War with China.
A Japanese/ USSR peace agreement is in effect. The Japanese/ USSR peace card is removed from the game as long as the peace lasts.

All other Nations are neutral to each other.

Germany:

Normandy:	1 x Inf 3
Paris:	1 x Inf 4, 1 x Air 2
Western France:	1 x Inf 2
Maginot (fortress destroyed):	1 Ger Flag
BNL:	1 x Inf 2
Western Germany:	1 x Air 3
Norway:	1 x Inf 2
Skagerrak:	1 x Sub 2, 2 x Conv, 1 x TF 3
Denmark:	1 Ger Flag
Central Atlantic:	1 x Sub 2
Western Poland:	2 x Inf 4, 5 x Inf 3, 1x Inf 2, 2 x Arm 5, 1 x Arm 4, 1 x HQ Guderian, 2 x Air 4, 1 x Air 2
Austria:	1 x Inf 4, 1 x Air 3
Hungary:	1 x Inf 3
Bulgaria:	1 x Arm 5, 1 x Inf 3, 1 x HQ Manstein, 1 x Air 2
Tripolitania:	1 x HQ Rommel, 1 x Arm 2(B), 1 x Air 2
Railcapacity 2	

Reinforcements:
2/41: 1 x Inf 3
3/41: 1 x Air 3
4/41: 1 x Arm 5, 1 x Sub 2

Italy:

Tripolitania:	1 x Inf 2, 1 x Arm 1(B), 1 x Air 2
Albania:	2 x Inf 2, 1 x Inf 1 (B)
Northern Italy:	1 x Inf 3, 1 x Inf 2, 1 x Air 2
Southern Italy:	1 x Inf 3
Ionian Sea:	1 x TF 2, 1 x TF 3, 3 x Conv
Tyrrhenian Sea:	1 x Sub 2
Railcapacity 1	

Reinforcements:
2/41: 1 x Inf 2, 1 x Conv
3/41: 1 x Air 2
4/41: 1 x Arm 3
1/42: 1 x TF 3

Japan:

Manchuria:	1 x Inf 4, 1 x Inf 2
Peking:	1 x Inf 4, 1 x Inf 2, 1 x Air 3
Shanghai:	1 x Air 2, 1 x HQ Hiro, 1 x Inf 3, 1 x Inf 2
Southern Japan:	1 x Inf 3, 1 x Inf 2, 1 x Air 2
Sinkiang:	1 x Inf 2
Canton:	1 x Inf 4
Indochine:	1 x Inf 3, 1 x Air 3
Chinese Sea:	2 x Conv
Caroline Islands:	1 x Sub 2
Marshall Isalnds:	1 x Inf 2, 1 x Conv
Mariana Islands:	1 x TF 5, 1 x TF 3,1 x TF 2, 2 x Conv, 1 x Air 2
Northern Chinese Sea:	1 x TF 4, 1 x Conv
Formosa:	1 x Air 2, 1 x TF4
Railcapacitiy 1	

Reinforcements:
2/41: 1 x Inf 2, 1 x Air 3
3/41: 1 x HQ Yamamoto, 1 x TF 3
4/41: 1 x Conv

Axis Minors
All have joined the war on the Axis side.

Finland:	1 x Inf 3, 1 x Inf 2, 1 x Air 2
Romania:	2 x Inf 2, 1 x Air 1
Hungary:	1 x Inf 2, 1 x Air 1
Bulgaria:	1 x Inf 2, 1 x Air 1

Historical Option:

Players may agree to change starting positions of land units into areas that have a land connection. Ships may be placed in any sea zones adjacent to its own countries. In this case the Allies have to set up their forces first.

Note: The forces of any country not mentioned here are not set up now. They will be set up after they enter the war (see 1939 scenarios).

Production:
Japan 15, Italy 5, Germany 23,
USA 12, USSR 11, BE 24, China 8

Research Achievements :

Air combat: Germany, BE, Japan
Radar: BE
Long Range: Japan, USA

Saved Research Numbers

Japan 1, USA 1, Germany 3, BE 4, USSR 1, Italy 1
Initiative Marker was Allied turn before

Cards no longer in Play:

Coups: BNL, Norway, Greece, Yugoslavia,
Axis Minor Activation, Embargo: No USA production to Japan, Japan occupies Indochine

Cards in effect:

Their Finest Hour, French Vichy surrender, Japanese Navy, USA Build Chinese Aircraft.

Cards on Hand:

Germany: Coup in Iraq, Blitzkrieg, Surprise, Bridgehead.

Italy: Initiative, Sabotage on Research.

Japan: National War on China, BNL Production, Naval Surprise.

USA: BNL Embargo, Increase US pre war production.

USSR: Winter Offensive.

China: Partisans.

BE: Free French troops.

Production Chart		
Unit	Duration	Cost
Infantry	1	Printed Number
HQ	4*	1
Arm	3	2 x Printed Number
Air	2	2 x Printed Number
Convoy	3	4
Sub	3	3
Task Force	4	2 x Printed Number
*HQs may only be rebuilt if eliminated.		

Combat Terrain Effects Chart	
Terrain	Effect
Desert	Stacking limit 3 land units
Clear	-------
Fortress	Arm -2, infantry defenders +1, Air x ½, Attacker –1*
Forest	Arm -1, Air -1,
Mountain	Arm -2 Infantry defender+1, Air-1,
Swamp	Arm -2, Infantry defenders+2, Air x 1/2, No Exploitation Phase
Forbidden coast	No Invasion
Forbidden border	No land unit may pass
over River	Attacker -1
Swamp Border	Arm -2, Attacker -1, No Exploitation Phase
All Sea	Prohibited for Land Units
Mountain Border	Arm -2, Other Attacker -1
* Effect cumulative, attacking Arm against fortress -3	

PACIFIC ISLAND TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Allies 3rd Quarter 1939

General Information: A "(B)" means the unit appears flipped on its backside.

Initiative: Axis

Weather: Dice roll 5 (good weather on both maps)

Reinforcements for 3/39 are allready included.

China:

Pakoe: 2 x Inf 2
Sian: 1 x Inf 1 (B), 2 x Inf 3, 1 x HQ Chiang
Wuhan: 1 x Inf 1 (B), 1 x Air 1
Canton: 1 x Inf 1(B)
Singkiang: 1 x Inf 1(B)
aircraft with letters "US" may only be produced by the USA.
Railcapacity 1

France:

France

The units marked „V" or „F" may be set up and produced just like any other French units.

Maginot: 3 x Inf 3, 1 x Inf 2
Paris: 1 x Air 2, 1 x Arm 4, 1 x Inf 3
Normandy: 1 x Inf 2
Vichy: 1 x Inf 3
Ligurian Sea: 1 x TF 4, 2 x Conv
Bay of Biscay: 1 x Conv, 1 x Sub (1) (B)
Algeria: 1 x Inf 3
Railcapacity 1

Reinforcements:
4/39: 1 x HQ Georges
1/40: 1 x Arm 3
2/40: 1 x Conv, 1 x TF 4

USSR:

Europa Map:

Orange printed Troops:

White Russia: 1 x Inf 2, 1 x Arm 1(B)
Kiev: 1 x Inf 1(B), 1 x Arm 2, 1 x Air 1
Pripiet: 1 x Inf 1(B)
Odessa: 1 x Inf 1(B), 1 x Arm 2
Moscow: 1 x Air 1
Ural: 1 x Air 1

Red printed Troops:

Leningrad: 1 x Inf 3
Trans Caucasus: 1 x Inf 3
Moscow: 1 x Inf 3
Finnish Sea: 1 x Conv, 1 x TF 2 (B of TF 3)
Black Sea: 1 x TF 2

Pacific Map:

Orange printed Troops:

Irkutsk: 1 x Arm 3
Vladivostok: 1 x Inf 2
Usbekistan: 1 x Inf 1 (B)
N. Siberia: 2 x Air 1

Red printed Troops:

East Siberia: 2 x Inf 4 (G)
Railcapacity 1 (peace)
Railcapacity 4 (war with Germany)

Reinforcements:
2/40: 1 x HQ Konev
4/41: 1 x HQ Zukov, 5 x Inf 4 (G)

The USSR has to produce **all** its orange printed Troops first. All orange printed Tropps in the game must be either on map or in production. Direcly after this condition is met the USSR is allowed to build red printed Troops. Orange printed units eliminated in combat before that condition is met must be rebuilt. Orange printed units flipped to their backside may be left unrepaired.

British Empire:

All units are British unless otherwise specified

Coral Sea: 1 x Conv, 1 x Australian Conv
Indian Ocean: 1 x Conv
England: 1 x Inf 3, 1 x Inf 2, 1 x Air 2
Alexandria: 1 x Arm 4
Levantianian Sea: 1 x Conv
South Africa: 1 x Inf 2 (SA) (B of Inf3)
Gibraltar: 1 x Inf 2
Gibraltar Street: 1 x TF 2, 1 x Conv
Calcutta: 1 x Inf 2 (I) (B)
Scandinavian Sea: 1 x Conv, 1 x TF 3
North Sea: 1 x TF 4, 1 x Conv
Railcapacity 1

Reinforcements:
1/40: 1 x HQ Gort
2/40: 1 x TF 3
3/42: 1 x HQ Monty

USA:

USA (East): 1 x Inf 2, 1 x Air 2
American East coast: 2 x Conv, 1 x TF 3
American West Coast: 2 x Conv, 1 x Sub 1 (B)

Hawaiian Islands: 1 x Inf 2, 2 x Conv, 1 x TF 2 (B of TF 4), 1x TF 3
Philippines: 1 x Inf 2, 1 x Conv

The USA cannot move any ships with the exception of Convoys until the USA is at war.
Railcapacity 4

Reinforcements:
4/41: 1 x HQ Nimitz
4/42: 1 x HQ Eisenhower

The US production is 8

The US production is 0

Poland:

Western Poland: 1 x Inf 3, 5 x Inf 2, 1 x Air 2
Poland is not allowed to retreat any forces from Western Poland.

Note: The forces of any country mentioned hereafter are not set up now. They will be set up after they enter the war.

Neutrals

in alphabetical order

Afghanistan (AF): 1 x Inf 2

Arabia (ARA): 1 x Inf 2

BNL: 1x Inf 3, 1 x Inf 2, 1 x Air 1

Greece (GR): 1 x Inf 3, 2 x Inf 2

Iraq (Irak): 1 x Inf 3

Ireland (IRL): 1 x Inf 2

Norway (NOR): 1 x INF 2

Iran (PER): 1 x Inf 2

Portugal (P): 1 x Inf 2

Siam (Siam): 1 x Inf 2, 1 x TF 2, 1 x Conv

Sweden (SW): 1 x Inf 4, 1 x Inf 3, 1 x Inf 2, 1 x Air 3

Spain (S):

Northern Spain: 2 x Inf 3, 1 x Air 2
Southern Spain: 2 x Inf 2, 1 x Arm 2

Turkey (T):

Western Turkey: 2 x Inf 3
Eastern Turkey: 2 x Inf 2 1 x Air 2

Yugoslavia (YU): 1 x Inf 3. 4 x Inf 2, 1 x Air 1

Political Situation
Germany is at war with France, British Empire and Poland.
Japan is at war with China. All other countries are neutral. Japan is neutral to BE, France and Poland and vice versa. Germany is neural to China.
All other Nations are neutral to each other.
No Nation at war is considered to be surprised.

Historical Option:

Players may change starting positions of land units into areas that have a land connection. Ships may be placed in any sea zones adjacent to its own countries. If the latter rule is used the Allies have to set up first.

Combat Terrain Effects Chart

Terrain	Effect
Desert	Stacking limit 3 land units
Clear	-------
Fortress	Arm -2, infantry defenders +1, Air x ½, Attacker –1*
Forest	Arm -1, Air -1,
Mountain	Arm -2 Infantry defender+1, Air-1,
Swamp	Arm -2, Infantry defenders+2, Air x 1/2, No Exploitation Phase
Forbidden coast	No Invasion
Forbidden border	No land unit may pass
over River	Attacker -1
Swamp Border	Arm -2, Attacker -1, No Exploitation Phase
All Sea	Prohibited for Land Units
Mountain Border	Arm -2, Other Attacker -1
* Effect cumulative, attacking Arm against fortress -3	

Production Chart

Unit	Duration	Cost
Infantry	1	Printed Number
HQ	4*	1
Arm	3	2 x Printed Number
Air	2	2 x Printed Number
Convoy	3	4
Sub	3	3
Task Force	4	2 x Printed Number
*HQs may only be rebuilt if eliminated.		

Railcapacity Track

1	2	3	4	5	6	7	8	9	10

Allies 2nd Quarter 1941

General Information: A "(B)" means the unit appears flipped on its backside.

Political Situation

Germany and Italy are at war with the British Empire, Yugoslavia and Greece. Germany must declare war on the USSR this quarter.
Japan is at War with China.
A Japanese/ USSR peace agreement is in effect. The Japanese/ USSR peace card is removed from the game as long as the peace lasts.

All other Nations are neutral to each other.

China:

Pakoe:	2 x Inf 2
Sian:	1 x Inf 4, 2 x Inf 3, 1 x HQ Chiang
Wuhan:	1 x Inf (B), 1 Inf 2
Changsa:	1 x Inf (B), 1 x Air 1
Kunming:	1 x Inf (B), 1 x Inf 3

Chunking:1 x Air 2 (US)
aircraft with letters "US" may only be produced by the USA.
Railcapacity 1

Reinforcements:
2/41: 1 x Inf 2
3/41: 1 x Air 2 (US)

Vichy France:

Vichy:	1 x Inf 2
Algeria:	1 x Inf 2
Syria:	1 x Inf 1 (B)

USSR:

"(o)" means orange printed units all other units are red.
European Map:

Karelia:	2 x Inf 2 (o)
Leningrad:	1 x Inf 3, 2 x Inf 2 (o)
Baltic:	1 x Arm 2 (o), 2 x Inf 2 (o)
East Poland:	1 x Arm 2 (o), 2 x Inf 2 (o)
Lwow:	2 x Inf 2 (o), 1 x Arm 2 (o)
White Russia:	1 x Air 1
Pripiet:	1 x Inf 2 (o)
Kiev:	1 x Arm 2 (o), 2 x Air 1 (o)
Odessa:	1 x Inf 2 (o),1 x Arm 2 (o)
Dnepropetrosk:	1 x Inf 3, 2 x Arm 2 (o)
Vitebsk:	1 x HQ Konev, 1 x Arm 3 (o),1 x Air 1
Moscow:	1 x Inf 3
Ural:	1 x Air 3
Trans Caucasus:	1 x Inf 3
Finnish Sea:	1 x Conv, 1 x TF 2 (B of TF 3)
Black Sea:	1 x TF 2

Pacific Map:

Orange Printed Troops:

Irkutsk:	1 x Arm 3
Vladivostok:	1 x Inf 2
Uzbekistan:	1 x Inf 1 (B)
N. Siberia:	2 x Air 1

Red Printed Troops:

Stanovoj:	1 x Inf 4 (G)
Jablonovy:	1 x Inf 4 (G)

Railcapacity 1 (peace)
Railcapacity 4 (war with Germany)

Reinforcements:
3/41: 1 x Air 3
4/41: 1 x HQ Zukov, 1 x Arm 4, 5 x Inf 4 (G)

British Empire:

All units are British unless otherwise specified

Coral Sea :	1 x Australian Conv
Indian Ocean:	1 x Conv
England:	1 x Inf 3, 1 x Inf 2 (B OF 3), 2 x Air 2, 1 x Air 3
Cyreneica:	1 x Arm 2 (B), 1 x Inf 2 (B of Inf 3)
Matruh:	1 x Air 2
Levantianian Sea:	1 x Conv, 1 x TF 3
Near East:	1 x Inf 3 (I)
Abessinia:	1 x Inf 3 (SA)
Cape of good Hope:	1 x Conv
Gibraltar:	1 x Inf 2
Gibraltar Street:	1 x TF 3,1 x TF 2, 1 x Conv
Scandinavian Sea:	1 x Conv, 1 x TF 3, 1 x TF 4
Sea of Britain:	1 x Conv
Darwin:	1 x Inf 3 (A)
Malaya:	1 x Inf 1 (B)
Calcutta :	1 x Inf 3 (I)

Railcapacity 1

Reinforcements:
2/41: 1 x TF 2, 1 x Inf 3, 1 x Inf 2 (C), 1 x Air 2
3/41: 1 x Air 2, 1 x Conv (A)

4/41: 1 x Arm 4, 1 x Conv (C)
3/42: 1 x HQ Monty

Greece:
Has joined the war as an BE minor.
2 x Inf 2 (GR), 1 x Inf 3 (GR), 1 x Inf 2 (A) (BE)

Yugoslavia has joined the war as a BE Minor

1 x Inf 3, 4 x Inf 2, 1 x Air 1

USA:

USA (East): 1 x Inf 3, 1 x Air 2
American East Coast: 2 x Conv, 1 x TF 3
USA (west) : 1 x Inf 2
American West Coast: 2 x Conv, 1 x Sub 2

Hawaiian Islands: 1 x Inf 2, 1 x Air 2, 2 x Conv, 1 x TF 4, 1x TF 3
Philippines: 1 x Inf 2, 1 x Conv

The USA may not move any ships with the exception of Convs until the USA is at war.
Railcapacity 4

Reinforcements:

2/41: 1 x Conv
3/41: 1 x TF 3
4/41: 1 x HQ Nimitz, 1 x Conv, 1 x TF 3
1/42: 1 x TF 4
4/42: 1 x HQ Eisenhower

Production:
Japan 15, Italy 5, Germany 23,
USA 12, USSR 11, BE 24, China 8

Research Achievements :

Air combat: Germany, BE, Japan
Radar: BE
Long Range: Japan, USA

Saved Research Numbers

Japan 1, USA 1, Germany 3, BE 4, USSR 1, Italy 1
Initiative Marker was Allied turn before

Cards no longer in Play:

Coups: BNL, Norway, Greece, Yugoslavia,
Axis Minor Activation, Embargo: No USA production to Japan, Japan occupies Indochine
Cards in effect:

Their Finest Hour, French Vichy surrender, Japanese Navy, USA Build Chinese Aircraft.

Cards on Hand:

Germany: Coup in Iraq, Blitzkrieg, Surprise, Bridgehead.

Italy: Initiative, Sabotage on Research.

USSR: Winter Offensive.

China: Partisans.

BE: Free French troops.

USA: BNL Embargo, Increase US pre war production.

Japan: National War on China, BNL Production, Naval Surprise.

Note: The forces of any country not mentioned here are not set up now. They will be set up after they enter the war (see 1939 scenarios).

Historical Option:

Players may change starting positions of land units into areas that have a land connection. Ships may be placed in any sea zones adjacent to its own countries. If this rules is used the Allies have to set up first.

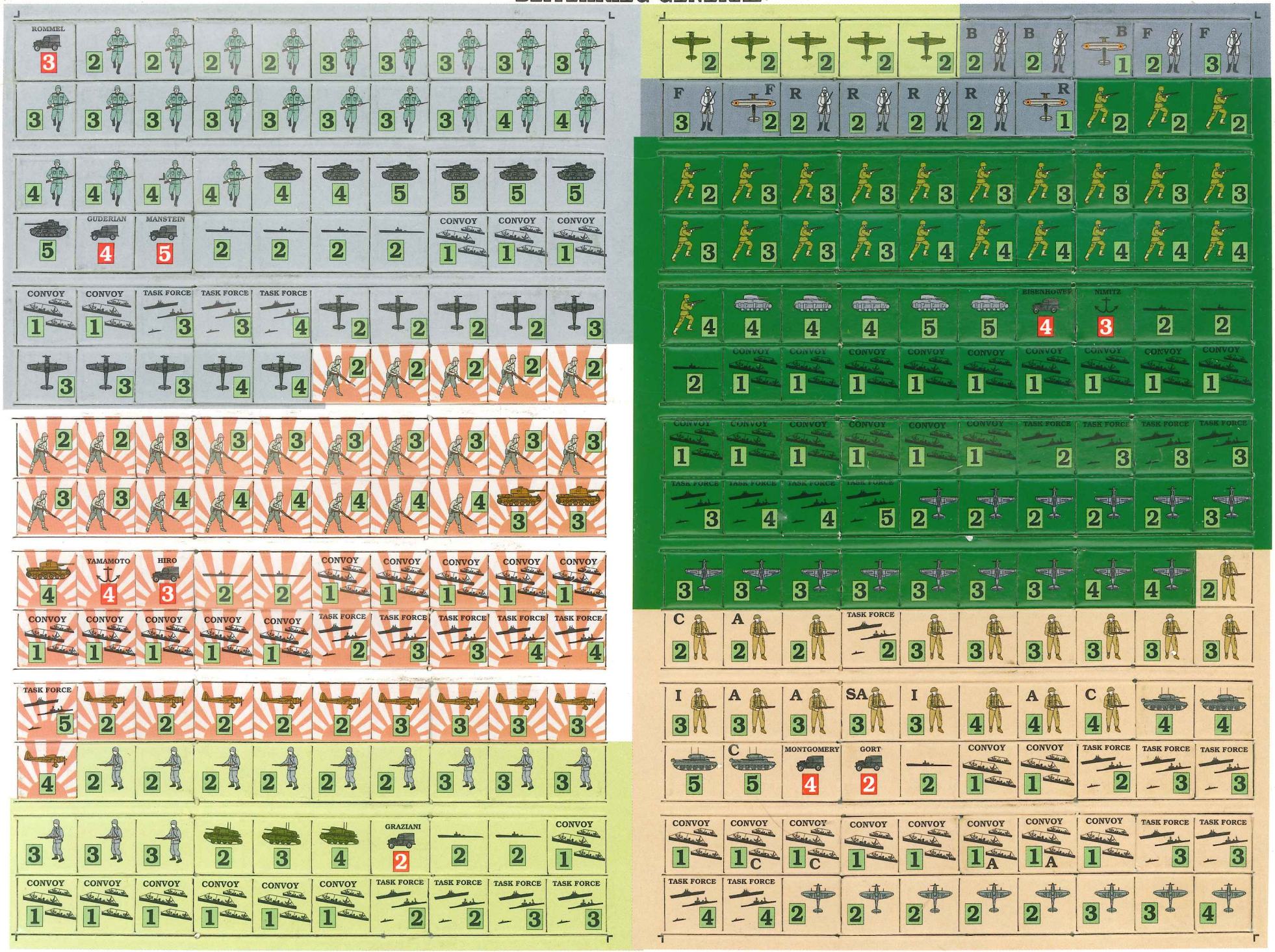
Combat Terrain Effects Chart

Terrain	Effect
Desert	Stacking limit 3 land units
Clear	------
Fortress	Arm -2, infantry defenders +1, Air x ½, Attacker –1*
Forest	Arm -1, Air -1,
Mountain	Arm -2 Infantry defender+1, Air-1,
Swamp	Arm -2, Infantry defenders+2, Air x 1/2, No Exploitation Phase
Forbidden coast	No Invasion
Forbidden border	No land unit may pass
over River	Attacker -1
Swamp Border	Arm -2, Attacker -1, No Exploitation Phase
All Sea	Prohibited for Land Units
Mountain Border	Arm -2, Other Attacker -1
* Effect cumulative, attacking Arm against fortress -3	

Production Chart

Unit	Duration	Cost
Infantry	1	Printed Number
HQ	4*	1
Arm	3	2 x Printed Number
Air	2	2 x Printed Number
Convoy	3	4
Sub	3	3
Task Force	4	2 x Printed Number
*HQs may only be rebuilt if eliminated.		

BLITZKRIEG GENERAL



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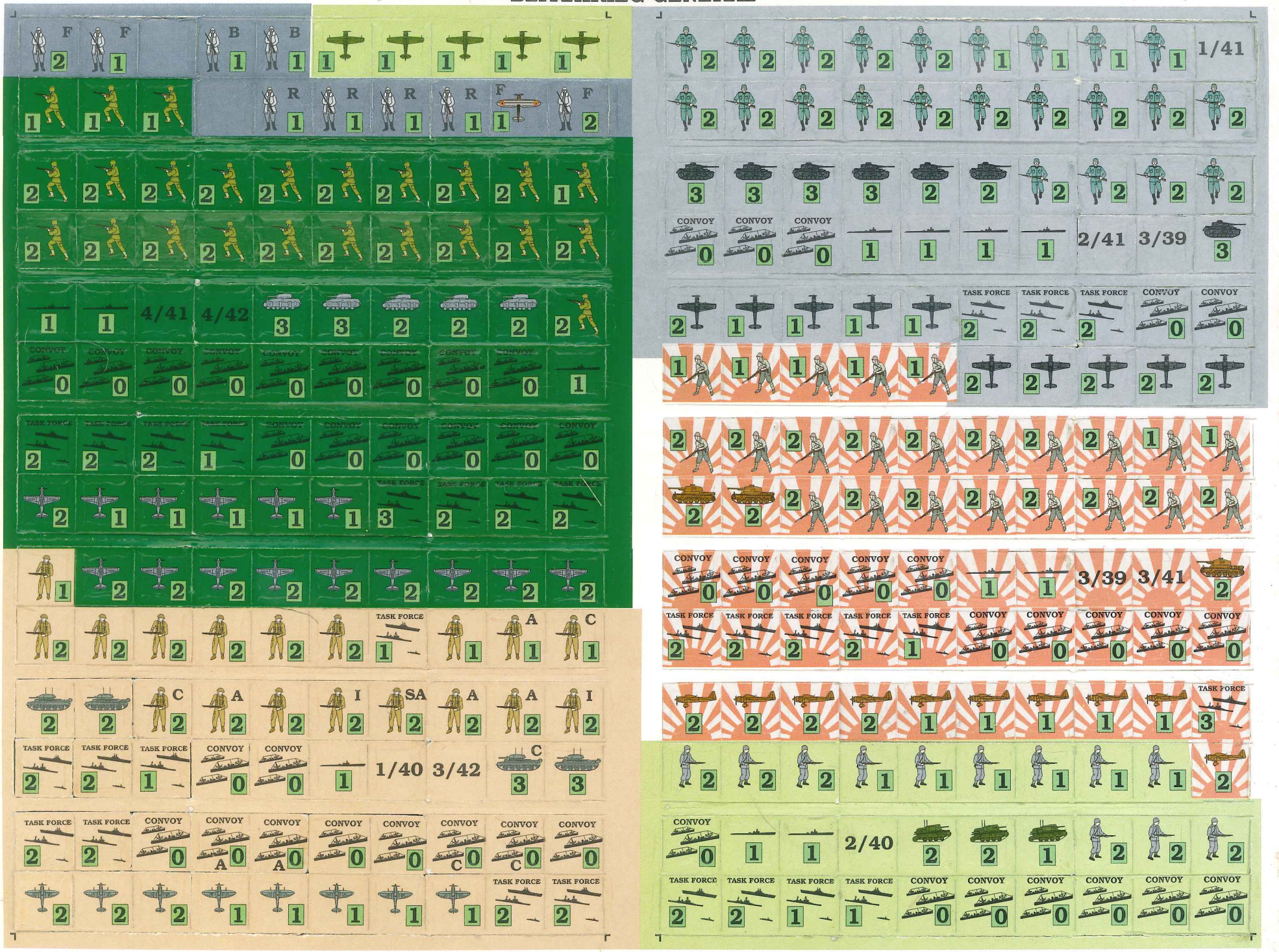

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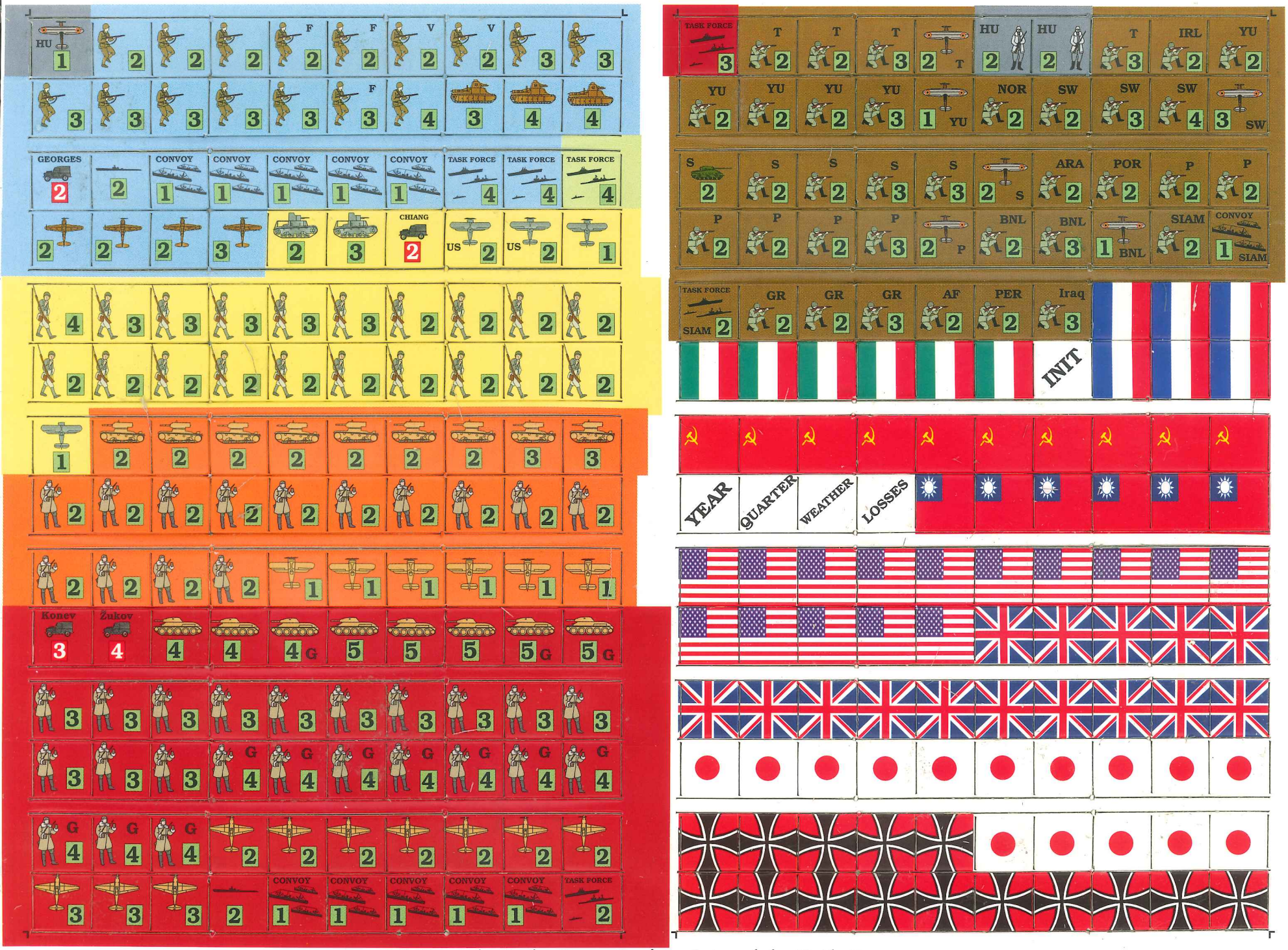

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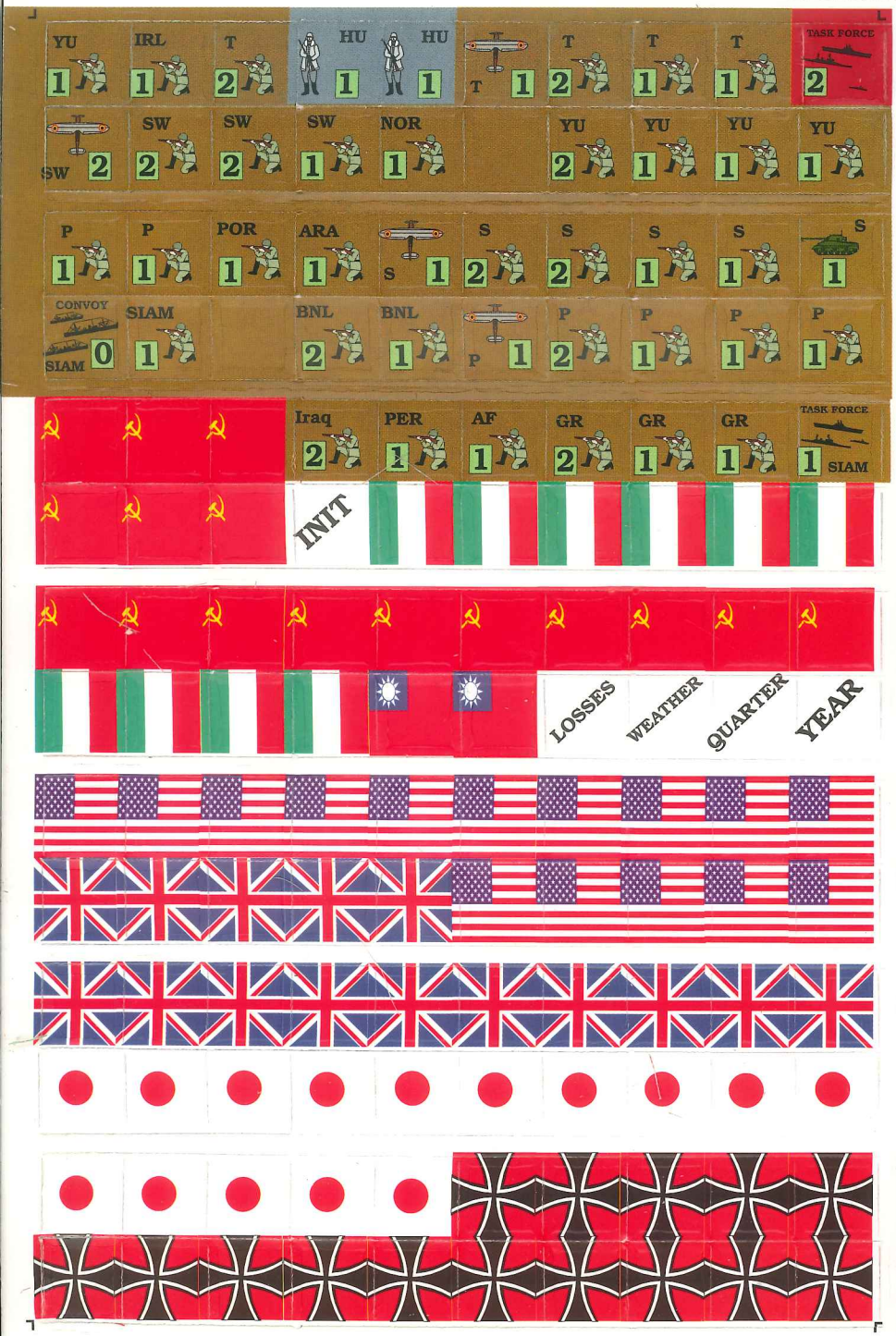

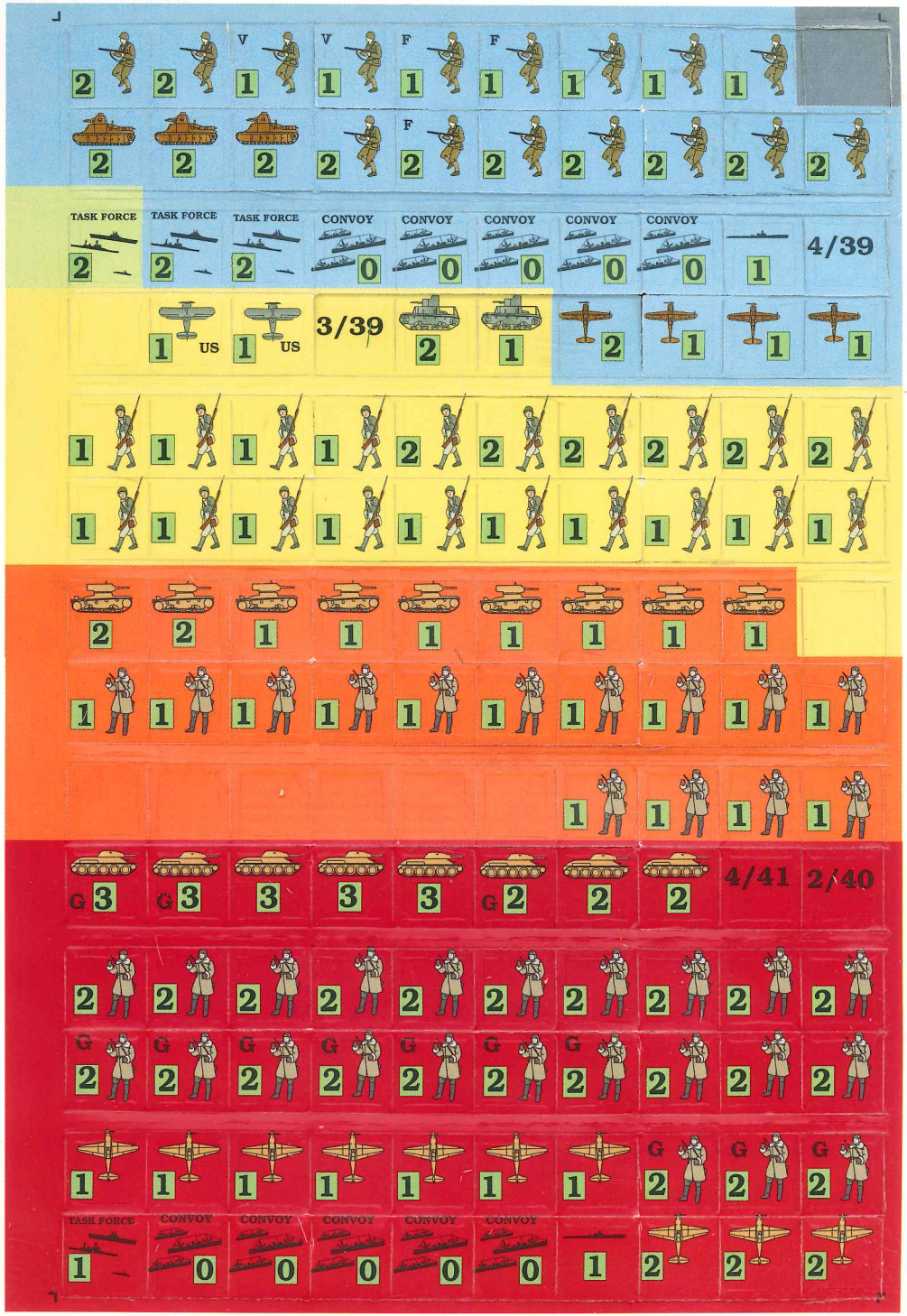

BLITZKRIEG GENERAL

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BLITZKRIEG GENERAL

USSR

National War

All USSR orange land units may be disbanded. Add their cost to USSR production this turn.

PREREQUISITE ? *Germany is at war with the USSR*

1 BP | 1 | 1 BP

Discard after use

USSR

Winter Offensive

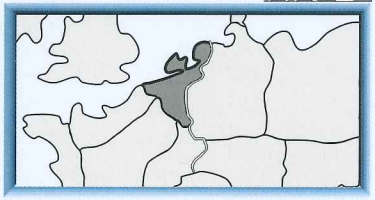
All USSR land units ignore bad weather effects this turn. Still No Exploitation.

PREREQUISITE ? *NONE*

1 BP | 1 | 1 BP

Return to stack after use

BE/France



Coup in BNL

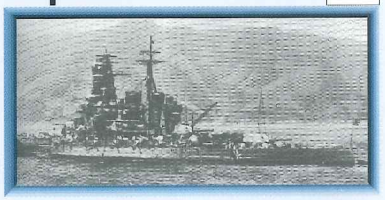
BNL Pacific Islands unaffected

Success: 8-12
No Effect: 4-7
Counter: 2-3

1 BP | 1 | 1 BP

Discard after use

Japan



Japanese Navy

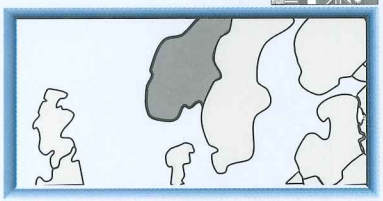
Japan must take this card. Allies give this card to Japan. Japan must play it at once. Japan must use 6 Build points(BP) or more for Naval Units each turn, until all Japanese Naval Units are built.

This card is discarded automatically (and that way becomes obsolete) when the USSR declares war on Japan.
The latter is also true, when Japan takes this card after once being attacked by the USSR regardless if this war is still raging.

1 BP | 0 | 1 BP

Effect is permanent after use

All



Coup in Norway

Success: 8-12
No Effect: 4-7
Counter: 2-3

1 BP | 1 | 1 BP

Discard after use

Japan

Japan occupies Indochine

PREREQUISITE ? *France conquered or Vichy installed.*

1 BP | 1 | 1 BP

Discard after use

Japan

Kamikaze

Japanese aircraft may attack twice. Participating Japanese Aircraft are destroyed after the battle is over.

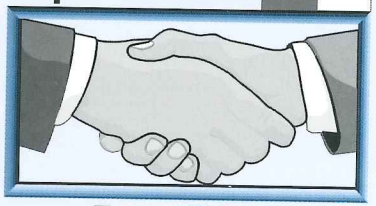
PREREQUISITE ? *Allies control 3 former JP controlled islands.*

Cannot be played before 1943.

1 BP | 5 | 1 BP

Effect is permanent after use

Japan/USSR



Force Peace

Both the USSR and Japan are forced to peace. Every turn in the time table phase the card player rolls 2 D 6. If a "12" is rolled the peace ends immediately. Modifiers: Add one to the die roll for each year after 1940.

PREREQUISITE ? Japan is at war with USSR

1 BP | 1 | 1 BP

Return to stack after peace ends

USSR

USSR may declare War on Germany or Italy

PREREQUISITE ? *Cannot be played before 1941*

1 BP | 20 | 1 BP

Effect is permanent after use

USSR

Guards Troops

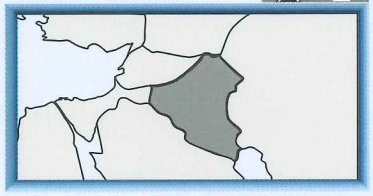
Your units marked with "G" suffer no bad weather effects when attacking. Still No Exploitation.

PREREQUISITE ? *USSR is at war with Germany*

1 BP | 3 | 1 BP

Effect is permanent after use

Germany/Italy



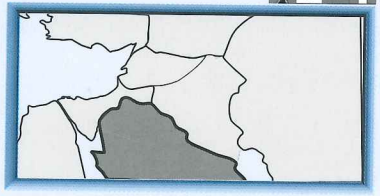
Coup in Iraq

Success: 8-12
No Effect: 4-7
Counter: 2-3

1 BP | 1 | 1 BP

Discard after use

All



Coup in Arabia

Success: 8-12
No Effect: 4-7
Counter: 2-3

1 BP | 1 | 1 BP

Discard after use

Japan

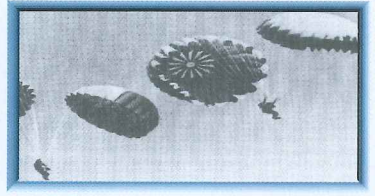
Japan declares National War on China

All limitations for the Japanese - Chinese War are obsolete.

1 BP | 5 | 1 BP

Effect is permanent after use

All



Para Troops

Transport 1 Infantry unit by air this turn to an enemy area. The transporting aircraft has no combat factor this turn.

PREREQUISITE ? *NONE*

1 BP | 1 | 1 BP

Return to stack after use

All

Surprise

Your nation's land units and aircraft shoot first. Enemy must fight with already hit units in one land combat.

PREREQUISITE ? *NONE*

1 BP | 1 | 1 BP

Return to stack after use

Japan

Japan gains BNL Production.

PREREQUISITE ? *USA has played Embargo on US Production to Japan card.*

1 BP | 1 | 1 BP

Effect is permanent after use

All

Initiative AX / AL

Initiative for your side this turn.

PREREQUISITE ? *NONE*

1 BP | 1 | 1 BP

Return to stack after use

ALL

Bridgehead

Your nation's troops (but not your associates) ignore rivers this turn.

PREREQUISITE ? *NONE*

1 BP | 1 | 1 BP

Return to stack after use

BE/Japan

Coup in Siam

Success: 8-12
No Effect: 4-7
Counter: 2-3

1 BP | 1 | 1 BP

Discard after use

USA

Embargo: no USA Production to Japan.

JP Production -3

PREREQUISITE ? *USA Production >11*

1 BP | 1 | 1 BP

Effect is permanent after use

USSR

Cold Days in Hell

All Axis units in the USSR combat factors -1 for one turn.

PREREQUISITE ? *NONE*

1 BP | 5 | 1 BP

Discard after use

USA

BNL Embargo:

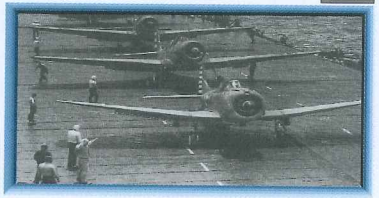
No BNL Production to Japan.

PREREQUISITE ? *Japan gains BNL Production*

1 BP | 1 | 1 BP

Effect is permanent after use

USA



The USA may:
1st Build Chinese aircraft.
2nd Build other Allied Aircraft thereafter.

No more than 1 air unit per turn can be built by the USA that way.

1 BP | 1 | 1 BP

Effect is permanent after use

ALL

Coup in Portugal

Success: 8-12
No Effect: 4-7
Counter: 2-3

1 BP | 1 | 1 BP

Discard after use

USA

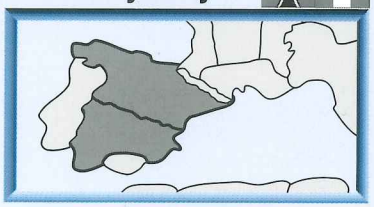
Increase US Pre-War Production by 4 BP/turn.

PREREQUISITE ? *One of the below must be fit: A Germany or Japan has declared War on the USSR. B Axis has invaded Great Britain.*

1 BP | 1 | 1 BP

Effect is permanent after use

Germany/Italy



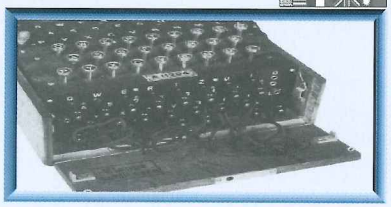
Coup in Spain

Success: 10-12
No Effect: 3-9
Counter: 2

1 BP | 5 | 1 BP

Discard after use

ALL



Espionage (Ultra)

You may replace up to 10 land units or aircraft of your country within 4 areas range:
A) Non phasing: before reserve movement
B) Phasing: before land movement

1 BP | 7 | 1 BP

Return to stack after use

USA

Lend Lease

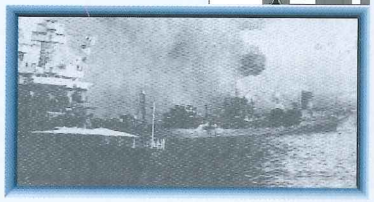
USA gives 5 build points (BP) to any Allied Major Power per turn.

PREREQUISITE ? *USA production >10*

1 BP | 1 | 1 BP

Effect is permanent after use

1st Japan
2nd All



Naval Surprise

Your Nation's Naval units and aircraft shoot first.
Enemy must fight with already hit units in ONE Naval combat.

PREREQUISITE ? *NONE*

1 BP | 1 | 1 BP

Return to stack after use

All

Triumph & Fall of the Desert Fox

Your side's land units in Africa may conduct an extra attack during the exploitation phase without using an HQ.

1 BP | 1 | 1 BP

Return to stack after use

BE/France

Coup in Greece

Success: 8-12
No Effect: 4-7
Counter: 2-3

1 BP | 2 | 1 BP

Discard after use

BE/France

Coup in Yugoslavia

Success: 7-12
No Effect: 4-6
Counter: 2-3

1 BP | 3 | 1 BP

Discard after use

Germany/USSR

Militia

Increase your quarterly production by 1 BP.

PREREQUISITE ? *Enemy troops are in your country.*

1 BP | 1 | 1 BP

Effect is permanent after use

ALL

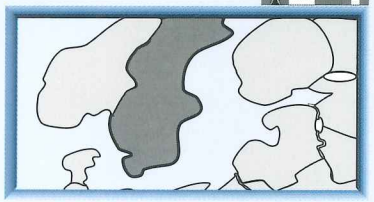
Coup in Afghanistan

Success: 8-12
No Effect: 4-7
Counter: 2-3

1 BP | 1 | 1 BP

Discard after use

ALL



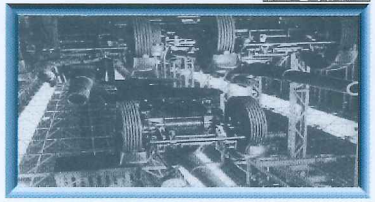
Coup in Sweden

Success: 11-12
No Effect: 3-10
Counter: 2

1 BP | 4 | 1 BP

Discard after use

ALL



Total War

Increase your country's quarterly production by 3 BP/turn. Your country's troops cannot retreat if attacked.

PREREQUISITE ? Your country must be at war for at least one year

1 BP | 5 | 1 BP

Effect is permanent after use

Germany

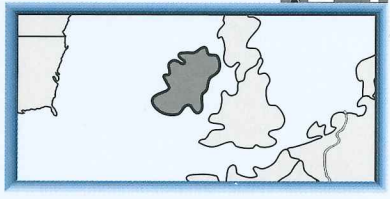
Axis Minor Activation

Set up ONE minor's troops, add minor's production to Germany. Alternative use: Activate a neutral Italy.

1 BP | 1 | 1 BP

Return to stack after use

ALL



Coup in Ireland

Success: 8-12
No Effect: 4-7
Counter: 2-3

1 BP | 1 | 1 BP

Discard after use

Japan

Japanese Defense Perimeter

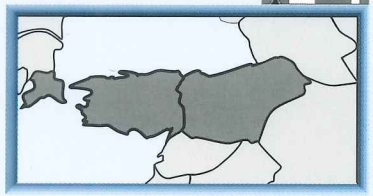
Your land units defending coastal areas get 2 additional free coastal defenses strength 3 in Japan and strength 1 in other Japanese controlled areas or islands.

PREREQUISITE ? *Japan is at war with USA*

1 BP | 7 | 1 BP

Effect is permanent after use

ALL



Coup in Turkey

Success: 9-12
No Effect: 3-8
Counter: 2

1 BP | 5 | 1 BP

Discard after use

Germany

Fortress Europe

Your German land units defending coastal areas get 2 additional free coastal defenses strength 3.

PREREQUISITE ? *Germany is at war with USA*

1 BP | 10 | 1 BP

Effect is permanent after use

Germany

Blitzkrieg

Enemy may not move Reserve or air units in reaction to German attacks this turn.

PREREQUISITE ? *NONE*

1 BP | 1 | 1 BP

Return to stack after use

Germany

Foreign Troops Recruitment

German production +1

PREREQUISITE ? *Germany is at war with USSR*

1 BP | 1 | 1 BP

Effect is permanent after use

ALL

Morsecode ••••▬

Cancel "Fortress Europe" or "Their Finest Hour"

PREREQUISITE ? *NONE*

1 BP | 6 | 1 BP

Discard after use

USA/BE/USSR

Tito Partisans

Germany must place garrison in occupied Yugoslavia.
Minimum strength: Land units with 5 combat factors.

PREREQUISITE ? Axis has occupied Yugoslavia for at least one year.

1 BP | 3 | 1 BP

Effect is permanent after use

BE/USA

Italian surrender

All Italian troops are removed from the map. Axis controlled areas in Italy and their production now belong to Germany.

PREREQUISITE ? *All of the following must be fit:*
Italy has declared war on the Allies.
Italian troops do not occupy any area in Africa.
Allies control 1 area in Italy.

1 BP | 5 | 1 BP

Discard after use

BE/USA

Free French Troops

BE or USA may build the French troops marked with an "F".

PREREQUISITE ? *France is conquered or Vichy installed.*

1 BP | 1 | 1 BP

Effect is permanent after use

USSR/China

Partisans

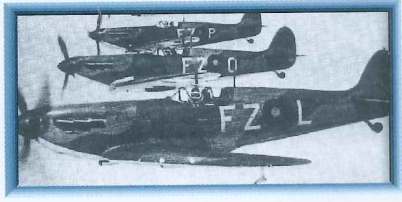
Place your nation's control marker in any 2 enemy conquered areas in your country.

PREREQUISITE ? *Markers may be placed in areas free of enemy troops only.*

1 BP | 1 | 1 BP

Return to stack after use

BE



Their Finest Hour

Your British land units defending coastal areas get 2 additional free coastal defenses strength 3.

PREREQUISITE ? *Germany has conquered France or "Vichy" is installed*

1 BP | 4 | 1 BP

Effect is permanent after use

Germany

French Vichy Surrender

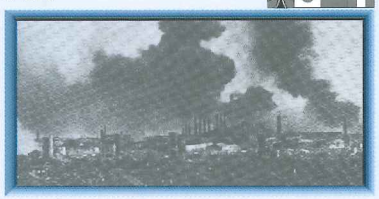
Go to the Card Appendix in the Tutorial book and follow the listed instructions.

PREREQUISITE ? *Axis controls 3 Areas in France*

1 BP | 1 | 1 BP

Effect is permanent after use

All



Sabotage on Research

Play this card against one enemy nation. All accumulated research numbers of that nation are lost.

- You can play this card after the enemy research roll is announced.
- You cannot play this card after the enemy research roll succeded.

1 BP | 4 | 1 BP

Return to stack after use

All

Elite Troops

Roll a D6. This amount of Infantry units gets a +1 bonus in one combat this turn.

PREREQUISITE ? *Your nation is 2 years or more at war.*

1 BP | 2 | 1 BP

Return to stack after use

All

Mountain Troops

Your nation's land units get +1 combat factor in MTN terrain this turn.

Armor units get no bonus.

1 BP | 1 | 1 BP

Return to stack after use

All

Spies

Examine all cards in your opponent side's hand.

PREREQUISITE ? *NONE*

1 BP | 1 | 1 BP

Return to stack after use

BE/USSR

Lend Lease

BE must take this card and play it next turn. BE production -3, USSR production +3

PREREQUISITE ? *USSR is at war with Germany. No Axis units in GB.*

1 BP | 1 | 1 BP

Effect is permanent after use

BLITZKRIEG GENERAL

European Map

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American East Coast
Arctic
Scandinavian Sea
The Faroes Gap
Central Atlantic
South Atlantic
Bay of Biscay
Sea of Britain
Channel
North Sea
Baltic Sea
Finnish Sea
Ligurian Sea
Adria
Tyrrhenian Sea
Ionian Sea
Aegean Sea
Black Sea
Levantinian Sea
Red Sea
Persian Gulf
Caspian Sea
Gibraltar Straits
Sea of Portugal
West African Sea
East African Sea
Gulf of Aden
Cape of Good Hope
To Indian Ocean

Canada (East) 4 3
To Canada (West)
USA (East) 21 10
To USA (West)
To Panama

Scotland 2 1
UK
Ireland 1 0
England 3 1

Norway 1 1
Sweden 2 1*
Finland 1 0
To Finland
To Norway/Sweden
Karelia 1 1
Leningrad 1 1
Kallnin
Valdai
Rybinsk
Vorkuta
To N.Siberia 4 2
Ural
To S.Siberia
White Russia 1 0
Baltic 1 1D
Smolensk 1 1
Moscow 3 1
Gorkij 1 1
Vitebsk
Pripiet
East Poland
Western Poland 2 1
POLAND
Gomel
Kursk 1 0
USSR
Voronesh
Stalingrad 1 0
To Usbekistan 1 0
Kasachstan
Kalash
Kharkov 2 1
Kiev 2 1
Lwow
Dnepretrovsk 1 1
Northern Caucasus 1 1
Abstrakahn
Odessa
Crimea
Trans Caucasus 3 3
Western Turkey 2 1
TURKEY
Eastern Turkey 1 0
Iran 1 1
To Afghanistan
To India
Syria (FR)
Iraq 1 1
Arabia 1 1
Near East (BE)
Alexandria (BE)
Matruh (BE)
Cyrenaica (IT)
Tripolitania (IT)
Algeria (FR) 1 1
Morocco (FR)
Tunisia (FR)
Gibraltar (BE)
Portu-gal 1 0
Northern Spain 2 1
Southern Spain 2 1
SPAIN
Western France 2 1
Paris 3 0
Magi-not 1 1
Normandy 1 1
BNL 2 1
Western Germany 4 2
Prussia 3 1
GERMANY
Bavaria 2 0
Austria 2 1
Switzer-land
Hungary 1 0
Romania 3 2*
Yugoslavia 2 1
Bulgaria 1 0
Albá-nia (IT)
Greece 2 1
Northern Italy 4 2
Southern Italy 1 0
ITALY
Vichy 2 0
FRANCE
South Africa 2 1
East Africa (BE)
Abessinia (IT) 1 0
Sudan (BE)
To Alexandria
To Sudan
To Red Sea
To Persian Gulf

Research Progress

Long Range	Air Comb	Radar	Sonar	Subs	V-Weap.	A-Bomb
■		■		■		■

Research 1 2 3 4 5

Year 39 40 41 42 43 44 45 46 Year

Combat Terrain Effects Chart

Terrain	Effect
Desert	Stacking limit 3 land units
Clear	——
Fortress	Arm -2, infantry defenders +1, Air x ½, Attacker –1*
Forest	Arm -1, Air -1,
Mountain	Arm -2 Infantry defender+1, Air-1,
Swamp	Arm -2, Infantry defenders+2, Air x 1/2, No Exploitation Phase
Forbidden coast	No Invasion
Forbidden border	No land unit may pass
over River	Attacker -1
Swamp Border	Arm -2, Attacker -1, No Exploitation Phase
All Sea	Prohibited for Land Units
Mountain Border	Arm -2, Other Attacker -1

* Effect cumulative, attacking Arm against fortress -3

Weather Table

D 6	Map / Quarter	1	2	3	4
1	Europe				
	Pacific				
2	Europe				
	Pacific				
3	Europe				
	Pacific				
4	Europe				
	Pacific				
5	Europe				
	Pacific				
6	Europe				
	Pacific				

Search Table

roll 2 D6

Weather	CV/Air Search Ships	Ships Search Ships	Ships Search Subs	Subs Search Ships
	8 *	6*	4**	6***
	6*	4*	2**	4***

To search successful roll lower than or equal to the indicated number in the current section

Modifiers

* + 2 if Searcher has developed RADAR

** +2 if Searcher has developed SONAR

*** + 2 if Searcher has developed better SUBS

Production Potential

Initiative: AX / AL

Pac · Peace · Eu. · US Entry BE All

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48

JP/CH Limits → 3 4 5 6

Saved Production

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

N. Siberia 2 1 · To Ural · East Siberia 2 1 · Jakutsk · Kamchatka · Siberian Sea

S. Siberia 3 2 · To Ural · USSR · Stanovoj · Vladivostok 1 1

Irkutsk 1 0 · Jablonovy · Inner Mongolia (JP) · Manchuria (JP) 2 2

Northern Japan 2 1 · Sea of N.Japan · JAPAN · Southern Japan 4 0

Eastern Pacific · Northern Pacific · Okhotsk Sea · Aleutian Islands (USA) 2 · Alaska 3 3

Canada (West) 2 1 · To Canada (East) · Bering Sea

Western Mongolia (USSR) · Eastern Mongolia (USSR) · Peking (JP) 2 2 · Korea (JP) · Chinese Sea

To Kasachstan · Gobi · Pakoe · Shanghai (JP) 2 1 · Sea of S.Japan · Central Pacific · Wake Islands (USA) 1 · Midway Islands (USA) 2 · Hawaiian Islands 5 1 0

Sinkiang 2 1 · Uzbekistan 1 0 · Chentu 1 1 · Sian · Wuhan 1 0 · Singkiang · Tsinghai · CHINA · Chungking 2 1 · Chansa 1 0 · Formosa (JP) 2 1

USA (West) 11 7 · To USA (East) · Christmas Islands (BE) 2

Kunming 1 1 · Canton · Afghanistan 1 0 · Tibet · Marianas Islands (JP) 3 · Southern Pacific · Caroline Islands (JP) 2 · Marshall Islands (JP) 2 · American West Coast

Burma (BE) 1 1 · Indo-china 1 1 · Northern Chinese Sea · To Iran · Delhi 1 0 · Calcutta 1 1 · Siam 1 0 · FR · Bismarck Sea · Rabaul (BE) 3 · Gilbert Islands (BE) 2 · Samoa Islands (USA) 5 · Sea of Panama · To Central Atlantic · N

To Iran · INDIA · Bay of Bengal · Philippines (USA) · West New Guinea (BNL) · East New Guinea (BE)

Madras · Bombay 1 0 · Bay of Bombay · Southern Chinese Sea · Malaya (BE) · North Borneo (BE) · Celebes (BNL) · N. Australian Sea

To Red Sea · Indian Ocean · West Indian Ocean · Borneo (BNL) 1 1 · Java Sea · Arafura Sea · Solomon Islands (BE) 2

Sumatra (BNL) 1 1 · North-West Australia · Timur Sea · Java (BNL) 1 1 · Darwin

AUSTRALIA · Coral Sea

Cape Naturaliste · To Coral Sea · Melbourne 1 1 · Sydney 2 1 · To Cape Naturaliste

Production Chart

Unit	Duration	Cost
Infantry	1	Printed Number
HQ	4*	1
Arm	3	2 x Printed Number
Air	2	2 x Printed Number
Convoy	3	4
Sub	3	3
Task Force	4	2 x Printed Number

*HQs may only be rebuilt if eliminated.

BLITZKRIEG GENERAL

Pacific Map

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Later Reinforcements

Production Chart

- 1st Quarter
- 2nd Quarter
- 3rd Quarter
- 4th Quarter