

Blitz! A World in Conflict

The Game of World War 2
Grand Strategy
Dedicated to the memory of
Dean Lueke

Last updated: April 19, 2016.

LIVING RULES

Updates from the printed rules are in red font.

AFA Weapons Development Chart: **At Start Oil and Resources should include Poland 1 Resource.**

Germany Weapons Development Chart: **Reference to France should say 2 Resources.**

USSR Weapons Development Chart: **Reference to Near East should say 2 Oil.**

Map (corrections):

- **Malta should have an AFA indicating AFA control from the start of the war.**
- **The Island Manila should also touch the East China Sea directly. (The Port in Manila only touches the South China Sea however.)**

Map (clarifications):

- **Iceland has a Snow icon; the North Sea does not.**
- **South-East Asia and Canton do connect overland.**
- **Austria-Czechoslovakia is a Mountain terrain land area.**
- **South-East Asia is a Mountain terrain land area.**
- **Norway does touch the Arctic Ocean directly.**

Axis Victory Card:

Germany, Fortress Europa: don't count Allied-controlled land areas in **Iceland and French West Africa** either.

Allied Victory Card:

Both AFA and USA No Casualties (**clarification**): **the AFA/USA still has to control the land area that was taken at the end of the turn (i.e., if you take a land area but lose it during the Axis blitz and don't take it back again without loss, then you don't get this Victory Point).**

USA Pacific Domination (**clarification**): **any Axis unit (other than Japan's printed Convoys) counts.**

USSR Buffer Zone (**clarification**): **the three land areas must all be "adjacent" to a land area in the USSR itself.**

RULES & SCENARIOS

Blitz! A World in Conflict, a collaborative production of Compass Games and the Australian Design Group, is a grand strategic level game of the entire Second World War. From two to five players will manage the economies, conduct the military operations, and make the political decisions for the major nations involved in that conflict. The game also plays very well solitaire.

Gamers who are new to historical gaming should start with the Short Scenarios that immediately follow. These will get you playing the game immediately while gradually introducing you to the rules.

Experienced gamers who have played historical World War II strategy games before may wish to jump ahead to the full rules.

Included in this game box are:

- One 35" x 22" map of the world,
- One full and one half countersheet of 5/8" units,
- One full countersheet of 3/4" units,
- One 8.5" x 11" double-sided Victory Card,
- One 8.5" x 11" double-sided **Blitzing the Road to War** card,
- Six 8.5" x 11" double-sided Weapons Development / Short Scenario charts,
- Two six-sided dice
- This rulebook, and
- One Box and Lid set.



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SHORT SCENARIOS

The Short Scenarios allow you to play the game minutes after opening the box, starting with Scenario A. The Blitz of Western Europe. Each successive Scenario gradually introduces you to all of the rules, adding one to two pages that you can read quickly and use immediately. For example, Scenario B. The Longest Day uses all of the rules introduced in Scenario A. The Blitz of Western Europe, plus it will add a few new rules.

The rules used in the Short Scenarios are summaries of the relevant sections in the full rules. Rules references that start with a letter (e.g., A.1) refer to Short Scenario rule summaries, while references that start with a number (e.g. 4.1) refer to the full rules text. The rules listed for each Short Scenario are intended to be comprehensive for that Scenario and automatically include the rules for every prior Short Scenario. However, Short Scenario rules with no letter reference number, and any rule so noted,

are special rules that apply to that Scenario only. Otherwise, the full rules take precedence over any Short Scenario rules summary. A few Designer's Notes (*shown in italics*) along the way provide context for aspects of the game that are introduced in that Scenario.

Scenario A. The Blitz of Western Europe

Background: Within the last year, Germany incorporated Austria (via the Anschluss) and dismembered Czechoslovakia while the rest of the world stood and watched. German sights now turn to Poland, but this time France and Great Britain, (i.e., the Anglo-French Alliance, or AFA for short) won't back down. It's war, but with perhaps not quite the outcome that France envisioned.

Who is Involved? Germany vs. the AFA (including Poland). We suggest that the least experienced player runs Germany.

Time Needed? 10 – 20 minutes.

Number of Players? 2.

Which Turns? Turns 1 and 2.

How To End the Game and Win: The game continues until the moment Germany gains control of Paris **and Poland**, or until the end of Turn 2, whichever comes first. If Germany gains control of Paris **and Poland** then the game ends immediately and the German player wins; otherwise the AFA player wins.

Set-up & Game Turn Sequence: See The Blitz of Western Europe Set-up Chart.

Chart updates:

- 4. Allied Free Blitz. Repeat 1. D **and 1.E** above, but only....
- 5. **Reinforcements:**....

Map Areas in Play: Sea areas are not in play. The only land areas in play are those in Belgium-Netherlands, France, Germany, Great Britain, and Poland.



A.1 Declare War (3.2)

When performing actions, your side may declare war on Belgium- Netherlands. If you do, the other side immediately gains control of Belgium-Netherlands and places the Belg.-Neth. Army in Belgium-Netherlands. No other declarations of war may be made.

A.2 Conquest (3.4)

Gaining control of every land area in an enemy country immediately conquers that country. France is a special case; you only need to gain control of Paris to conquer France.

A.3 Rebase Air and Naval Units (5.1)

An air unit may rebase using three times its movement, which is the number in the white-shaded circle. Move from one area to an adjacent area and so forth, until you run out of movement or wish to stop. Your rebase move must end in a friendly land area, but may pass over sea areas and enemy (but not neutral) land areas. Each land area entered counts as one, and each sea area entered counts as two. Your air unit can also move along an Air Route to another land area as if that land area was adjacent.

***Example:** James, playing the AFA, wishes to move the Royal Air Force in London to Paris. It has a range of one, so it may rebase with a range of three. It could rebase from London to the adjacent North Sea (that counts as two moves) and then to Paris (one more move for a total of three). Alternately, it could rebase directly from London to Paris using the Air Route that connects those land areas (that counts as one), and then from Paris to Vichy France (one more move for a total of two.)*

A.4 Move Land Units (5.2)

A land unit moves using its movement, which is the number in the green-shaded circle. Move from one area to an adjacent area and so forth, until you run out of movement or wish to stop. Each land area entered counts as one unless it has Jungle, Mountain or Swamp terrain, in which case it counts as two.

You may not enter a land area that has an enemy land unit located there. However, you may enter, take control of, and move through, an enemy-controlled land area that does not have a land unit located there. A FORT may never move.

A.5 Overseas Move (special rule for this scenario only)

An AFA land unit in London may move directly to Paris, where it must stop its movement. The AFA is required to leave at least one land unit in London at all times.

A.6 Land Area Combat (5.3, 6.1, 6.2, 6.5, 6.6)

Designer's Note: Resolving a Ground Attack is the most complicated aspect of the entire set of Blitz! rules. Once you have mastered this, the rest of the rules will be a cakewalk. The example in 6.2 and continued in 6.6 may help. For an easier time on your first game, you can ignore the references below to the red '-' and white '+' triangles. These defensive factors add a lot of flavor (and historical accuracy) to the game, but are also the trickiest aspect to master. Then incorporate them on your next game.

You may launch any number of land area Ground Attacks as follows. Announce which enemy-controlled land area you are attacking, and with which of your units. Then announce the next, and so forth, until you have announced all of your land area attacks. Your land units must be in an adjacent land area and must have at least 1 printed Land Factor. Your air units must be in range of the target land area: a 1 range air unit must be in an adjacent land area; a 2 range air unit must be with no more than 2 land areas away, and so forth, following the same rules as rebasing, A.3. A unit may only participate in one land area attack.

All land units in the land area being attacked will fight for the defenders, but no other land units from that side may help the defense (i.e. a land unit in an adjacent land area can't move to the target land area to help the defense). Then the other side may have



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any of its air units in range join in the defense against these Ground Attacks.

Example: Maria's German forces are attacking both Belgium-Netherlands and Poland. Maria has the 18th Army attack Belgium-Netherlands while Army Group Center, Army Group North, and the 1st Para attack Poland. Maria commits the Luftwaffe to join the attack on Poland too. Note that the Luftwaffe was not in range of Belgium-Netherlands and so could not join that attack.

If both sides have an air unit, then all air units will fight each other first; this is called the Air Round. The number in the white-shaded box is your Air Factors. Add up the Air Factors of all of your air units. Then add to your total the total of the enemy air units' defensive Factors. Add one to your total for every white triangle with a '+' on it that an enemy air unit has inside its Air Factors box, and subtract one from your total for every red triangle with a '-' on it that an enemy air unit has inside its Air Factors box. Roll a die and consult the column on the Combat Chart corresponding to your final total Factors.

Both sides roll and resolve results simultaneously. Each number result destroys 1 Size from an enemy air unit. The owner selects the first loss, then alternate (the attacker picks the second loss, but the owner selects the third). A unit that is Size 2 that takes 1 loss is flipped over to its Size 1 side; a Size 1 unit that takes a loss is destroyed.

After applying all number results, then apply the letter result (if any). A 'B' result requires all enemy air units to return to base immediately. An 'S' requires one-third, and an 'L' two-thirds, of enemy air units to return to base immediately (round off any decimal). Again, alternate selecting units with the owner selecting first.

Example: Maria dispatches the Luftwaffe (Size 2) and Stukas (Size 2) to support a German attack; James opposes them with the Royal Air Force (Size 2). Maria has 6 total Air Factors (3 each for the Luftwaffe and Stukas), while James has 3 (2 for the

Royal Air Force, plus 1 for the white '+' triangle on the Stukas). Maria rolls a '4', which is a 1 result. The Royal Air Force unit is flipped over to its Size 1 side. James rolls a '3' which is an 'S' result. One-third of the two German air units must return to base immediately. $2 * 1/3 = 2/3$, which rounds off to 1, so Maria returns the Luftwaffe to base.

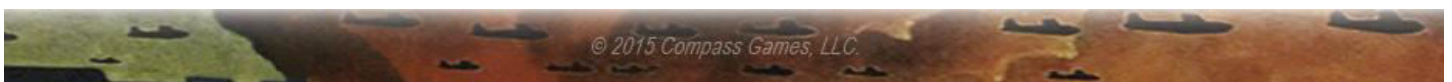
Now resolve the battle between the land units; this is called the Land Round. Add up the Land Factors of all of your land units. Add to this the total combined Land Factors from your air units that survived the Air Round and that were not required to return to base. However, the total combined Land Factors added by your air units may not exceed the total combined Land Factors from your land units in the battle.

When determining the Land Factors of the defending land units, you ignore any red triangle with a '-' on it that an attacking land unit has inside its Land Factors box. (Note: this is because attacking land units do not get the benefit of defensive positioning.) However, you do add one to your Land Factors for each white triangle with a '+' on it that an enemy land unit has inside its Land Factors box.

Your Factors may be modified by the Terrain the target land area has. All attacking (but not defending) Land Factors are halved when attacking a Jungle, Mountain or Swamp land area. Land Factors from your air units (on both sides) are halved in a Forest land area. Lastly, in Mountain and Swamp, each attacking land unit has one additional white triangle with a '+' on it.

Tally up your final Factors. Both sides roll and resolve results simultaneously, much like an Air Round. All results must be applied to enemy land units (not enemy air units).

A letter result by the defender may block some or all, attacking enemy land units from advancing into the land area. A 'B' prevents all attacking land units from advancing; an 'L' blocks two-thirds of the attacking enemy land units; and an 'S' blocks one-



third of the attacking enemy land units. Unlike an Air Round, in a Land Round you select every enemy unit when applying letter results. All attacking land units that are not blocked from advancing must advance if possible.

Example: *The Polish Army with three Land Factors is defending Poland for James against Maria's Ground Attack. James' roll of '6' is a 'IS' result. Maria applies one point of damage to one of her land units. The 'S' blocks one-third of the four attacking German land units from advancing. James selects Army Group Center as the land unit that may not advance.*

A letter result by the attackers may require some or all defending land units to retreat to an adjacent land area that the other side controls (if there is one), but only if the attackers have more ARM. To determine if this is the case, add up the Size of all attacking ARM units. Then add up the Size of all defending ARM and FORT units, and add a bonus depending on the terrain: +2 for Forest, +4 for Jungle, +6 for Swamp, or +8 for Mountain.

If the attackers have more ARM, then some or all of the defending land units must retreat if the attacker's result includes a letter. Otherwise ignore all letter results from the attackers in a Land Round. A 'B' requires all defending land units to retreat, an 'L' two-thirds, and an 'S' one-third. You choose all enemy units that must retreat, but the unit's owner decides into which friendly adjacent land area the unit retreats. If there is no friendly adjacent land area, then the defenders can't retreat and instead take an additional point of damage. A FORT may never retreat and must always take an extra point of damage instead.

Example: *Continuing the prior example, suppose Maria attacked Poland with Army Group Center (5 Factors), Army Group North (2 Factors), the 1st Para (1 Factor), and the Luftwaffe (3 Factors, but these are halved to 1.5 due to Forest Terrain in Poland), for a total of 9.5 Factors, which rounds up to 10. A roll of '4' results in '1L'. The Polish Army is Size 2, and James immediately turns it face down*

*to show the 1 point of damage. It is now Size 1. An 'L' could possibly require the Polish Army to retreat. Maria attacked with two ARM units whose total combined Size is 3. Poland has no defending ARM or FORT units, but the Forest provides 2 bonus ARM to the defense. Maria does have more ARM (3 to 2) so the 'L' result requires two-thirds of the defending land units to retreat. $2/3 * 1 = 2/3$, which rounds off to 1, so the Polish Army must retreat. There is no adjacent friendly land area, so James cannot retreat the Polish Army. Instead it takes another point of damage, which destroys it. James fires back with the Polish Army using 4 Factors (3 from the Polish Army plus 1 for the white '+' triangle on the German 1st Para). A roll of '2' is an 'S' result. One-third of the three attacking German land units are blocked from advancing. James selects Army Group North as the unit that does not advance; Maria must advance Army Group Center and the 1st Para into Poland.*

A.7 Reinforcements (special rule for this scenario only)

At the end of Turn 1, both sides receive reinforcements as noted on The Blitz of Western Europe Set-up.

A.8 Blitz Phases (2.2)

After both sides perform their actions, Germany may perform a Land Blitz. This is a second move that allows Germany to perform all actions again (exception: German air units may not rebase during a Land Blitz action). After the German Land Blitz, the AFA may do a Free Blitz. The Free Blitz allows the AFA to move land units and/or rebase air units as per the above; however, the total combined Size of these units can't exceed four and no land area combats may be initiated.

Designer's Note: The Blitz phase options are expanded in later scenarios, and everyone will have the chance to do them.

STOP! Go and Play the Scenario!



Scenario B. The Longest Day

Background: Germany has been in control of Western Europe for four years, but it is time for the Allies to change that.

Who is Involved? Germany vs. the Western Allies (AFA and USA).

Time Needed? 30 – 60 minutes.

Which Turns? Turn 9 until someone wins (possibly through Turn 11).

Number of Players? 2. The AFA and USA are treated as a single major power (“the Western Allies”) for this scenario.

How To End the Game and Win: The game continues until the Western Allies conquer Germany, or until Turn 11 ends, whichever comes first. If Germany is conquered before the end of Turn 11 the Western Allies win; otherwise, Germany wins.

Set-up & Game Turn Sequence: See The Longest Day Set-up Chart.

Map Areas in Play: The only sea areas in play are the North Sea and the Western Approaches. The only land areas in play are those in Belgium-Netherlands, France, Germany, and Great Britain.

B.1 Return to Base (4.1)

A naval unit at sea may return to base in a Port controlled by your side. Any number of naval units may return to a Big Port. The black-circled dot on any unit is the unit’s current Size. A Small Port may base Small naval unit(s) whose combined total Size is no more than two. Alternately a naval unit that is already located in a sea area may stay where it is.

B.2 Move to a Sea Area (4.2 ~ 4.3)

A naval unit that is in Port may move. A naval unit that is in a sea area may not move; it must return to base first.

Each naval unit has a blue-circled number that is its movement. This is the number of sea areas it may move. Move your naval units one at a time, completing one unit’s move before starting the move of the next naval unit.

A TRS may carry friendly land units. A TRS may carry land unit(s) whose total combined Size is less than or equal to twice the Size of the TRS. The land unit(s) may be carried if they are located in the same land area where the TRS begins its move. Additionally, a TRS may embark land unit(s) that are located in a land area that touches the sea area where the TRS’s move ends.6

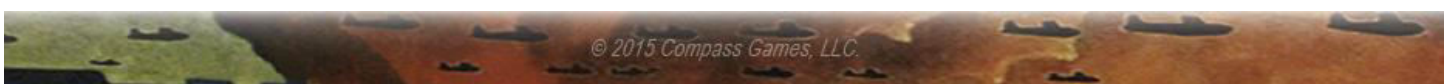
Example: The Europe Trs. (Size two) may carry land units whose total combined Size is four or fewer. James moves it from Scotland carrying the 8th Army (Size 1) into the North Sea. Since its move ends there, James also embarks the Royal Marines (Size 1) and 2nd Army (Size 2) that are located in London. The TRS can’t carry any more land units.

B.3 Rebase Air and Naval Units (5.1)

Your air units may rebase as per A.3. Additionally, a PARA unit may rebase like an air unit using its air movement.

Naval units may also rebase. A naval unit in a Port may move to another friendly-controlled Port using triple its usual movement. Moving into a Port counts as 1 move. You may move into and out of a Port during your rebase, but the rebase must end in a Port.

A rebasing TRS may carry land units that are located in its starting land area (see B.2), and may embark other land units during its move, but only when in a friendly land area with a Port. (Passing through an adjacent sea area isn’t sufficient since a rebasing TRS can’t end its move at sea.)



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B.4 Move Land Units (5.2)

In addition to the previous rules (A.4), a land unit at sea on a TRS may move to a friendly-controlled land area that touches that sea area; this ends the land unit's move. A land unit may move even if it rebased earlier in this action phase.

B.5 Land Area Combat (5.3, 6.1, 6.2, 6.5, 6.6)

In addition to the previous rules (A.6), a land unit at sea on a TRS may join a Ground Attack against an enemy-controlled land area that touches that sea area. Any land unit that attacks from a TRS halves its Land Factors **except a MAR, which is not halved**; an ARM also halves its Size when determining whether you can force defending land units to retreat.

A PARA may attack like a regular land unit, and it may also use its air movement to fly to the target land area. If it flies, then the PARA must participate in the Air Round (if any).

Naval units at sea in a sea area touching the land area that is the target of Ground Attack may support their side in the combat exactly like air units. A Small BB or CV naval unit contributes 1 Land Factor; a Big BB or CV contributes 2 Land Factors; other naval units do not contribute any Land Factors. A CV must participate in the Air Round first (if any).

B.6 Blitz Phases (2.2)

After both sides perform their actions, Germany may perform a Land Blitz (see A.8.). The Western Allies then perform a Total Blitz, which allows you to perform every action a second time.

B.7 Building Units (special rule for this scenario only)

During the Build Units phase at the end of each turn you repair on-map units and build new ones from your Force Pool. Each Size you repair or build costs 1 Resource (treat Oil as a Resource too). For this Scenario, the Western Allies have six additional

Resources available from land areas not in play in his Scenario. They may also use any Resources that they control that are in play. At start the Western Allies control one Resource in London, so if they do not gain control of any others during Turn 9, the Western Allies will have 7 Resources to spend. Germany may use those Resources and Oil that they control that are in play; at the start of play, they control six.

Any unit you build from your Force Pool is immediately placed in a land area you control in that unit's home country (note the abbreviation on the left-hand side of the unit; see 1.2 in the full rules for a list of the country abbreviations). A naval unit has to be placed in a land area with a Port. A FORT is an exception: it can be placed in any land area you control (even outside your home country). For this Scenario, any USA units are placed in Great Britain and you can't voluntarily destroy your own units. Some units are not available to be built until Turn 10; in future Scenarios you'll learn about how new units become available after you develop them.

Designer's Note: The Axis (especially the Japanese) will have many invasion opportunities at the beginning of the war against lightly defended locations. By contrast, the Western Allies will usually have to invade places like France against a determined Axis defense, which can be very challenging.

STOP! Go and Play the Scenario!

Scenario C. The Battle of the Atlantic

Background: France has been conquered by Germany, and now the AFA must protect Great Britain and defend her Atlantic Ocean Convoy routes. Germany's main interest is in the east (invading the USSR), but some German resources have been assigned to challenge Allied control of the Atlantic.

Who is Involved? Germany vs. the Western Allies (AFA and USA).



Time Needed? 60 – 90 minutes.

Which Turns? Turns 3 through 9.

Number of Players? 2. The AFA and USA are treated as a single major power (“the Western Allies”) for this scenario.

How To End the Game and Win: The side with the most Victory Points (VPs) at the end of the game wins; **play until the Scenario is finished, then determine who wins.** See Battle of the Atlantic Set-up Chart for details on how to gain VPs.

Designer’s Note: The victor in a full game of Blitz! A World in Conflict is judged by which major power(s) obtain the most Victory Points. There are many ways to get them, and every major power has its own unique objectives. This Scenario introduces some of them.

Chart clarification: in order for an Allied Lend Lease unit to count towards the Victory Point condition, it must be located in its named sea area. Damage done to Convoys is removed at the end of every Turn after determining Victory Points. LL units do not need to trace a supply line (see 1.8) in order to count for VP awards since that rule has not yet been introduced (see Scenario D.3 for the introduction of supply lines).

Set-up & Game Turn Sequence: See The Battle of the Atlantic Set-up Chart.

Map Areas in Play: The only sea areas in play are those that a naval unit starting in London could move into using 1 or 2 movement. Land areas adjacent to an in-play sea area are also in play. Control of land areas never changes. Control is as shown on the map except that Germany also controls Belgium-Netherlands, Norway, and Paris. Vichy France is not in play. The Western Approaches Convoy is Destroyed during this Scenario.

C.1 Return to Base (4.1)

Air units at sea also have the option to return to base. Just use your air unit’s range to move to a friendly land area.

C.2 Move to a Sea Area (4.2)

Air units may also move to sea areas. However it costs 2 movement (not 1) for an air unit to move to a sea area. (Sea areas are larger than land areas, although map distortion makes it appear otherwise.) While 1-range air units may not move to a sea area, they still may rebase through one (A.3).

C.3 Blocking Enemy Naval Unit Moves (4.3)

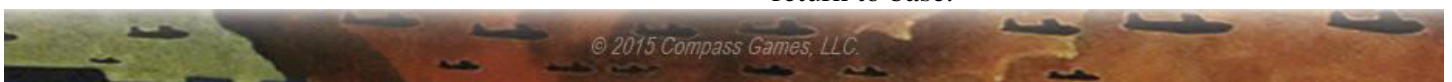
Enemy naval units at sea automatically attempt to block your naval units from leaving a sea area. When the naval unit you are moving attempts to leave a sea area with enemy naval units located there, add up the Blockade Value (see the Blockade Table on the map) of the enemy naval units in that sea area and roll a die. If the roll is greater than the total Blockade Value you continue moving your unit; otherwise your naval unit must stop its movement in the current sea area. The movement of SUB and air units may never be blocked. A naval unit that is returning to base may not be blocked either.

C.4 Sea Area Combat (4.4)

Now every sea area that has enemy units that are at war with each other (even if one side only has a Convoy) in it must have a combat. The side performing actions selects one sea area for combat at a time, resolving each before moving on to the next.

Firstly, the other side may now fly any air units that are based in a land area in range of the selected sea area, and whose primary bombing factor is Naval (see the Unit Types Chart), to the selected sea area so that they may join the combat.

Additionally, if the other side has any SUB units in the selected sea area, the owning player may elect to have some, none, or all of those SUBs immediately return to base.



Now resolve the combat. If both sides have an air or CV unit, then you'll have an Air Round first (see A.6 above). During the Air Round treat CV units exactly like an air unit (it is the planes on the aircraft carriers that are participating.)

All air and naval units that survive the Air Round and that are still in the sea area, plus all other naval units and Convoy, participate in a Naval Round. If all of one side's units have been destroyed or forced to return to base, then there is no Naval Round.

The number in the blue-shaded box is your Naval Factors. Add up the Naval Factors of all of your units. Then add to your total the total of the enemy naval units' defensive Factors. Add one to your total for every white triangle with a '+' on it that an enemy naval unit has inside its Naval Factors box, and subtract one from your total for every red triangle with a '-' on it that an enemy naval unit has inside its Naval Factors box. **Treat the Convoy Factor of a Convoy in the sea area where the combat is taking place as the same number of white triangle(s); for this purpose, reduce the Convoy Factor by one for each point of damage that the Convoy has sustained.** Roll a die and consult the column on the Combat Chart corresponding to your final total Factors.

Both sides roll and resolve results simultaneously. Apply points of damage and letter results exactly like during an Air Round, except that all damage and letter results affect enemy naval units and/or an enemy Convoy; enemy air units are never affected during a Naval Round, but a CV may be affected. A Convoy that is forced to return to base cannot do so, and must instead take an extra point of damage. If a TRS is destroyed, all land units it was carrying are also destroyed. If a TRS is damaged from Size 2 to Size 1, then any land units in excess of its current carrying capacity must be destroyed (owner's choice).

C.5 Blitz Phases (2.2)

Chart correction: both sides can select either a Free Blitz or a Naval Blitz each turn.

After both sides perform their actions, both sides may perform either a Free Blitz (see A.8.) or a Naval Blitz, which in this scenario allows you to perform every action a second time except 1. D. Rebase Air and Naval Units.

In this Scenario, and in all of the longer Scenarios, choosing any Blitz other than a Free Blitz requires that you expend saved Oil. A Naval Blitz requires that you expend one saved Oil. If you don't have the Oil saved from a prior Turn, you can't call a Naval Blitz.

C.6 New Weapons Development (7.3)

Each turn the Western Allies and Germany may add 1 new unit to their Force Pool. Select the unit that you want from your Future Additions group. The Western Allies may pick either an AFA or USA unit.

Special rule for this scenario only: twice in the game, the Western Allies may select two units in one turn, but only if the Western Allies expend an Oil.

C.7 Building Units (special rule for this scenario only)

The Battle of the Atlantic Set-up indicates how many Oil and Resources each major power has available during the Build Units phase at the end of each turn. On-map units may be repaired, and units in your Force Pool may be built. Each Size you repair or build costs 1 Resource. Oil may be spent exactly like a Resource, or it may be saved for future use (possibly to call a Naval Blitz). **Any damage done to your Convoys does not affect your production in this scenario (but will in the full game).**

C.8 Conquest of Italy

Germany has 1 less Resource available for Builds starting on Turn 7. Before doing Germany's Turn 7 Builds, remove from the German Force Pool all units whose home country is Italy (note the "It" on



the left side of the unit) from the game permanently. On-map Italian units remain in place **and may be used by Germany**, but any that are destroyed are also permanently removed from the game.

Designer's Note: Builds and New Weapons Development will be expanded in future Scenarios. Selecting new units is a critical component of your overall strategy for winning.

STOP! Go and Play the Scenario!

Scenario D. Barbarossa

Background: Germany has turned east to take on the USSR. How far can Germany press her initial advantage? When should Germany turn over to a defensive posture? When do the Soviets leave behind a sacrificial GAR and flee with the bulk of their forces? When should they stand and fight? Will the AFA and USA focus on providing lend lease, or on bombing Germany? The answers to these questions will define this crucial struggle.

Who is Involved? Germany vs. the USSR and the Western Allies (AFA and USA).

Time Needed? 2 – 3 hours.

Which Turns? Turn 3 until **either** someone wins (by having 15 Victory Points, see below), or until Turn 12 is complete..

Number of Players? 2 or 3. If 2 players, one player plays all of the Allies (the AFA, USA and the USSR) while the other player is Germany.

How To End the Game and Win: The game begins on Turn 3, and ends when any major power has 15 Victory Points **or when Turn 12 is complete; the major power with the most Victory Points when the game is over, wins.** Use applicable Victory Points for Germany and the USSR on the Victory Cards. The Western Allies cannot gain Victory Points in this Scenario; they win only if the USSR wins.

Set-up & Game Turn Sequence: See the Barbarossa Scenario Set- Chart.

Map Areas in Play: The Arabian Sea, Arctic Ocean, Baltic Sea, Bering Sea, Black Sea, Gulf of Alaska, **Mediterranean Sea**, North Sea, **North Atlantic**, **USA East Coast**, and the **Western Approaches** are the only sea areas in play. The only land areas in play are those in the Balkans, Belgium-Netherlands, Central Europe, Egypt, Finland, Germany, Great Britain, **the Near East**, Poland, the USA, and the USSR.

Politics: At the beginning of the scenario, Germany has conquered Poland and Belgium-Netherlands, and is allied with Finland and Central Europe. The Balkans is allied with the AFA. Sweden is trading its Resource to Germany.

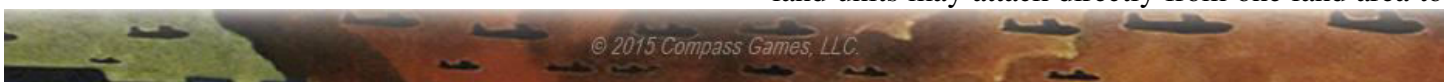
Italy: Italy is not in play, but the Italian Alpini Army is. If this unit is destroyed, it is permanently removed from the game. If damaged, it may be repaired normally.

AFA/USA: Treat the AFA and USA as a single major power for this scenario (the “Western Allies”). They have 4 Resources and 2 Oil to spend every turn; **additionally, the Balkans Resource (if AFA controlled) may be used to build or repair the Balkans' land units.** These may be used to build their units, do Blitz moves, and/or they may be used to provide Lend Lease to the USSR.

Second Front: Starting on Turn 7, Germany loses 1 Resource per Turn, cumulative (maximum 4), due to pressure being applied in areas not in play by the AFA and USA. Starting on Turn 9, the AFA/USA major power takes control of Belgium-Netherlands. During the Builds phase of Turn 9, Germany must permanently remove from the map a combined total Size of 4 ARM (i.e., one fully-built Big ARM, or the equivalent thereof).

D.1 The Map and Stacking (1.3)

Although any number of land units may stack in a land area, only a total combined Size of 10 or fewer land units may attack directly from one land area to



an adjacent land area. Islands are restricted to a total combined Size of 2 for land units on both sides (attacking and for the defenders, both air and land unit basing).

A few land areas (such as Leningrad) have two Ports touching different sea areas. A naval unit is only in one of those Ports (be clear about which) and you cannot transfer naval units from one Port to another Port even though it is the same land area (but you could rebase or return to base to the other Port).

The map also has various Air and Land Routes marked. Air units may move along either, treating the connected areas as adjacent. Land units may move along a Land Route, treating the connected area as adjacent, but only if the connected area does not have an enemy land unit located there. If there is, you can't move or attack across the Land Route.

D.2 Terrain and Weather (1.4) and Halving (1.8)

Combats are affected by both Terrain (see the Terrain Effects Chart on the map) and Weather. Weather only matters on those Turns with a Snow icon on the Victory Track; see the Weather Effects also on the map for details.

Whenever you modify numbers, complete all modifications retaining all fractions. After all calculations are complete, then round off, with .5 or higher rounding up to the next highest whole number.

***Example:** Maria has the Waffen SS Army attacking a Mountain land area. The Mountain terrain halves its Factors, plus it is in the USSR during a Snow turn, which also halves its Factors. The Waffen SS Army has 5 Land Factors; these are halved to 2.5 for the terrain, then halved again to 1.25 for the weather, and finally are rounded off to 1.*

D.3 Supply Lines (1.7)

Designer's Note: Cutting the supply line to an enemy's land area makes the defenders extremely

vulnerable. It is possible, but difficult, for the USSR to do this to German units in Russia. It will be easier to block supply lines to overseas Islands and other more remote locations.

Your units need to be able to trace a supply line in order to move and fight normally. A unit's supply line begins in the unit's home country, or in one of your major power's home countries, and is traced through consecutive areas until it reaches your unit. While the USA is in the war, AFA and USA units may begin their supply line in each other's major power home countries too. You may only trace into and through a land area if your side controls it. You may trace into and through a sea area unless there is an enemy air unit, BB, CV, or SUB unit controlled by a major power you are at war with located there and your side does not have any unit in that sea area. A Convoy counts as one of your units for this purpose unless the Convoy is destroyed (see 3.4) or has received maximum damage (see 6.5).

If your unit can't trace a supply line, then it may:

- Move to sea if it is a naval unit, but its movement range is 1; and
- Rebase if it is an air unit.

However, a unit that can't trace a supply line may not:

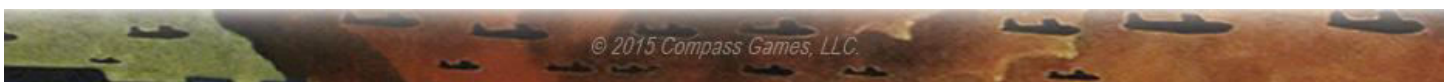
- Move to a sea area if it is an air unit;
- Join a land area combat;
- Move if it is a land unit;
- Be built (but you may voluntarily destroy it).

Additionally:

- If you Ground Attack a land unit that can't trace a supply line, treat the unit as if it has 2 additional white triangles on its Land Factor (this applies individually to every defending land unit that can't trace a supply line).

D.4 Blitz Options (2.2)

All three major powers can select any Blitz option they wish. A Total Blitz requires 2 Oil but allows you to repeat all actions from 1. A - F. An Air,



Land, or Naval Blitz costs 1 Oil and each allows limited actions of the chosen type:

- Air: perform 1. A - F but only with your air units.
- Land: perform 1. E - F, and you can only do a Ground Attack as part of your land area combats.
- Naval: perform 1. A - C with any units.

A Free Blitz costs no Oil and allows units whose total combined Size is less than or equal to four to move / rebase, but they can't initiate or join a combat (exception: if another major power is causing a sea area combat to start, then the units of a Free Blitzing major power in that sea area will participate normally.)

D.5 Conquest (3.4)

Whenever you gain control of every land area in a country, you immediately conquer that country. Pause play for a moment to do the following:

- Select a new home country (from among your other home countries, including minor allies) for any of the conquered country's units that remain on the map; and
- Set aside the conquered country's units that are in the Force Pool; and
- Leave where they are all future additions on the Weapons Development chart for that country (see 7.3).

You may continue to use those units that remain on the map. These units may be repaired, but once destroyed they also are set aside.

D.6 Factory Attack (5.3)

A Factory Attack is another kind of land area combat. Unlike a Ground Attack, a Factory Attack is not trying to take control of the area with land units. Instead you commit air units to attack the enemy Factory located there, in the hopes of destroying some enemy production. Announce all land area combats at once and commit your attacking units to each combat.

After committing your air units that are in range to your Factory Attack, the other side may have its own air units in range, and any AA land unit located in the target land area, defend against the attack. If there are any defenders, fight an Air Round first (just like before the Land Round of a Ground Combat, see A.6).

Any surviving attacking air units then participate in a Strategic Round as follows. Add up your total Strategic Factors. Remember to halve the bombing factors of any air unit whose Primary Bombing Factor is not Strategic, and halve all attacking factors if the land area being attacked has a Snowflake marker and it is a Snow Turn. Terrain has no effect on Strategic Factors. Then add the Factory Factor (the '+#' shown on the map) to obtain your final Factors.

Roll a die and consult the Combat Chart. The number result is the amount of destroyed production; put a Damage marker corresponding to the damage inflicted on that Factory to show this. Ignore all letter results. Note that the total damage done to a Factory cannot exceed its Factory Factor.

Both sides may include CV units if the CV is in a sea area touching the target land area. CVs will only participate in the Air Round.

D.7 New Weapons Development (7.3)

The USSR uses its full Weapons Development Chart (exception: see Scenario note on chart). Germany and the Western Allies each have a special Weapons Development chart for Barbarossa, but otherwise follow standard rules for developing new weapons (see the Charts).

D.8 Lend Lease (7.4)

Lend Lease naval units allow you to give some of your Oil and/ or Resources to the major power on your side whose flag is on the LL counter. For each Size of LL unit, you must give 1 Oil or Resource during the Builds step provided that:

- The LL unit is at sea in its named sea area; and



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- A supply line (see D.3) can be traced from the LL unit's home country to that sea; and
- There is a friendly land area touching that sea area; and
- That land area is in the recipient's home country, or a supply line can be traced from that friendly land area to any land area in the recipient's home country.

The major power controlling the LL unit decides whether to give Oil or Resources at the moment the lend lease is delivered.

D.9 Determine your Oil and Resources (7.6)

Add up all of the Oil and Resources you control. Don't count any that you can't trace a supply line to, but note that an isolated minor country could still use its own Oil or Resource to build its own unit located in its country (for example, if the Bulgarian-Hungarian-Rumanian Army is located in Central Europe but that country is surrounded by USSR-controlled land areas; the Oil could be used to build up the Bulgarian-Hungarian-Rumanian Army).

Add or subtract from these totals the Oil and Resources you gave and/or received via lend lease (see 7.4). Subtract from these totals one for each point of damage to your Factories (it's always better to lose Resources before Oil). Then remove the damage markers on your Factories. Mark your final total Oil and Resources on the Victory Track, adding to any saved Oil and/or Resources from a prior turn.

D.10 Spend your Resources (7.8)

Spend your Resources to build up your units. Oil can be spent like a Resource, but you'll most likely want to save some Oil for next Turn's Blitz step. For each Resource expended, you can make a unit one Size bigger. Select any unit on map or in your Force Pool (but not if it is in a future Group). You can't build up an on-map unit if you can't trace a supply line to it. After completing all of your builds, you may destroy any of your units to whom you can't trace a supply line.

Units newly built from your Force Pool are placed in a land area in the unit's home country; make sure it has a Port where the unit can stack if it is a naval unit. You may also build a new FORT in any land area you control, provided you can trace a supply line to that land area.

You are allowed to build one GAR unit from your Force Pool at no cost each turn; any other GAR units you build on the same Turn cost one Resource.

D.11 Victory and Game End (8.)

Use the Victory Cards to determine whether your major power gained (or lost) any Victory Points this turn, and adjust your major power's Victory Point Marker accordingly on the Victory Track. Germany's Victory Point option #2 is not available in this Scenario.

When a major power has 15 Victory Points, the game ends immediately. The major power with the most Victory Points wins. (Note that there always must be a winner by the end of Turn 15, since Germany stands to gain 15 VPs from the Long War option by itself.)

STOP! Go and Play the Scenario!

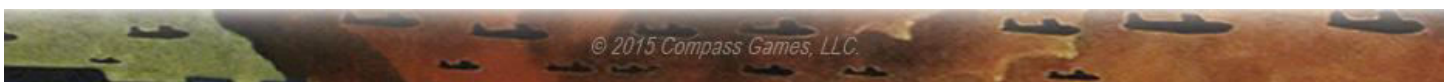
Scenario E. Empire of the Rising Sun

Background: Japan needs to expand her empire just like the Germans have done in Europe. How far can the Empire of the Rising Sun reach? How quickly can the Western Allies, led by the USA, muster their forces to first slow, and then stop, the advance? When will the counter-invasions breach the Japanese perimeter? Will the USA have to invade Japan itself, or will some special new weapon compel Japan to surrender?

Who is Involved? Japan vs. the Western Allies.

Time Needed? 2 – 3 hours.

Number of Players? 2.



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Which Turns? Turn 4 until someone wins by having 15 Victory Points (see below).

How To End the Game and Win: The game ends when any major power has 15 Victory Points. For the Western Allies, the USA Victory Point options #2, 3, and 4 are available, as are the options for Every Major Power.

Set-up & Game Turn Sequence: See the Empire of the Rising Sun Set-up Chart.

Set-up correction: the Japanese Southern Army sets up in Peking.

Reinforcement: the AFA Far East Fleet arrives as a reinforcement in Canada.

Map Areas in Play: All sea areas within 4 naval moves from Tokyo (plus Cape Naturaliste and the Tasman Sea), and all land areas touching those sea areas are in play (exception: land areas in the USSR and the Near East are not in play). At the beginning of the scenario, in addition to those areas marked by control flags on the map, Japan is allied with South-East Asia, and the Western Allies are allied with Borneo, Hollandia and Java.

Western Allied Oil and Resources: Based on the areas in play, the Western Allies start the game with 4 Oil (Borneo, Mexico, Western Canada, West Coast), and 7 Resources (Hyderabad, Chungking, Manila, Canberra, and 3 in the West Coast). Any Resources that the Western Allies control in China may only be used to build Chinese units, and even then may only be used if there is a Chinese land unit in the land area with the Resource during the Builds phase (see E.4).

Conflict with the USSR: Japan must keep land units whose combined total Size is at least two in Harbin at all times. If Japan ever fails to have the required units in place, then Japan immediately loses control of Harbin.

Additionally, starting on Turn 11, the Western Allies attack Harbin once per turn as follows. No on-map Western Allied units are committed to this

attack. The attacking units are actually from the USSR, but they are not represented on the map. Roll one die. If the result is greater than the total combined Size of all Japanese land units in Harbin, then Japan loses control of Harbin.

If Japan loses Harbin, it becomes controlled by the USSR; land areas controlled by the USSR may not be attacked by Japan, nor may any Western Allied units enter these land areas. Effectively, these land areas are no longer in play for this Scenario. Once the USSR gains control of Harbin, then on each successive turn the Western Allies may have the USSR attack a land area adjacent to Harbin, or to any other land controlled that the USSR takes control of using the method outlined above.

Each time Japan loses control of a land area to the USSR, Japan must also take a loss of 2 from the Ground Attack. Surviving Japanese land units must retreat to an adjacent friendly land area.

***Example:** On Turn 11, Franklin, playing the USA has the USSR attack Harbin, which Richard, playing Japan, has a total combined Size of 3 Japanese land units there. A roll of 3 fails to take the area. However on Turn 12, Franklin's roll of 5 succeeds. Richard destroys the 17th Area GAR, and the Franklin selects the Kwantung Army, which is reduced from Size 2 to Size 1. Richard retreats the Kwantung Army to Port Arthur.*

Extra Allied Resources: On Turns 5 through 8, the Western Allies may spend 3 extra Resources for the current Turn. On any Turn that the Western Allies do this they lose 1 Victory Point. If the Western Allies don't have a Victory Point to lose, then the extra Resources cannot be claimed. From Turn 9 onwards, the Western Allies have 2 extra Resources available cumulative per turn for the rest of the game (2 additional Resources on Turn 9, 4 more on Turn 10, etc.)

E.1 Move Land Units (5.2)

A non-Chinese Allied land unit can't move into a land area in China until (a) China is conquered, or



(b) the USSR controls Harbin and Port Arthur (this allows USSR units only), or (c) the AFA and/or USA control any two of Formosa, Manila, or South-East Asia (this allows AFA and USA units only).

E.2 Land Area Combat (5.3)

The same limitation in E.1 also restricts non-Chinese land units from attacking into a land area in China with a Ground Attack.

In addition to Factory Attack and Ground Attack, you may also initiate a Port Attack land area combat. Commit your air units and CVs within range of the target Port controlled by an enemy major power. Each Port Attacking CV must be at sea in a sea area touching the target Port and there must be no enemy BB, CV, or SUB units at sea in your CV's sea area. The defender may commit its own air and CV units (who have the same limits as the attackers) as well as any AA units located in the Port's land area to defend. Provided some units defend, fight an Air Round first (just like before the Land Round in a Ground Combat, see A.6). All attacking units which survive then attack enemy ships in the Port using a Naval Round (E.3), with two modifications: (1) attacking CVs use only half their Naval Factors, and (2) ignore any SUB in the target Port (SUBs are always in bomb-proof sub pens and are immune to Port Attacks).

E.3 Fighting a Naval Round (6.3)

If there is a Convoy printed on the map in the sea area where a combat is occurring, the Convoy is included in the combat provided there is an enemy unit in the battle. The other side adds the Convoy Factor to its own Naval Factors; decrease the Convoy Factor by one for each point of Damage the Convoy has.

A Convoy may be selected by either side to receive Damage like any other unit in the combat. At maximum, it can sustain as many points of Damage as its Convoy Factor. If forced to retreat, a Convoy instead takes a point of Damage.

Each Convoy has a home country listed underneath it; if that home country has been conquered, then ignore the Convoy. Also ignore the "Japan/S.China" Convoy unless Japan controls a land area touching the South China Sea that contains either an Oil or Resource.

E.4 Determine your Oil and Resources (7.6)

In addition to prior rules (D.9), you can't count in your totals an Oil or Resource you control that you can't trace a supply line to. You also subtract one from your totals for each point of Damage that your Convoys have. After subtracting, remove those Damage marker(s).

If another home country you control can trace a supply line to an Oil and/or Resource that your major power can't trace a supply line to, then that home country may use those Oil and Resources to build their own units. In this situation, those Oil and Resources can only be used to build that ally's units (they can't be saved or used for Researching Weapons or developing or testing the A-Bomb, see E.5).

Lastly, China is a special case (due to the ongoing Civil War that was temporarily suspended when Japan invaded) in the following ways:

- Allied-controlled Resources located in China may only be used to build Chinese units, and even then may only be used if there is a Chinese land unit in the land area where the Resource is located; and
- The USA may use its Bay of Bengal LL unit to transfer one USA Resource to China for use in building Chinese units; however
- No other Oil or Resources may be used to build Chinese units. Any Damage done to an Allied-controlled Factory in China reduces production available to China (minimum 0).

E.5 Spend Your Resources (7.8)

In addition to building new units (D.10), you have two more options when you spend a Resource. You may attempt to Research Weapons, spending one Resource and rolling a die (add one if your major



power is neutral): on a modified roll of 1-4 randomly select a unit from your current Group and add it to your Force Pool; on a 5-6 your research fails. If the current Group has run out of units, select one from the next Group instead. You may Research Weapons as many times as you wish each turn.

Secondly, when your A-Bomb is in your Force Pool you must develop and test it before you can build it. Place your A-Bomb in the '5' box on the Victory Point Track. You may develop it and test it once each per turn; each costs one Resource. To develop it, move it to the next lower-numbered box. To test it, roll a die. If your roll is greater than the box number where the A-Bomb is located, then your test succeeds and you may build it immediately; otherwise your test fails.

STOP! Go and Play the Scenario!

Scenario F. Rise and Fall of Fascism

Background: With the help of her ally Italy, Germany wants to reverse her losses in World War I and take her rightful place as the dominant power in Europe. Unfortunately, the AFA, USSR, and their overseas partner the USA, all stand in the way.

Who is Involved? Germany vs. the AFA, USA and USSR.

Time Needed? 5 – 6 hours.

Number of Players? 2, 3 or 4. If there are 2 players, then one player plays all of the Allies AFA, USA and USSR, and the other player plays Germany. If there are 3 players, then one player is the AFA and USA, the second is the USSR, and the third player is Germany.

Which Turns? Turn 1 until someone wins **by having 15 Victory Points (see below)**.

How To End the Game and Win: The game begins on Turn 1, and ends when any major power has 15 Victory Points. Use applicable Victory

Points for all four major powers, except that USA Victory Point options #2 and 4 are not available to the USA.

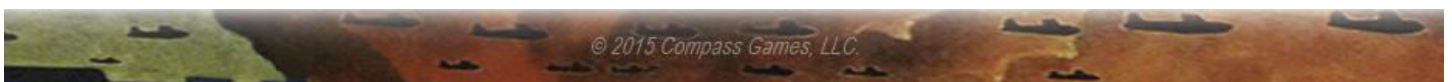
Scenario Set-up: Use the standard Weapons Development Chart for Germany. The USSR also uses the standard Weapons Development chart for the USSR, with a few subtractions. The AFA and USA use the Rise and Fall of Fascism Scenario Set-up Chart.

Map Areas in Play: Every sea area two naval moves from London plus the Arabian Sea, Azanian Sea, Baltic Sea, Black Sea, Bering Sea, Brazilian Coast, Cape Basin, Gulf of Alaska, Gulf of Guinea, Mozambique Channel, and South Atlantic. Land areas in play include all areas touching those sea areas (except Mexico, Panama, Western Canada, **and the West Coast**; these land areas are not in play); land-locked land areas in Germany and the USSR are also in play. **India is not in play**. At the beginning of the scenario, Sweden is trading its Resource to Germany and the USSR is trading one Oil to Germany.

Japan and the Allies: At the start of any Turn, Germany may announce that Japan has gone to war with the AFA and USA.

- Until Japan goes to war with the AFA and USA, the AFA has the use of 2 additional Resources and 1 additional Oil (from out-of-play areas in the Pacific).
- If Japan goes to war with the AFA and USA before Turn 4, the USA gains 1 Victory Point per Turn before Turn 4.
- Lastly, at the start of Turn 7, if Germany is not at war with the USSR then the USSR gains control of Harbin immediately (this helps both Soviet production and potentially her Victory Point awards).

USA Oil and Resources: Based on the areas in play, the USA starts the game with 4 Oil (3 in Central Plains, Venezuela), and 5 Resources (2 in Central Plains, 3 in Atlantic Seaboard). Brazil (1 Resource in Sao Paulo) will ally with the USA once the USA is in the war (see F.2).



F.1 Declare War (3.2)

You may normally declare war on any neutral country and/or any major power on the other side that you aren't at war with, with the following restrictions:

- Germany can't declare war on the USSR unless Germany controls Paris or it is Turn 5 or later.
- The USA can't declare war on anyone until the USA's neutral entry status allows it to (see F.5).
- The USSR can't declare war on Central Europe, Finland, Germany, or Sweden until the USSR's neutral entry status allows it to (see F.5). The USSR is otherwise unrestricted.
- No Allied major power may ever declare war on Brazil, Chile, Mexico or Venezuela.

When you declare war on a neutral minor country, a major power on the other side allies with it: Germany for the Axis and the AFA for the Allies (see 3.2 for some exceptions). Set up the minor's units as noted on the Minor Countries Weapons Development Chart.

If your new ally is at war with a major power that you are not at war with, then your units can't enter the land areas in that minor's country until you go to war with that major power too.

F.2 Ally with a Neutral Minor Country (3.3)

Certain major powers will automatically ally with certain minor countries if certain pre-requisites are met. See 3.3 for a complete list of these.

F.3 Conquest and Liberation (3.4)

If a home country is conquered, pick another home country you still control to be the new home country of any of the conquered home country's units that remain on the map. If your major power no longer controls any home countries at all, your major power is out of the game until and unless an ally liberates one of your countries back to your control.

If you are in position to conquer a country that was previously conquered by the other side, then instead you liberate that country. Your major power may

take control, or may revert control back to your allied major power that first controlled it (you must return control in some cases, see 3.4).

When you liberate a country, add one of its previously removed Small units to your Force Pool now, and again at the start of every future turn. If there are no Small units left, add a Big one instead.

Italy is a special case. Italy is conquered when Rome is enemy-controlled. Likewise, France is conquered when Paris is enemy-controlled. When France is conquered, see 3.4 for some extra steps to take at that time. Both of these countries are liberated when that land area is once again friendly to their original side.

F.4 Partisans (7.1)

The AFA player rolls a die and consults the Partisan Chart on the map. If the country listed has an enemy-controlled land area with an Oil or Resource, place a Partisan marker there. The Partisan marker will block the use of one Oil or Resource for this turn's Builds; remove the Partisan after Oil and Resources have been tallied.

F.5 Neutral Entry (7.2)

The USA and USSR have a neutral entry status marked by their respective "It's War!" markers on the Victory Track. Apply the modifications found on the Neutral Entry Effects chart on the map as needed to change status. Note that some effects are the same for the USA and the USSR, but some are different.

When a marker reaches the '15' box, or at the start of Turn 8 (regardless of where the marker is), that major power immediately goes to war with the enemy major power(s) against whom it was previously restricted.

See 7.2 for any action which would cause a marker to move to a box on the Victory Track lower than the '0' box.

F.6 Trade Agreements (7.5)

While neutral, Sweden provides its Resource to Germany and Venezuela provides one Oil to the USA. The USSR must provide one Oil to Germany until either the USSR is at war with Germany or the USSR's "It's War!" marker is in the 10 or higher box.

F.7 Neutral Major Power Limits (7.7)

The total available Oil and Resources that the USA and USSR may use each turn while neutral is equal to the box where each "It's War!" marker is located. (For example, if the USSR's marker is in the '2' box after the first turn, the USSR can only spend two Resources.) The Oil the USSR must provide to Germany does not count against this total. However, and Lend Lease that the USA or USSR provides its allies does count.

F.8 Victory and Game End (8.)

When determining which player has won the game, each player averages the Victory Points of the major power(s) that player is running. It is possible for a player controlling two or more major powers to have one major power be the first to reach 15 VPs and thus ends the game, but still to lose the game if the other major powers had few VPs.

Designer's Note: You can't focus on only one of your major powers and hope to win; all of the major powers you are running will need to do well.

STOP! Go and Play the Scenario!

Blitz! A World in Conflict Full Rules

You are now ready to play the full game of **Blitz! A World in Conflict**. While you will want to read the remainder of the rules, you can get started without reading everything first. There are a few important strategy and rules considerations that did not come up in any Short Scenario that we'll highlight:

- It is possible for Japan to declare war on the AFA and/or USSR, and vice versa, before Japan

goes to war with the USA (see 3.2), but this will affect neutral entry (see 7.2).

- If the Partisan roll result is '1' for China, both sides may potentially be affected (see 7.1).
- At the start of the game the USA must provide Japan with one Oil via Trade Agreement (see 7.5). When the USA's "It's War!" marker is in the '10' or higher box, or when the USA goes to war with Japan, then the USA stops providing that Oil.
- While the USA is neutral, the USA player can choose whether or not to spend any of the USA's limited production on Chinese units (see 7.7).

Details for all of these considerations, and others we have not highlighted, follow in the full rules.

1. Starting a New Game

Blitz! A World in Conflict covers World War II in full from its outbreak in September 1939 through its conclusion. How you win, and exactly how long the game lasts, are covered in the Victory and Game End section (see 8). You may wish to read over the *How Do You Win The Game?* section of the Designer's Notes (see 10.) as well.

1.1 Major Powers

There are five major powers that will be run by the players. Each major power may run other countries as well; not all are listed here. See 1.5 for initial control. See 1.11 to determine which major power(s) each player is running.

The five countries named below are the major powers. If a major power has more than one major power home country, they are listed in parenthesis (Germany has two home countries and the Anglo-French Alliance has six). These major power home countries are shown on the map in a special red and yellow font.

The two Axis major powers are:

- **Germany** (Germany, Italy)
- **Japan**



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The three Allied major powers are:

- **Anglo-French Alliance** (Australia, Canada, France, Great Britain, India, and South Africa)
- **Union of Soviet Socialist Republics**
- **United States of America**

Production Note: Unfortunately, there were two printing errors in the counters: the Polish Army's Size 1 Land Factor should be 2 (not 3), and the USA "It's War!" marker does not actually have the "It's War!" text inside the blue circle (compare to the USSR's "It's War!" marker, which does have the text).

The Anglo-French Alliance is abbreviated as the AFA; the Union of Soviet Socialist Republics as the USSR; and the United States of America as the USA.

1.2 Units

Units have a variety of information on them.

Unit's Name	Home Country	Black Dots	Land Factors	Movement	Icon	White Dots	Defensive Factors
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A unit's Home Country is the country where it will appear on map when first built (see 7.8). Here is a list of what the abbreviations stand for:

Aust	Australia		Ja	Japan
Arg	Argentina	L A		Latin America
Balk	Balkans	Lib		Libya
Be Ne	Belgium-Netherlands			
	Man-Kor			Manchuria-Korea
Bra	Brazil	Mex		Mexico
C Eur	Central Europe			
		N Z		New Zealand
C A	Central America			
		Nor		Norway
Can	Canada	Nr E		Near East
Ch	China	Pan		Panama
Chi	Chile	Pa Ur		Paraguay-Uruguay
Cz Au	Czechoslovakia-Austria			
		Phil		Philippines
Egypt	Egypt	Pol		Poland
Fin	Finland	S Afr		South Africa
Fr	France			

		S E Asia		South-East Asia
Fr Eq Afr		French Equatorial Africa		
		Swe		Sweden
Fr N Afr		French North Africa		
		Turk		Turkey
Ger	Germany	Ukr		Ukraine
Gr Br	Great Britain	USA		United States of America
Iber	Iberia			
Ind	India	USSR		Union of Soviet Socialist Republics
Ire	Ireland			
It E Af	Italian East Africa			
		Ven		Venezuela
It	Italy	Vi Fr		Vichy France

Land and naval units have a Type, which is listed in all capital letters on the Unit Types Chart on the map (GAR or INF, BB or LL, etc.) The classification is used to govern game rules, and these types of units will be referred to in the rules that follow ~ all ARM units follow certain rules, etc. The unit type's description need not be perfectly accurate. For example, not every BB unit, which is called a Battleship Fleet, will actually have a battleship in it; some may only have other types of surface combat ships like destroyers, cruisers, and so forth.

The Name of each unit derives from actual historical fighting formations and is included to add flavor to the game, and to help easily identify units. However a specific unit's capabilities in **Blitz! A World in Conflict** should be seen as part of an overall assessment of that nation's forces and capabilities, not a specific analysis of the named historical fighting formation.

Each unit has a Movement rating. If the Movement circle has a green shading (as the 8th Army does in the example above), then the unit is a land unit that typically moves from land area to land area. A blue-shaded circle indicates a naval unit that usually moves from sea area to sea area. A white-shaded circle is an air unit, which can move over both land and sea areas. Some PARA units can move both through the air and overland; see the map for a special note about Paratroops.



The small dots on the bottom left of a unit (and the bottom right of some units) show the unit's current and potential Size. Black dots show the unit's current Size; white dots show how much larger the unit may potentially become. The smallest units are Size 1, and the largest are Size 4.

Some units (GARs) have a single black triangle instead of a black dot. This is because the first GAR you build each turn is free (see 7.8). Otherwise, treat the black triangle exactly as if it were a black dot.

Black Triangle

The Unit Types Chart on the map explains what the unit's icon stands for.

Lastly, the unit's Factor(s) will be in shaded boxes, with any Defensive Factors located inside those boxes. See the Unit Factors Chart on the map for details. Clarification: the Maginot Line has five red '-' triangle Defensive Factors.

Units are either Big (3/4") or Small (5/8"). Big units cost more to build (see 7.8) and can take more damage (see 6.5). Every Big unit also has a corresponding Small version with the same name. However, not every Small unit has a corresponding Big version. Some Small units have information only on one side, but most are two-sided. The one-sided units are the smallest units of all.

Note that every air unit (other than the special A-Bomb and V-Weapon units) has an Air Factor and a Primary Bombing Factor. Regardless of what type of Factor the Primary Bombing Factor is, the air unit may also use the other two types of Bombing Factors at half value (see the Unit Types Chart on the map for more details).

1.3 The Map and Stacking

The map has two kinds of areas, land areas (which are green-shaded) and sea areas (blue-shaded). Darker blue lines separate sea areas from one other. Boundary lines (white lines separate countries from one another; white dotted lines divide land areas

within the same country) and impassable regions separate land areas from each other. Coastlines separate land and sea areas.

Units from any major power may stack together in the same sea area. However, only units from one side may stack together in a land area (except during an attack, see 5.3). You may always stack in a land area controlled by your major power (exceptions: neutral major powers, and China, see 5.2). However, your units can't stack in a land area controlled by another major power on your side if that land area is in a major power's home country (see list of these in 1.1; exception: once the USA is at war with an Axis major power, AFA and USA units may freely stack in each other's major power home countries too.)

Otherwise, you may move into and stack in any land area controlled by another major power on your side, provided:

- You and the major power controlling the land area are both at war with the same enemy major power(s); and
- The controlling major power has no land units in the land area; and
- The major power controlling land area lets you.

If all of the above aren't true, you can't move into an ally's land area.

Any of the controlling major power's air or naval units in the land area must rebase out of that land area (see 6.6, exception: once the USA is at war with an Axis major power, the AFA and USA may freely enter and stack together in each other's land areas.)

***Example:** Cecilia, playing the USSR, has taken control of Persia with her Soviet forces, but presently has only an air unit located there. James wants to move one of his AFA land unit into Persia. Since there are no USSR land units there, and since the AFA and USSR are both at war with the same Axis major powers, and since Cecilia agrees, the move is allowed. Cecilia must rebase the USSR air unit.*



All sea areas and most land areas may have any number of units located there without any limit. When doing a Ground Attack, there is a limit on the number of land units that may attack from one land area to another (see 5.3).

However, some land areas are in the shape of a circle. These are called Islands and represent smaller territories. (A few of them are not actual islands, but most are.) The side that controls an Island land area may base there land units whose combined total Size is no more than two; the same limit applies to air unit(s) based there. Additionally, the same limit applies to land unit(s) that may Ground Attack an Island area (see 5.3).

Example: The Midway Islands is an Island land area, with a Small Port, and is initially controlled by the USA. Franklin, playing the USA, could base both the Marines and Pacific Command here, since both units are Size 1.

The map is also dotted with various other land formations, especially throughout the world's oceans; these formations are not in play unless they have a name.

Similarly, there are some bodies of water that have a name, and some that do not. If the body of water has a name (e.g. Black Sea) then it is a sea area and air and naval units may move to sea there (see 4.2). However, if a body of water does not have a name (e.g., the body of water located between the Caucasus Mountains and Samarkand), then for purposes of playing the game it is not a sea area, and air and naval units may not move there.

Many land areas (including Islands) have a Port symbol. Any number of naval units may base in a land area with a Big Port, provided the land area is friendly and the naval unit enters the land area from a sea area that touches the port. However, only naval unit(s) that have a combined total Size of no more than two may base in a land area with a Small Port. You cannot base any naval unit in a land area that does not have a Port.

A few land areas have more than one Port, with one Port touching one sea area and the other Port touching another; when basing naval units in such a land area, you must indicate which Port you are located in. You can't transfer naval units from one Port to another even though it is the same land area; however, you may return to base (see 4.1) or rebase (5.1) to the other Port.

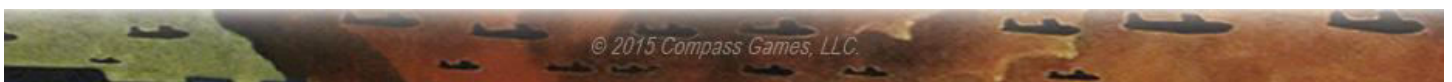
Example: The land area Spain (which along with Portugal comprises the country called Iberia) has two Big Ports touching two different sea areas.

Some Ports touch more than one sea area. If the sea areas they touch also have a blue line between them, then the sea areas also touch each other (see Gibraltar in the above example). However, if the sea areas do not have a blue dividing line between them, then the sea areas do not directly touch each other (for example, see Istanbul below). In certain circumstances as noted on the map, your naval units may be able to move directly from one of these sea areas to the other anyways.

Example: Istanbul is a land area with a Big Port, which touches both the Black Sea and the Mediterranean Sea. A naval unit based in Istanbul could move directly to either sea area. Additionally, if your side controls Istanbul, your naval units could move from the Mediterranean Sea directly to the Black Sea and vice versa, since those two sea areas connect if Istanbul is friendly.

The map also has many curved blue- and black-shaded lines called Routes. There are two kinds of Routes:

- A black-shaded Land Route connects two land areas, which are treated as adjacent land areas in all respects. However, the Land Route does curtail land unit movement (see 5.2) and Ground Attacks (see 5.3) between the areas.
- A blue-shaded Air Route allows only air units to move from the land area at one end of the Air Route directly to the land area at the other end of the Air Route as if the two land areas were adjacent.



***Example:** A Land Route connects Stalingrad and Samarkand, and Samarkand has an Air Route connecting it to the Caucasus Mountains.*

1.4 Terrain and Weather

Some land areas have terrain symbols located inside their boundaries. It doesn't matter how many of the symbols are there; if there is one or more of a certain type, the land area has that terrain. Terrain may affect movement and/or combat. See the Terrain Effects Chart on the map for more details.

The Victory Track will show a Snow icon on certain turns. This means that in certain regions of the world during these turns, harsh winter weather will have an effect on combat. These effects and the places where they occur are shown and explained on the map.

1.5 Control of Areas

The map is divided into land and sea areas. Land areas may be controlled by one major power, or may be neutral (and uncontrolled). Where needed, place one of the controlling major power's flag markers in that area. A land area is friendly if any major power on your side controls it.

Sea areas do not use control flags. A sea area is friendly to your side unless there is an enemy air unit, BB, CV, or SUB unit controlled by a major power you are at war with located there and your side does not have any unit in that sea area. **(This is important for tracing a supply line, see 1.7)** A Convoy counts as one of your side's units for this purpose unless the Convoy is destroyed (see 3.4) or has received maximum damage (see 6.5).

Initial control of land areas is shown on the map with printed flags within each country. Large countries such as the USSR contain more than one land area, but only have one initial control flag; this flag represents control of every land area in the country. There is one exception: Peking begins the game controlled by Japan, whereas the other land areas in China are controlled by the USA. This is

because Japan and China went to war in 1937, before the game begins.

Some countries have a flag with a question mark printed on the map (for example, Mexico). These countries begin the game neutral, but they will normally ally with the major power whose flag is in their country (see 3.3 for details on when and how they ally).

Other countries with no flag printed in them begin the game neutral.

Control of an area may change as a result of an attack (see 6.6), or due to a political event (see 3.).

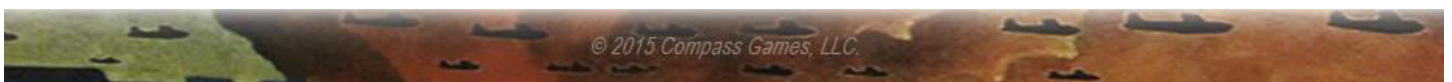
1.6 Neutral Territory

Many countries begin the game neutral. Units controlled by major powers may not enter or fly over neutral land areas. You must declare war (see 3.2) on that country first.

1.7 Supply Lines

At times you will need to check whether your units are able to trace a supply line. Units at sea in a sea area are always in supply and do not need to trace a supply line. Only units in land areas need to trace a supply line. When tracing a supply line to determine whether you can use Oil and Resources to build units (see 7.8), you may also trace a supply line through any land area controlled by a neutral country.

A supply line starts in a land area either in one of your major power's home countries (see 1.1), or (when tracing a supply line for a specific unit) from that unit's home country (if different), and ends in the area where supply is needed. When tracing a supply line, you may pass through any number of friendly land and/or sea areas (see 1.5), using Land Routes, but not Air Routes (see 1.3). Additionally, while the USA is at war, both AFA and USA units may start tracing a supply line either in the USA or in any of the AFA's major power home countries.



Example: Maria's Germany has aligned the Near East. For the Near East land units, Maria can begin tracing a supply line from any land area in Germany, or Italy, or the Near East. However, Maria must begin a supply line to the German unit Army Group Center in a land area in either Germany or Italy (but not the Near East). Army Group Center requires a Supply Line that starts in Germany or Italy

If you can't trace a supply line to a unit, then that unit is out of supply. If your unit can't trace a supply line, it may still:

- Move to sea (see 4.2) if it is a naval unit, but its movement range is 1; and
- Rebase (see 5.1) if it is an air **or** naval unit.

However, a unit that can't trace a supply line may not:

- Move to a sea area (see 4.2) if it is an air unit;
- Join a land area combat (see 5.3);
- Move (see 5.2) if it is a land unit;
- Be built (see 7.8, but you may voluntarily destroy it).

Additionally:

- If you Ground Attack (see 5.3) a land unit that can't trace a supply line, treat the unit as if it has two additional white triangles on its Land Factor (this applies individually to every defending land unit that can't trace a supply line).

1.8 Halving

Whenever you modify numbers, complete all modifications and retain all fractions until the very end. After all calculations are complete, then round off, with .5 or higher rounding up to the next highest whole number.

1.9 Player Order

The Turn End Activities (see 7.) occur simultaneously. These activities should be done secretly, and not revealed until all players are done that activity. If playing solitaire, we recommend that the major power with the most Victory Points

do an activity first; you may break a tie by having the major power that controls the most total Oil and Resources doing the activity first.

1.10 Terminology

When the rules refer to “you” and “your” this specifically means “your major power.” It does not mean “you the player,” since a player may be governing more than one major power.

1.11 Start Your Game

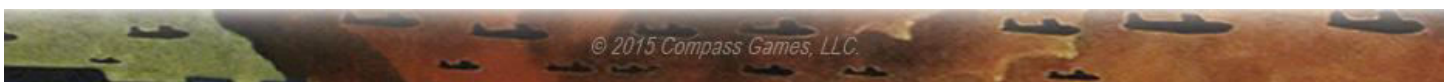
Now you are ready to start your game of **Blitz! A World in Conflict!** If you are playing a Short Scenario, then refer to the Scenario details on that Scenario's Set-up Chart. The full game does not have a dedicated Set-up Chart. Instead, each of the five major powers will use their own Weapons Development Chart in full.

You may wish to use some of the Optional Rules found in section 9. below. Decide on these next.

Now decide which players are going to play what major power(s). For a full game of **Blitz! A World in Conflict**, we recommend the following, but you are welcome to agree on your own method.

	2 Players	3 Players	4 Players	5 Players
Player 1	Germany & Japan	Germany & Japan	Germany	Germany
Player 2	AFA, USA & USSR	AFA & USA	Japan	Japan
Player 3	n/a	USSR	AFA & USA	AFA
Player 4	n/a	n/a	USSR	USA
Player 5	n/a	n/a	n/a	USSR

Now place both “It's War!” markers, and all of the Oil, Resources and Victory markers in the ‘0’ box on the Victory Track. Germany puts its Oil marker in the ‘1’ box along with the Turn marker. Lastly, each player should now refer to the Weapons Development Chart for each major power that player is running and place all of their units in the proper location. Some units will start on the map, some in your current Force Pool of available units, and some in the Groups on your Weapons



Development Chart (these are units that have not yet been developed, see 7.3). Also place all units controlled by neutral countries onto the Minor Country Weapons

Development Chart.

2. Playing a Turn

2.1 Game Turn Sequence

The game is divided into 15 Turns. At the start of a new Turn, move the Turn marker up one box on the Victory Track to reflect the new Turn number. A game turn is divided into the following phases:

1. AXIS ACTIVITIES

- A. Return to Base (4.1)
- B. Move to a Sea Area (4.2 ~ 4.3)
- C. Sea Area Combat (4.4)
- D. Rebase Air and Naval Units (5.1)
- E. Move Land Units (5.2)
- F. Land Area Combat (5.3)

2. ALLIED ACTIVITIES

Same as 1. A through F above.

3. AXIS BLITZES

May include some or all of 1. A through F above.

4. ALLIED BLITZES

May include some or all of 1. A through F above.

5. TURN END ACTIVITIES

- A. Partisans (7.1)
- B. Neutral Entry (7.2)
- C. Build units (7.3 ~ 7.8)
- D. Victory and Game End (8).

Only major powers on that side (Axis or Allies) may perform activities during the noted phases. Each activity must be done simultaneously for all major powers on that side (i.e., both Germany and Japan return all units to base, then they both move units to a sea area, etc.).

2.2 Blitz Phases

Your participation in the Blitz phase depends on what kind of Blitz action you select. All of the Blitz choices except the Free Blitz will require that you expend Oil. All major powers on a side must announce which Blitz action they are selecting before any major power begins Blitz activities. Note that your units may be attacked during enemy Blitz activities regardless of your Blitz action.

The cost in Oil depends on what type of Blitz action you choose. Only one Blitz action may be selected by each major power, and you must have sufficient Oil to call that Blitz action. If you don't have any Oil, or choose not to spend any, you do the Free Blitz option. Resolve Blitz actions in the usual sequence of play for that side (see 1. A - F above for Axis Activities).

- Air Blitz (cost: one Oil): your air units (but not your naval or land units) may perform activities 1. A - F (exception: your CV units already at sea may also participate in any Port Attack you initiate, and your air units may be able to assist an ally's Ground Attack, see 5.3); or
- Land Blitz (cost: one Oil): you may perform activities 1. E and 1. F with any of your units; however the only land area combat you may initiate is a Ground Attack (see 5.3); or
- Naval Blitz (cost: one Oil) you may perform activities 1. A - C with any of your units; or
- Total Blitz (cost: two Oil): you may perform activities 1. A - F with any of your units.
- Free Blitz (cost: zero Oil): some of your units may do limited actions as follows; the combined total Size of the units being moved can't exceed four.
 - A naval or air unit may return to base (see 4.1), or it may move to a sea area (see 4.2); a unit that both returns to base and moves to a sea area counts as double its size; after you have finished moving your unit(s) to a sea area, if the other side has any units in the sea area(s) you moved into, then resolve a sea area combat (see 4.4) in those sea areas, but only if the other side wishes to have a sea area combat there; if another major power on your side is doing a Naval or Total Blitz and has units in that sea area, then your units



BLITZ! A WORLD IN CONFLICT **LIVING RULES**

participate normally in the sea area combat for that sea area; and/or

- An air unit may rebase (see 5.1); and/or
- A land unit may move (see 5.2) except that it may not move into an enemy-controlled land area; **a land unit carried by a TRS also counts against the total Size moved.**
- Note that a naval unit may not rebase.

***Example:** Richard's Japan does not spend any Oil and so he has a Free Blitz, and may move a few units. The Kamikazes are at sea in the Japanese Coast. Richard returns that unit to base in Tokyo, and then moves it to the East China Sea, where the USA's 3rd Fleet is located. The Kamikazes unit is Size 1 but it counts double since it both returned to base and moved to a sea area. Then Richard moves the Zeroes (Size 2) move from Hollandia into the Bismarck Sea, where the USA's 8th Fleet and Japanese Combined Fleet are located. Franklin, the USA player, declines to have a sea area combat in the Bismarck Sea, but does choose to have a sea combat in the East China Sea.*

Regardless of what Blitz your major power chooses, your units at sea will participate in combat if that sea area has a combat (see 4.4).

***Example:** The Allies are doing their Blitz moves. Franklin selects a Total Blitz for the USA, while Richard has the AFA do a Land Blitz. The AFA and Germany already have units in the North Atlantic sea area, and Franklin moves a naval unit for the USA there too. All units located in the North Atlantic (even Richard's AFA units that are doing a Land Blitz) participate in the sea area combat.*

3. Politics

At any time when your side (not the other side) is performing Activities or Blitzes, you may be in a position to declare war, ally with a neutral minor country, conquer an enemy, or liberate a conquered ally. You may also ally with a minor country during enemy Activities and Blitzes as a result of an enemy declaration of war. Pause play for a moment and

resolve the effects of doing any of these actions immediately.

3.1 Who is at War?

The AFA and Germany, and all of their allies, begin the game at war with one another. Note that Poland, although not part of either the British or French Empire, is already allied with the AFA and is also at war with Germany. (That's because historically Germany declared war on Poland, triggering the global outbreak of World War II.)

Japan is at war with China. China is allied with the USA, however Japan and the USA are not yet at war.

3.2 Declare War

You may normally declare war on any neutral country and/or any major power on the other side that you are not yet at war with. Doing so may affect the status of neutral major powers (see 7.2).

However, there are some restrictions.

- You can't declare war on any major power or minor country already on your side.
- You can't declare war on a country that is already controlled by a major power on the other side; you have to declare war on its controlling major power.
- Germany may not declare war on the USSR unless either (a) Germany controls Paris, or (b) it is Turn 5 or later.
- The USA cannot declare war on anyone until the USA's neutral entry status allows it to (see 7.2). Once the USA goes to war with either Germany or Japan, all restrictions on the USA's ability to declare war are immediately lifted.
- The USSR may not declare war on Central Europe, Finland, Germany, or Sweden until the USSR's neutral entry status permits (see 7.2). The USSR is otherwise unrestricted. If the USSR goes to war with Japan, the USSR is an active major power, but the USSR's restrictions on its ability to declare war on Central Europe, Finland, Germany, or Sweden remain in force.



- No Allied major power may declare war on Brazil, Chile, Mexico or Venezuela.

When you declare war on a neutral minor country, a major power on the other side allies with it: usually the AFA for the Allies, and Germany for the Axis. There are some exceptions: Japan aligns South-East Asia for the Axis, and for the Allies the USA aligns Mexico, Central America, Brazil, Latin America, Chile and Paraguay-Uruguay. If an Axis major power aligns Belgium-Netherlands, then Belgium-Netherlands splits: Germany allies with Belgium-Netherlands, while Japan allies with Borneo, Hollandia, and Java.

If you ally a minor country as a result of a declaration of war made by an enemy major power that you are not at war with, you may not enter any of that ally's land areas, nor any land area controlled by that enemy major power. Both restrictions are lifted once you are at war with that enemy major power. Units controlled by the minor country that was declared war upon are not restricted.

***Example:** Cecelia has the USSR declare war on Turkey. Maria's Germany aligns Turkey, but Germany and the USSR are not at war. Maria's units (other than the Turkish ones) may not enter land areas in Turkey or the USSR.*

3.3 Ally with a Neutral Minor Country

Certain major powers may ally with certain minor countries if certain pre-requisites are met. All alignments are automatic; you can't refuse to align a minor country if the condition(s) specified below are met.

When a minor country becomes your ally, you must set up its units as noted on the Minor Country Weapons Development Chart; you can't refuse to set them up (exception: see Brazil and Mexico below). These units may be used by their controlling major power at once. **You govern the minor country and its units exactly as you govern your other countries and units thereafter.**

- **Argentina:** An Axis major power that controls a land area that is four or fewer aircraft moves from Argentina and which has a major power land unit there (but not an aligned minor's land unit) immediately aligns a neutral Argentina.
- **Austria-Czechoslovakia:** An Allied major power that controls Austria-Czechoslovakia liberates and allies with it.
- **Balkans:** Germany allies a neutral Balkans if the Allies do not control any land area touching the Mediterranean Sea. The AFA allies a neutral Balkans if the Axis does not control any land area touching the Mediterranean Sea.
- **Brazil:** The USA allies a neutral Brazil when the USA is at war with the Axis. The Brazilian Army sets-up on map only if Brazil is allied due to an Axis declaration of war upon Brazil; otherwise the Brazilian Army joins the USA Force Pool when Brazil becomes allied with the USA.
- **Central Europe:** Germany allies a neutral Central Europe once Germany is at war with the USSR.
- **Finland:** Germany allies a neutral Finland once Germany is at war with the USSR.
- **Iberia:** Germany allies a neutral Iberia once Germany controls Gibraltar. An Allied major power that conquers Iberia liberates and allies it. (Actually the Allies are in part liberating the Spanish Republic, which just lost the Spanish Civil War in 1939 despite Allied support.)
- **Mexico:** The USA allies a neutral Mexico when the USA is at war with the Axis. The Mexican Army sets-up on map only if Mexico is allied due to an Axis declaration of war upon Mexico; otherwise the Mexican Army joins the USA Force Pool when Mexico becomes allied with the USA.
- **Near East:** Germany allies a neutral Near East once Germany controls any two land areas that are adjacent to the Near East, provided a supply line (see 1.7) can be traced to those two land areas.
- **Paraguay-Uruguay:** An Axis major power that controls a land area that is four or fewer aircraft moves from Paraguay-Uruguay and which has a major power land unit there (but not an aligned



minor's land unit) immediately aligns a neutral Paraguay-Uruguay.

- **South-East Asia:** Japan allies a neutral South-East Asia once Japan goes to war with the AFA, or once the Axis control Paris, whichever occurs first.
- **Turkey:** Germany allies a neutral Turkey when Germany controls the Caucasus Mountains land area.

***Example:** At the Start of Turn 2 Maria has Germany declare war on Belgium-Netherlands, which James allies to the AFA. Richard then has Japan immediately declare war on the AFA, which allows him to align South-East Asia. Richard later moves the South-East Asia land unit into Burma, and has the SNLF MAR invade Borneo (since it is allied with the AFA, no additional declaration of war against Belgium-Netherlands was necessary) during land area combats.*

Also during land area combats, Maria successfully invades Gibraltar, which causes Iberia to align with Germany. However, even though the Spanish Army is immediately placed on the map, it is not able to join her subsequent Ground Attack on Vichy France. That's because Maria had to announce all units participating in all land area combats before resolving any of them, and at that time Iberia was neutral.

3.4 Conquest and Liberation

You conquer an enemy country when you and/or other major powers on your side control all of the land areas in that country, provided that each of you can trace a supply line (see 1.7) to the areas you control. Some major powers and minor countries control multiple home countries. Each one must be conquered individually.

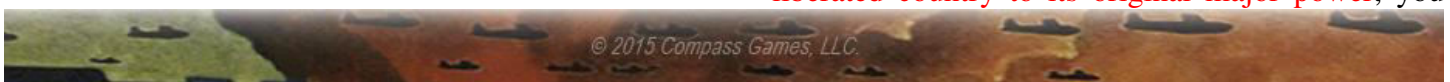
If your major power no longer controls any unconquered country at all, then your major power is completely conquered and is out of the game until and unless an ally liberates one of your countries back to your major power's control (see below).

When one of your countries is conquered, do the following.

- Immediately select another of your allied home countries (including minor allies) to become the new home country for the conquered country's units that remain on the map (if any).
- Units from the conquered country that are in your Force Pool are set aside until the country is liberated (see below).
- All of the conquered country's units that are still in Groups on your Weapons Development Chart as future additions remain in place on the Chart. You may select these units to add to your Force Pool if you wish (see 7.3). Those you do add to your Force Pool are set aside until the country is liberated.
- You keep in place all on-map units controlled by the conquered country. While on the map, these units may be built (see 7.8). However, once one of these units is destroyed, or when a Big unit takes enough damage to be replaced by its Small version, it is set aside until the country is liberated. **You may not build up a conquered country's Size 2 (Small) unit to Size 3 (Big) because the Big unit is removed from play as soon as it is removed from the map.**

If you (potentially along with or other major powers on your side) are in a position to conquer a country that was previously conquered by the other side, then instead you liberate that country. The major power on your side that controls the most land areas in the liberated country now allies with it (if tied, flip a coin).

If the liberated country was the only major power home country at the start of the game (see 1.1) for that major power (or for the AFA: Great Britain, or for Germany: Germany), you must return control of it to its original major power. When you liberate any other country that was allied with another major power on your side earlier in the game, you may return control of the liberated country to that major power if you wish, or you may retain control of it yourself. You must decide immediately when liberation occurs, and cannot change your decision later on. If you choose not to **return control of the liberated country to its original major power**, you



immediately assume control of all of that country's units that are on the map or in the Force Pool; future additions are still added at the discretion of the the original controlling major power (see 7.3).

When you liberate a country, you add one of that country's previously set aside Small units of your choice to your major power's force pool immediately (this is in addition to your New Weapons Development, see 7.3). Add another Small unit of your choice at the start of each future turn; when there are no Small units left, then you may add one Big unit per turn instead. These are now your major power's units. Note that the Maginot Line unit may not be added to your force pool again.

***Example:** On Turn 8 Franklin gains control of both Morocco and Algeria for the USA, and thus liberates French North Africa. Franklin decides to retain control of French North Africa, rather than give it back to the control of James and the AFA. French North Africa has one Small land unit. Franklin adds the Free French Army to his Force Pool immediately.*

Italy is a special case. Italy is conquered when Rome is Allied-controlled (control of Milan is not necessary). Italy is liberated when Rome is once again friendly to the Axis.

France is also a special case. France is conquered when Paris is Axis-controlled (control of Vichy France is not necessary). In addition to the usual effects of conquest, when France is conquered do the following in order:

- Set aside all on-map air and land units whose home country is France or French North Africa until that country is liberated.
- The following become independent neutral countries if they are still Allied-controlled: French North Africa, French West Africa, Madagascar, and Vichy France. Any of the land areas in these countries other than Vichy France that are Axis-controlled remain Axis-controlled. However, Vichy France always becomes a neutral country, even if it is Axis-controlled.

You may place a Neutral Country marker where appropriate for clarity.

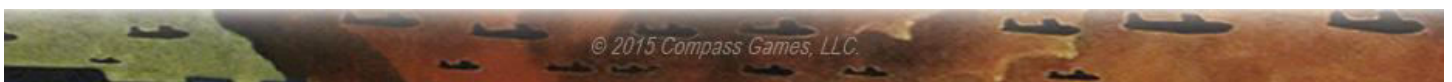
- Any on-map naval unit whose home country is France is placed into Vichy France.
- Any on-map unit located in a country that is now neutral is immediately placed in any land area (owner's choice) in that unit's home country.

While neutral, these countries may be declared war upon by either side. Any naval units in Vichy France, along with the Vichy France land unit (see the Minor Country Weapons Development Chart), are Vichy France's units. The other neutral countries do not have any units (although French North Africa will after being liberated). If an Axis major power declares war on Vichy France, there are two special considerations:

- If the Allies control all of French North Africa at the moment of the Axis declaration of war on Vichy France, then the Vichy France land unit does not set up on the map.
- If an Axis major power takes control of Vichy France, then roll a die for each French naval unit located in Vichy France: on a 1 that Axis major power takes control of the unit; on a 2-3 the Allies retain control of the unit (and it must immediately rebase, see 6.6); on a 4-6 the unit is destroyed. Add 1 to this roll if the Allies control all of French North Africa.

France is liberated when the Allies once again control Paris. If an Allied major power takes control of French North Africa, French West Africa, Madagascar, or Vichy France, these countries are liberated (not conquered). When Vichy France is liberated:

- The Vichy France land unit is set aside, but all French naval units in Vichy France remain in place and become controlled by the Allied major power that liberated Vichy France.
- If an Allied major power has previously liberated France, then Vichy France ceases being its own country and it becomes part of France again. In this case, the major power that liberated France takes control of the naval units in Vichy France too.



For both Italy and France, these special case rules only apply the first time each is conquered and liberated. After that the standard rules for conquest and liberation apply.

3.5 Destroyed Convoys

Each Convoy on the map has a home country listed under it. Place a Destroyed marker on a Convoy as follows:

- For the Canada and Great Britain Convoys: when the named home country is conquered.
- For the France, Japan, and USA Convoys: when no land area in the named home country that touches the sea area where the Convoy is located is friendly.
- For Australia: when Canberra is enemy-controlled.
- For India: when Hyderabad is enemy-controlled.
- For the 'Ger-Swe' Convoy: when neither Norway nor Sweden is providing a Resource to Germany.
- For the 'Japan-S.China' Convoy: when Japan does not control any land area touching the South China Sea that has an Oil or a Resource.

When the above condition is no longer true, remove the Destroyed marker.

4. Sea Area Activities

First you have the option of returning to base any or all of your air and/or naval units (and the land units they may be carrying) currently in a sea area (see 4.1). Then you may move units out to sea (see 4.2 ~ 4.3), followed by sea area combat (4.4).

4.1 Return to Base

Check for each of your units at sea. If there is no base within range where it could return to base, then your unit must return to base at the closest land area where it can stack. If the only base within range is unable to trace a supply line (see 1.7), then the unit must return to that base. If there is no friendly land area at all that a unit could return to base to, then your unit is destroyed, even if it could stay at sea.

***Example:** Cecilia's Soviet Baltic Sea Fleet is at sea in the Baltic Sea. However during Axis Activities, Germany takes control of Leningrad. The Baltic Sea Fleet cannot move from the Baltic Sea to the North Sea, and has no land area where it could return to base touching the Baltic Sea, so it is destroyed.*

Otherwise, units at sea may remain at sea or may return to base, whichever you prefer.

When you return a unit to base, you do so just like moving it to a sea area (see 4.2) except in reverse.

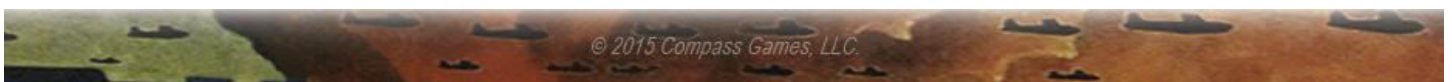
For naval units returning to base, the land area they end up in must have a Port where they can stack (see 1.3) touching the final sea area moved through when returning to base. Naval units returning to base may not embark land units along the way (see 4.2).

***Example:** Franklin wants to return the Big Pacific Fleet to base. He can't return to Darwin, because the Pacific Fleet (Size 4) can't stack in a Small Port. The Big Port in Perth would cost three movement (two for two sea areas plus one to enter the Big Port, see 4.2) but the Pacific Fleet only has two movement, so it is also too far away. Canberra is an eligible location.*

4.2 Move to a Sea Area

Move your naval and air units to a sea area one at a time, completing each unit's move before beginning the next unit's move. A unit's ability to trace a supply line (see 1.7) is judged at the moment it begins to move, so it is possible for a move by one unit to re-establish another unit's supply line, which in turn allows that unit to move.

Each unit may only move once, and air, BB, CV and SUB units controlled by a neutral major power may not move to a sea area at all (but they may rebase, see 5.1). Any moving **naval** unit that begins its move in a sea area must end its move in a **Port**; **air units can return to base anywhere in range where they can base.** You can't move **either naval or air**



units from one sea area to another and end the move in a sea area.

Any moving unit that begins its move in a sea area must end its move in a Port; you can't move from one sea area to another.

When you move an air or naval unit to a sea area, you move it from its present area to an adjacent area, and so forth, until you reach your destination, run out of movement, or are blocked (see 4.3). The map also details several restrictions regarding naval unit movement.

Example: While James and his AFA control Gibraltar and Egypt, Maria's Italian naval units will have to remain in the Mediterranean Sea, and abutting land areas, due to the movement restrictions. However Maria's Italian SUB unit may move out of the Mediterranean Sea to the Western Approaches (and other Axis SUBs may move into the Mediterranean Sea as well.)

Air units may also use Air Routes when moving from one area to another; treat areas connected by an Air Route as if they were adjacent for the purpose of moving air units.

Each sea or land area entered normally costs one movement. However, an air unit that enters a sea area must expend two movement instead of one (because sea areas actually take up more space than they appear to, due to map-scale distortion). As a result, an air unit with one movement cannot end its move in a sea area (but may rebase through one, see 5.1).

When moving a naval unit from a Port, you must first enter the sea area touching the Port symbol (your choice which sea area if there are more than one). You may also move a naval unit directly into a Port; the Port counts as one area moved into.

If you are moving a TRS and the TRS begins its move in a land area containing a land unit, you may be able to carry it. A TRS can carry twice its Size in land units; for example, a TRS with one black dot

on its bottom left may carry a land unit with two black dots or it may carry two land units that are each Size 1. Additionally, a TRS may embark land unit(s) in the sea area where it ends its move, provided each land unit is in a land area touching that sea area and provided the TRS has enough carrying capacity.

Example: The Central TRS is based in the Caroline Islands' Big Port. Richard first moves it into Micronesia. He could then move the Central TRS directly into the Small Port in the Marshall Islands, joining the SNLF MAR land unit located there and ending its move.

However, Richard wants to invade the Midway Islands. The Central TRS moves into Micronesia and ends its move there. The Central TRS stays at sea in Micronesia and embarks the SNLF MAR land unit from the Marshall Islands. The MAR is ready to invade the Midway Islands.

A TRS that can't trace a supply line before moving (see 1.7) can't carry any unit, nor may it pick up a unit upon completing its move.

AFA and USA TRS may carry each other's land units, provided the USA is not neutral. Chinese land units may not be carried by any TRS at all (not even by USA TRS). Otherwise, your major power's TRS units may only carry your land units. TRS can't carry air units.

4.3 Blocking Enemy Naval Unit Moves

Enemy naval and air units already at sea that you are at war with will automatically try to block the movement of your naval units (see 4.2). However, the movement of your SUB and air units may never be blocked, and naval units returning to base (see 4.1) may never be blocked.

You may freely enter enemy-occupied sea areas. However, when one of your naval units attempts to leave a sea area with enemy units in it, add up the Blockade Value (see the Blockade Table on the map) of all enemy units that you are at war with in



that sea area, and roll a die. If your roll exceeds the total, you may continue moving; if not, your unit has been blocked and must remain in the current sea area.

***Example:** Maria's High Seas Fleet hopes to move from Paris to the North Atlantic. First, it moves into the Western Approaches, where James' Coastal Command is located. Since France is conquered, the AFA Convoy in the Western Approaches is presently Destroyed. Coastal Command is a Small air unit whose Primary Bombing Factor is a Naval Factor and therefore has a Blockade Value of 2 (see the Blockade Table).*

James rolls a die to try to block the High Seas Fleet's continued move. On a roll of 3-6 the High Seas Fleet will be able to continue moving, but on a 1-2 it will have to remain in the Western Approaches.

4.4 Sea Area Combat

Now every sea area that has enemy units that are at war with each other (even if only a Convoy) in it must have a combat. The side performing actions selects one sea area for combat at a time, resolving each before moving on to the next.

First, active major powers on the other side may fly any air units that are based in a land area in range of the selected sea area, and whose primary bombing factor is Naval (see the Unit Types Chart), to the selected sea area so that they may join the combat.

Next, any SUB on the side not conducting Activities or Blitzes that is located in a sea area may avoid fighting by immediately returning to base (see 4.1).

All units in the selected sea area that are at war with at least one enemy unit or Convoy in that sea area will now participate in the combat. Ignore the fact that some major powers may not be at war with all of the enemy major powers located there; however units controlled by neutral major powers do not participate at all.

If both sides have at least one air and/or CV, first you will resolve an Air Round (see 6.1). Then, if either side has at least one air or naval unit with a Naval Factor greater than zero and the other side has any naval units (including a Convoy), you resolve a Naval Round (see 6.3).

Note that a sea area experiencing Snow will have an effect on the combat; see the Snow Effects Chart on the map.

***Example:** The USA and Japan will have a sea area combat in the East China Sea. First the Japanese Naval Air will fight the USA's 12th Fleet in an Air Round.*

Assuming both remain in the battle after the Air Round, there will then be a Naval Round. The 12th Fleet will fire at the Japanese Convoy only; the Naval Air is an air unit and can't be affected in a Naval Round. The Naval Air will fire at the 12th Fleet.

5. Land Area Activities

First you have the option of rebasing your air and naval units not already in a sea area (see 5.1). Then you can move your land units (5.2). Lastly, you may commit your units to land area attacks (5.3).

5.1 Rebase Air and Naval Units

Any naval unit in a Port may rebase to **any** friendly Port where it can stack (see 1.3), provided it did not move to a sea area earlier in this activity phase (see 4.2). A unit does not need to be able to trace a supply line (see 1.7) in order to rebase.

When rebasing, your naval unit may use up to three times its printed movement. However, it may not move into a sea area containing an enemy unit that you are at war with, **provided that unit has 1 or more printed Air and/or Naval Factors (i.e., it is permissible to rebase if the only enemy units are TRS and/or a Convoy.)** A TRS may carry, embark and/or disembark land unit(s) while rebasing;



however, you may only embark or disembark land unit(s) when your TRS is in a Port, not when it is in a sea area. A TRS that can't trace a supply line (see 1.7) may rebase but cannot carry or embark any units during its rebase.

***Example:** Franklin's USA's 3rd Fleet TRS (Size 1) is in London and begins its rebase while carrying the 9th Army (Size 2). It may rebase with six movement. Franklin moves to the Western Approaches and into Paris, where the 9th Army disembarks. The TRS still has four movement left, so it moves back to the Western Approaches and into London, where it embarks the Home Guard and Malta GAR units (combined Size 2). With two movement left, the TRS moves back into the Western Approaches and ends its rebase in Paris, where the units disembark. Note that any Axis naval or air unit in the Western Approaches sea area would have prevented this rebase.*

You may also rebase any of your air units in a land area (but not those in a sea area) to another friendly land area, using three times the unit's air movement, provided it did not move to a sea area earlier in this phase (see 4.2). A PARA may also rebase like an air unit provided it did not move or rebase via a TRS already during this phase. These units disregard the presence of enemy units during their rebase; they may freely rebase through enemy-controlled land and enemy-occupied sea areas (but not through neutral land areas).

Naval and air units controlled by a neutral major power may rebase, but the rebase move must start and end in a land area in the unit's home country.

5.2 Move Land Units

Now you move your land units one at a time, completing one unit's move before beginning the next unit's move. A FORT may never move. Whether a unit can trace a supply line (see 1.7) is judged at the moment it begins to move, so it is possible for a move by one unit to re-establish a supply line to another unit, which in turn allows that unit to move.

A land unit being carried by a TRS at sea may move from the TRS to any friendly land area that touches the sea area where the TRS is located. It must end its movement there.

Your other land units may move from their starting land area to an adjacent land area, and so on. Two land areas are adjacent if they share a common land border or are connected by a Land Route. If the land area you wish to move into is enemy-controlled but has no land unit located there, you move in and take control of that land area (see 6.6). You can't move into an enemy-controlled land area if there is a land unit there, but you may attack it later (see 5.3). If you move a land unit through a Land Route, you must end your move after passing through the Land Route.

The number of land areas in total that a land unit may move is equal to its land movement (the number in the green circle on the unit). Land areas with Jungle, Mountain or Swamp terrain count as two when moving into these land areas. All other land areas, including Islands, count as one.

If land units controlled by different major powers on the same side both wish to move into the same unoccupied enemy-controlled land area, see 6.6 to determine who takes control of it.

A land unit controlled by a neutral major power that is not at war with any other country at all may only leave its home country if it is a GAR; all other land units must end their move within their home country until that major power is at war with any other country.

An Allied unit whose home country is not China may not enter a land area in China until:

- China has been conquered; or
- The USSR controls Harbin and Port Arthur (this allows USSR units only); or
- The AFA and/or USA control any two of Formosa, Manila, or South-East Asia, provided the USA is not neutral (this allows AFA and USA units only).



5.3 Land Area Combat

Now you (and other major powers on your side) announce your land area combats one at a time, stating what kind of combat it is and committing your units to each combat as you announce it. After all land area attacks have been announced, and all defending units assigned by the other side, the attacking side then resolves the combats in any order that they wish.

You may initiate a land area combat against a land area controlled by any enemy major power you are at war with, but you'll have to declare war (see 3.2) on a neutral country or on a major power on the other side that you are not at war with before attacking one of its land areas.

Example: Army Group B is in Paris. Its movement is three. Maria could move it to Western Germany, Berlin, and onto Poland, ending its move there. Since Iberia is friendly, Maria could move it into Spain via the Land Route from Paris. Spain counts as two areas because it has Mountain terrain, leaving the Army Group B with one movement left. However, it can't move any further because it moved across a Land Route.

When announcing a combat you first announce what kind it is:

- **Factory Attack:** You attack the enemy Factory in the land area with one **or more** of your air units; or
- **Ground Attack:** You try to take control of the land area by attacking the enemy land units there (if any). You must attack with at least one of your land units; **other land units may also attack, as well as air units (within range) and naval units (located in a sea area touching the target land area); see below for limitations;** note that it is okay to attack an unoccupied enemy-controlled land area (you'll automatically take control of it); or
- **Port Attack:** You attack enemy naval units (other than SUBs, which can't be Port Attacked) in Port with one **or more** of your air and/or CV units; you may only use a CV to Port Attack if

the Port you are attacking touches the same sea area where your CV is located and there are no enemy air, BB, CV or SUB units in your CV's sea area.

Example: James wishes to have his North Atlantic Fleet Port Attack German naval units. Unfortunately, he can't attack U-Boat II because you can't Port Attack enemy SUBs. He can't Port Attack the BB Fleet either, because the Port the BB Fleet is in does not touch the Western Approaches; it only touches the Mediterranean Sea.

You may attack a target land area potentially with each of the three types of attack at the same time (but using different units in each attack, see below). However, you can't do the same type of attack against the same land area more than once.

You and your ally can't attack the same land area at the same time (exception: USA and AFA units may attack together, but other major powers on the same side may not), not even if you are doing different types of attacks. If players can't agree on which attacks go forward, none of them go forward.

Example: James and Franklin wish to join their AFA and USA air forces to do a Factory Attack against Western Germany, and also have their land, air and naval forces attack Western Germany with a Ground Attack as well. Cecilia's USSR land forces also want to attack Western Germany with a Ground Attack. Either the Soviet Ground Attack may go forward, or the AFA/USA Factory and Ground Attacks may occur.

After announcing the kind of combat, you announce which of your units will join that combat. Units from other major powers on your side may not join in the attack (exception: after the USA is at war with an Axis major power, AFA and USA units may attack together provided both are at war with the major power controlling the target land area).

Defending units at war with any attacking unit may join the defense. FORTs and land units with 0 printed Land Factors (exception: see Commanders,



9.6) may only participate in a Ground Attack as a defender; they may never attack.

Example: *On Turn 4, Cecilia has the USSR declare war on Turkey. Turkey allies with Maria's Germany. Cecilia attacks Ankara with a Ground Attack (see 5.3 below). Maria's Stukas air unit in the Levant cannot participate because German units cannot enter Turkey until Germany is at war with the USSR (see 3.2). The German-controlled Turkish land units are at war with the USSR, so the 1st Army participates in the defense.*

Later in Turn 4, during Axis Blitzes, Maria has Germany declare war on the USSR. Now all units controlled by Germany may fight against USSR units.

When it is your turn to do Activities or Blitzes, all combats are optional; you don't have to attack anywhere if you don't want to.

Your side may commit as many units to each combat as you wish. However, you can't commit your air or CV units to a land area combat if it is a Snow Turn and the land area is located in a country with the Snow marker. Air and CV units may participate on a Snow Turn in a land area with a Snowflake marker, but their Bombing Factors will be reduced (see 6.) It doesn't matter if your air unit is based in a land area with Snow; only the weather in the target land area matters.

Example: *An air unit in the Caucasus Mountains during a Snow Turn may support a land area combat in Persia, since the Near East country does not experience Snow weather.*

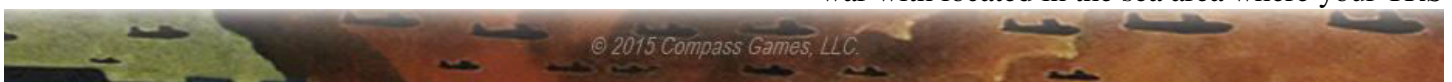
Note that as a result, you can't announce a Factory or Port Attack on a Snow Turn against a land area in a country with the Snow marker, and any Ground Attacks in those circumstances may only include land units.

Additionally, during a Ground Attack there are the following limits.

- Only land unit(s), including PARA that use air movement to join the attack, whose combined total Size is two or less may attack an Island (see 1.3).
- Only land unit(s) whose combined total Size is ten or less may attack from one land or sea area to another. Note that this limit is cumulative per area containing attacking units (e.g., Paris can be attacked by land units whose combined total Size is ten from Belgium-Netherlands, along with another ten from Western Germany, and by ten more from the North Sea.). A PARA unit that uses its air movement to join an attack does not count against this limit.
- An Allied land unit whose home country is not China may not Ground Attack a land area in China until: (a) China has been conquered; or (b) the USSR controls Harbin and Port Arthur (this allows USSR units to attack only); or (c) the AFA and/or USA control any two of Formosa, Manila, or South-East Asia, provided the USA is not neutral (this allows AFA and USA units to attack only).
- Your side's total modified Land Factors from your air and naval units supporting a Ground Attack can't exceed your side's total modified Land Factors from your land units (see 6.2).

When committing units:

- **A unit may only be committed to one type of attack in one land area.**
- An air unit must, and a PARA unit may, use its air movement to move from its present land area to the target land area, moving from one adjacent area to the next (possibly via Air Routes, and paying two for each sea area moved into along the way).
- An air unit presently in a sea area, or air unit presently in a land area that participated in a sea area combat (see 4.2) earlier in this phase of the turn, may not participate in a land area combat.
- A land unit must either be (a) in a land area that is adjacent to the target land area, provided the two land areas are not separated by a Land Route, or (b) on a TRS in a sea area that touches the target land area and provided there are no enemy air, BB, CV or SUB units that you are at war with located in the sea area where your TRS



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is located, or (c) be a PARA that uses its air movement (see first bullet above).

- A naval unit must be in a sea area adjacent to the target land area and there must be no enemy air, BB, CV or SUB units that you are at war with located in the sea area where your naval unit is located.
- A naval unit in Port can't participate in a land area combat.
- An A-Bomb is an air unit but it does not move on its own; it must be carried by another air unit (for Germany: or a V-Weapon) that has at least four Strategic Factors.

Note: a special rule about the Maginot Line is explained on the map. **The Maginot Line always fires with its Land Factors; only its Defensive Land Factors are affected by the location of the attacking enemy land units.**

After your side has announced all land area combats and committed all attacking units to those combats, the other side may commit its own air and naval units to defend, in exactly the same way as the attackers committed their units. Note that the only land units allowed to defend against a Ground Attack are those already in the target land area. The defender can't move in additional land units.

Air units controlled by the defender in the target land area don't have to participate in the defense if the owner doesn't want them to. All naval units in Port (except SUBs) must defend against a Port Attack (the SUBs are in bomb-proof sub pens and can't be affected by a Port Attack, not even if the owner wishes).

A CV in Port cannot fight in an Air Round. Naval units in Port cannot fire during a Naval Round, but they may be fired upon during a Naval Round that happens during an enemy Port Attack.

Once both sides have committed their units to all attacks, the side performing Activities or Blitzes resolves these combats in any order that they wish, as follows.

- **Factory Attack:** if both sides in the combat have an air and/or CV unit, resolve an Air Round (see

6.1) first. All surviving attacking air (but not CV) units then resolve a Strategic Round (see 6.4).

- **Ground Attack:** if both sides in the combat have an air, CV and/or PARA unit (which is attacking and which joined the Attack by using air movement), resolve an Air Round (see 6.1) first. Then resolve a Land Round (see 6.2).
- **Port Attack:** if both sides in the combat have an air and/or CV unit, resolve an Air Round (see 6.1) first. Then resolve a Naval Round (see 6.3, but don't include enemy SUBs) except that only the attackers may fire with their Naval Factors during the Naval Round.

After resolving the combat Round(s), if it is a Ground Attack see if there is a change in control of the land area (see 6.6).

6. Resolving Combat Rounds

When resolving a Round of combat, both sides fire at each other simultaneously with all of their eligible units. You cannot voluntarily withhold fire from any of your units once they are in a combat.

See the specific section for each type of Round to determine your total attacking Factors. In all cases, if any of your units have 1 or more printed Factors of the type for that Round, then the minimum number of Factors you can have after all modifications is 1. **If none of your units have 1 or more Factors after all modifications (or never had any Factors to start with, .e.g. a Convoy or Factory), then your side does not roll. However if your only unit(s) have 0 printed Factors but gain Factor(s) due to modifications, then you do roll.**

***Example:** Ceclia's USSR declares war on the Near East. Three Soviet land units in the Caucasus Mountains attack Persia, where the Perisan Army is located. The Perisan Army has 0 printed Land Factors, but will gain three additional Factors, one from each attacking Soviet land unit, due to terrain effects (see 6.2 below) because Persia is a Mountain land area. The Persian Army will fire with 3 Land Factors.*



Once your Factors are determined, see 6.5 to resolve the Round of combat. In addition to the modifications listed below, remember that an air unit's Bombing Factors will be halved if the air unit is not using its Primary Bombing Factor (see the Unit Types Chart on the map).

6.1 Fighting an Air Round

Both sides add up the Air Factors of all air and CV units on their side. Note: a land area's Terrain does not affect Air Factors, nor are Air Factors affected during a Snow Turn in a country with a Snowflake marker. **However, if the Air Round is occurring in a land area where the side controlling the land area has an AA unit then that AA unit automatically participates in the battle too.**

Lastly, add one to this total for each white '+' triangle, and subtract one for each red '-' triangle, from all opposing air, CV, and attacking PARA units (but only if the PARA used its air movement in order to reach the target land area).

***Example:** James' Bomber Command air unit is fighting Maria's Me-109s air unit in an Air Round. Bomber Command has 1 Air Factor, minus 1 for the red triangle on the Me-109s is 0; however, Bomber Command will fire with 1 Factor (the minimum). The Me-109s have 2 Air Factors, plus 3 for Bomber Command's three white triangles, for a total of 5 Factors.*

V-Weapons do not participate in an Air Round; they automatically participate in the Strategic Round. An A-Bomb does not participate in an Air Round, but it is affected by the same result(s) that the air unit carrying the A-Bomb is affected by (see 6.5).

6.2 Fighting a Land Round

Add up all the Land Factors of your units in the combat. All units attacking from a TRS use half their printed Land Factors except MAR, which are not halved. Each Big BB and CV unit contributes two Land Factors, and each Small BB and CV unit contributes one Land Factor.

Secondly, modify these Factors based on the terrain in the target land area, and whether there is Snow; see the Snow Effects Chart and Terrain Features Chart on the map for details. Note that sometimes only your air and naval units' Land Factors are modified, while your land units' Land Factors are not modified.

The combined, modified Land Factors of all of your supporting air and naval units can't exceed the combined, modified Land Factors of all of your side's land units. Ignore any excess.

Thirdly, after all modifications are done, the attackers add one to this total for each white '+' triangle, and subtract one for each red '-' triangle, on defending enemy land units (see the Terrain Features Chart on the map). The defenders add one to this total for each white '+' triangle on attacking enemy land units. However, the defenders ignore any red '-' triangles on attacking enemy land units. (This exception only applies to a Land Round because attacking land units don't benefit from defensive firepower and positioning). Additionally, if the defenders are located in a Mountain or Swamp land area, treat each attacking land unit as if it has one extra white '+' triangle.

***Example:** The Waffen SS Army is attacking Leningrad. When determining the defender's total Land Factors, ignore the three red triangles on the Waffen SS Army, and then add 1 Land Factor for the defenders because the Waffen SS Army is attacking a Swamp land area.*

Lastly, treat each defending land unit that can't trace a supply line (see 1.7) as having two extra white '+' triangles.

***Example:** Cecilia has the Soviet Byelorussian Front, Western Front, Far Eastern Front, and Guards Banner Army attacking the Don Basin from Stalingrad, and the Transbaikal Front is attacking from the Caucasus Mountains. Cecilia has 1st Air Army air unit and the Small Black Sea naval unit*



also join the attack. For the Germans, Maria's Waffen SS and Army Group B are defending.

The Cavalry in Stalingrad cannot attack, because the other attacking units in Stalingrad have a total combined Size of 10. The Cavalry could attack if the Far Eastern Front does not.

The Soviet land units combined have 19 Land Factors, the air unit has 5 and the naval unit has 1. The combined Land Factors from the air and naval units are 6, but these are halved to 3 because Forest terrain halves the Land Factors of all air and naval units (but not land units). That gives a total of 22 attacking Land Factors. The final attacking Land Factors for the USSR are 19 (22 - 3 for three red triangles on the defending German land units).

The German land units have 9 Land Factors. The Soviet land units' red triangles are ignored since the USSR is attacking during a Land Round, but the white triangles on the Far Eastern and Transbaikalian Fronts are used. The Germans fire back with **13** Land Factors.

6.3 Fighting a Naval Round

Both sides add up the Naval Factors of all units on their side. If you are doing a Naval Round during a Port Attack, then you only may use half of your CV's Naval Factors (and the defenders do not get to fire back at all, see 5.3). Modify these Factors for Snow if appropriate; see the Snow Effects Chart on the map for details (Terrain does not affect Port Attacks.) If your side only has LL, TRS and/or a Convoy involved, then you do not get to attack at all.

Lastly, add 1 to this total for each white '+' triangle, and subtract one for each red '-' triangle, on enemy naval units. Also add 1 to your side's total for each enemy Convoy Factor, if there is an enemy Convoy in the sea area (and provided the Convoy does not have a Destroyed marker on it, see 3.5); reduce the Convoy Factor by 1 for each point of damage the Convoy already has.

Example: Maria's U-Boat II is attacking the North Atlantic sea area, which is defended by James' Canadian Air Force and North Sea Fleet, plus there is an AFA Convoy with a +2 Convoy Factor there. The Convoy has 1 point of Damage. There is no Air Round in this battle, since Maria has no air or CV units involved.

In the Naval Round, U-Boat II attacks with its **3** Naval Factors, plus +1 for the North Sea Fleet's white triangle, and +2 for the AFA Convoy Factor, minus 1 for the Convoy's point of damage, for a total of 5 attacking Naval Factors.

For James, the Canadian Air Force has 2 Naval Factors (half of its four Strategic Factors, since it is not using its Primary Bombing Factor), plus 5 Naval Factors from the North Sea fleet, minus **3** for U-Boat II's **three** red triangles, for a total of **4** Naval Factors.

6.4 Fighting a Strategic Round

The attackers add up all of the Strategic Factors of all of your attacking air units. Modify these Factors for Snow if appropriate; see the Snow Effects Chart on the map for details (Terrain does not affect Factory Attacks.) Add to this total the Factory Factor of the Factory being attacked, minus any damage the Factory has already sustained. The side being attacked does not get to fire at all.

Example: Franklin's 1st Tactical Air Force is resolving its Factory Attack against Berlin, which already has 1 point of damage. The air unit has 4 Land Factors. Using its Secondary Bombing Factor, the 1st Tactical Air Force has 2 Strategic Factors, plus 2 for the Factory Factor of the Factory, minus 1 for 1 point of damage, for a total of 3 Strategic Factors.

6.5 Resolving a Round of Combat

Each side rolls a die and consults the appropriate column on the Combat Chart, which is cross-referenced with the die roll to determine the result. If your total modified Factors are greater than 30, use the '30+' column.



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Before applying any result from the combat, destroy all participating air units with an asterisk (*) after the unit's name. (These units were designed to be used once only.)

If your result includes a number and a letter, completely resolve the effects of the number result first, and then determine the letter result's effects. **When determining results, the phasing side must resolve its number results first, then the non-phasing side, then do the same with letter results.**

If your result includes a number, then you have caused a number of Resources' worth of damage equal to your number result. When your units take damage from an enemy's roll, the damage must be assigned to eligible unit(s), depending on the type of Round that was fought.

- **Air Round:** your air, CV and/or attacking PARA units that used their air movement to arrive in the target land area must be assigned all results. **(Participating AA units may not be assigned any damage.)**
- **Land Round:** your land units must be assigned all results. **(Participating air and naval units may not be assigned any damage.)**
- **Naval Round:** your naval units and/or Convoys must be assigned all results. **(Participating air units may not be assigned any damage.)**
- **Strategic Round:** your Factory must be assigned all results.

Points of damage may be assigned to different units. You assign the first point of damage to your units, then the enemy major power with the most Factors in the Round assigns the next, and so forth.

When applying a point of damage to a unit, you reduce the unit's Size by one. A Big unit with four black dots flips over to become a Big unit with three black and one white dot; a Big unit with three black dots and one white dot is replaced by its corresponding Small version with two black dots (place the Big version back in your Force Pool); a Small unit with two black dots is flipped over to its side with one black and one white dot; a Small unit

with only one black dot (or one black triangle) is destroyed (place it back in your Force Pool).

An A-Bomb is immediately destroyed if the air unit carrying the A-Bomb is destroyed.

In a Naval Round, damage can be applied to a Convoy just like any other naval unit, provided the Convoy does not have a Destroyed marker on it. A Convoy can be assigned a number of points of damage up to its Convoy Factor. Once this maximum has been assigned to a Convoy, no more damage may be assigned to that Convoy this Turn.

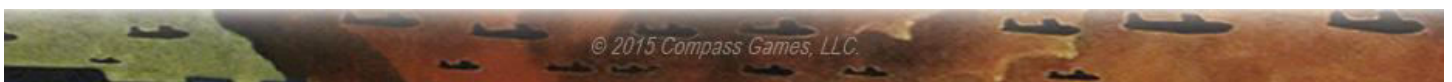
Destroy any land unit(s) being carried by a TRS that is itself destroyed. Alternately, if damage applied to a TRS makes the TRS too small to carry the land unit(s) currently aboard, then the owner of the TRS must damage/destroy enough land unit(s) on the TRS so that the total combined Size of the land units on the TRS does not exceed twice the Size of the TRS.

In a Strategic Round all damage is applied to the Factory; a Factory can only be assigned a total number of points of damage equal to its Factory Factor; ignore any excess damage.

After applying all number results, then apply any letter result. **The only units eligible to be affected by letter results are the same units that were eligible to take damage (see above).** If it is an Air or Naval Round:

- An 'S' result against you obliges one-third of your units involved to return to base (see 4.1); or
- An 'L' against you obliges two-thirds of your units to return to base; or
- A 'B' result against you requires every unit to return to base.

For purposes of this determination, count a Convoy (provided it is not Destroyed and has not received maximum damage this Turn) as one naval unit. A Convoy that is required to return to base cannot do so; instead apply one extra point of damage to the Convoy.



When returning units to base, you select your first unit that must return to base, and then the enemy major power with the most Factors in the Round assigns the second. Continue to alternate until all required units have returned to base.

If it is an Air Round in a sea area, some of your CV units that took losses may turn into BB units. However, they still count as air units when determining which units must retreat.

If it is a Land Round and you are attacking, your letter result may require some or all enemy land units to retreat. If you are defending, your letter result may prevent some or all enemy land units from advancing, see 6.6.

If it is a **Factory or a Port Attack, or a Ground Attack against an Island land area**, ignore the letter result.

Air and naval units that participate in a sea area combat remain in that sea area (provided they were not destroyed and were not required to return to base by a letter result) when the sea area combat is complete. This may result in units from both sides occupying the same sea area.

Lastly, all naval units that participated in a land area combat return to the sea area where they were located prior to the combat. All air units that participated in a land area combat use their air movement to return to base. If your side now controls the land area where the combat took place, you can return your air units to base there if you wish.

6.6 Change of Control

Control of a land area may change after a Ground Attack. If there are no defending land units remaining, then the attackers may be able to take control of the land area. Additionally, if the attacker's combat roll result includes a letter result, then the attackers may be able to take control by forcing surviving defending land units to retreat.

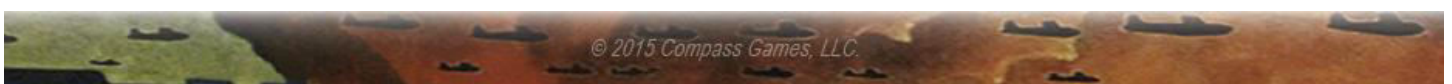
The attacking side may only require enemy land units to retreat if the attackers have more ARM at the start of the combat than the defenders did. Count the total Size of all attacking ARM units, but halve these values for any ARM that is attacking from a TRS. Do not halve for Terrain or Weather. Do the same for the defenders, but also include the Size of all defending FORTs, and add the bonus ARM value of the terrain in the land area being attacked. This bonus ARM value is: two extra ARM if the land area being attacked has Forest terrain, four extra ARM if it has Jungle terrain, six extra ARM if it has Swamp terrain, or eight extra ARM if it has Mountain terrain. Apply the letter results to the defenders in a Land Round as follows if the attackers have more ARM than the defenders:

- An 'S' result requires one-third of the surviving defending land units to retreat; or
- An 'L' requires two-thirds of the surviving defending land units to retreat; or
- A 'B' requires all surviving defending land units to retreat.

***Example:** Continuing the example from 6.2, Cecilia has a total combined Size of five ARM attacking, three from the Byelorussian Front and two from the Guards Banner Army. Maria has a total combined size of two ARM defending from the Waffen SS Army, and they have two more bonus ARM for the Forest Terrain. Cecilia has more ARM (five to four).*

*Cecilia rolls a '4'; this is a '2L' result. Maria assigns the first point of damage to Army Group B. Cecilia assigns the second point of damage to Army Group B as well, which destroys it. Maria places Army Group B into the German Force Pool. That satisfies the '2' result. Since Cecilia has more ARM, an 'L' letter result will require two-thirds of the surviving German land units to retreat ($1 * 2/3 = 2/3$, rounds to 1). One German unit must retreat.*

Note that a defending land unit located in an Island land area ignores any 'S', 'L', or 'B' result obtained by the attackers during a Ground Attack against the Island.



Example: PzAA attacks the GHQ FORT in Gibraltar. The result for the attackers is an 'L.' An 'L' result would normally require two-thirds of the surviving defending land units to retreat. However, since Gibraltar is an Island, the 'L' result has no effect.

A defending land unit which retreats must move to an adjacent friendly land area where it can stack (see 1.3). It can't retreat to a land area that is already committed to being attacked by an enemy Ground Attack. If no such land area exists, the defending land unit takes an extra point of damage instead, and does not retreat.

If forced to retreat, a FORT instead takes an extra point of damage and does not retreat.

Similarly, if the attackers are eligible to advance into the target land area, a letter result by the defenders may prevent some or all of the attacking land units from advancing as follows:

- An 'S' result prevents one-third of the attacking land units from advancing; or
- An 'L' prevents two-thirds of the attacking land units from advancing; or
- A 'B' result prevents all attacking land units from advancing.

During a Land Round, when determining which units must retreat, or which cannot advance, your opponent with the most total Land Factors in the battle selects all of the units to be affected. **Unlike an Air or Naval Round (where you alternate), in a Land Round your opponent picks every affected unit.**

If all defending land units have been destroyed and/or retreated, but you have no land units that are able to advance, then the defenders retain control of the target land area.

Example: Continuing the example from 6.2 once again, Cecilia selects the Waffen SS Army as the German unit that must retreat. Maria moves it to the Ukraine.

Maria rolls a '2'. That is a '1S' result. Cecilia destroys the Far Eastern Front to satisfy the '1' result. The 'S' result would prevent ($4 * 1/3 = 1\ 1/3$, rounds to 1) one unit from advancing. Maria selects the Byelorussian Front as the unit that can't advance. Cecilia moves the remaining three attacking Soviet land units into the Don Basin.

When you take control of a land area, all surviving attacking land units must move into it, except those prevented from advancing by a letter result on the enemy's roll. You can't voluntarily choose to have any of your land units not advance after a Ground Attack.

Any enemy air and/or naval unit in a land area that you take control of is immediately moved; this move cannot be blocked and it doesn't matter if the unit to be moved can't trace a supply line. Each overrun unit is moved to the closest land area where it can stack (see 1.3), provided that a supply line (see 1.7) may be traced to that area. If there are multiple land areas equally close, you (not the unit's owner) decide where each overrun unit moves. If no such area at all is within triple the movement of an overrun unit, then that unit is instead destroyed.

If units from more than one major power on the same side wish to move into a land area at the same time (either during movement, see 5.2, or after a combat), then use the following priorities in order to see which major power takes control:

1. The major power whose land unit that has moved the fewest land areas; or
2. The major power whose land unit has the most unused movement remaining; or
3. The major power with the most total Land Factors; or
4. The major power whose individual land unit has the most Land Factors; or
5. Flip a coin.

Ignore the first two above priorities if resolving a dispute after a Ground Attack (these only apply when moving land units, 5.2).



If the attackers fail to take control of the land area during a Ground Attack, then:

- All surviving land units which attacked from a TRS, return to the same TRS; and
- All other surviving attacking land units (including a PARA which used its air movement) return to the land area where they were before the attack.

7. Turn End Activities

All players simultaneously perform the following activities in the order shown.

7.1 Partisans

The AFA player rolls one die and consult the Partisan Table (located on the map). If the country listed has an enemy-controlled land area with an Oil or Resource, the player who first controlled that country places the Partisan marker in one enemy-controlled land area in that country.

If China is selected, both sides are eligible to place a Partisan in any enemy-controlled land area in China as if it were enemy-controlled (the Allies are also vulnerable due to the Chinese Civil War).

If your side has the choice of where to place a Partisan, you may place it in any enemy-controlled land area that was originally controlled by a major power on your side, or you may elect to have no Partisans at all. Selecting a land area in China does not allow the other side place their own Partisan in China.

A Partisan marker causes the owner of the land area to lose the use of one Oil or Resource located in the same area as the Partisan when determining this turn's available Resources and Oil (see 7.6). After that determination, the Partisan is immediately destroyed.

Example: James rolls a '3' giving the Axis their choice of where to place a Partisan. The Allies have conquered Norway, but Maria and Richard agree to

place the Partisan in Chungking to slow down Chinese production.

7.2 Neutral Entry

The USA and USSR begin the game as neutral major powers. Both have restrictions on their ability to declare war (see 3.2).

The following rules govern how the USA and USSR will progress towards war on their own. The Neutral Entry Chart on the map lists various actions that may occur during the game that will cause the entry markers to move the indicated number of boxes on the Victory Track. These effects are sometimes the same for both the USA and the USSR, but sometimes they differ. **Mark off these effects immediately as they occur during the game turn. The automatic +1 effect for each turn is marked off during 5.B. If the USA is receiving an additional +1 due to a Japanese declaration of war on the AFA or Belgium-Netherlands, this is marked off as the first action in a new turn.**

Clarification: aligning a neutral country with an Oil or Resource does not cause "It's War!" markers to move, since the Oil or Resource was not taken from the other side.

When an "It's War!" marker reaches the '15' box then that major power immediately enters the war. Additionally, regardless of where the "It's War!" marker is, the USA and USSR will enter the war at the start of Turn 8. In either case, the USA automatically enters against both Germany and Japan; however, the USSR enters only against Germany (the USSR is always able to declare war against Japan anyways, see 3.2). Once in the war, there is no return to using the neutral entry status, so you may set aside the "It's War!" marker for that major power.

Example: The USA is neutral and the USA's "It's War!" marker is in the '13' box. During 1.E, Germany declares war on a previously-neutral French North Africa, causing the USA's "It's War!" marker to move to the '14' box, and then a German



land unit moves into Algeria, taking control of that Resource. The USA's "It's War!" marker moves to the '15' box and the USA is immediately at war with both Germany and Japan. Richard's Japanese plan to attack the USA next turn has been foiled by Maria's aggressive German play.

If an action taken by an Allied major power would cause an "It's War!" marker to move to a lower-numbered box than the '0' box, do not move the marker below the '0' box. Instead, for each box below the '0' box that each "It's War!" marker should have been moved, award one Victory Point to Germany and one Victory Point to Japan.

Example: *On Turn 1 during Axis Activities, Maria's Germany conquers Poland, taking control of the Resource. This causes both the USA and USSR "It's War!" markers to move to the '1' box on the Victory Track. James gathers his forces in Paris and attacks Western Germany, successfully taking control for the AFA. This would cause a drop of 2 boxes for both "It's War!" markers. Instead, both markers are moved one box down to the '0' box. The USA's "It's War!" marker can't move any lower, so both Germany and Japan each gain a Victory Point immediately. The same is true for the USSR's marker, so Germany and Japan each gain a second Victory Point.*

Maria is worried about losing almost half of Germany, but Richard is confident she'll take it back -- and happy to have the extra Victory Points. Franklin and Cecilia ask James if he is expecting to win the war right now, and if not, exactly what he was thinking, giving the Axis four Victory Points?

7.3 New Weapons Development

You now add new units to your Force Pool of available units to build as follows. All units not in your Force Pool at the beginning of the game are grouped (see Group 1, Group 2, etc. on your Weapons Development Chart). Your major power's Weapons Development Chart specifies how many new units you may add at this time.

You choose which units to add from those units not yet in your Force Pool provided they are in your current Group. You start with Group 1's units. After every unit in a Group has been added to your Force Pool, then you begin to select units from the next higher-numbered Group.

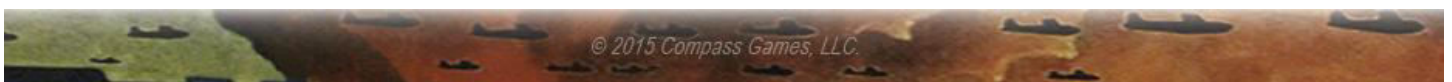
Japan and the USSR will add fewer units if selecting from Group 4 and higher. In this case, if you already selected a unit from Group 3, you can't select a second unit from Group 4 (since Group 4 only allows one unit per Turn and you already selected one).

You may always attempt to add extra unit(s) to your current Force Pool by Researching Weapons. You will have to expend Resources to attempt this, see 7.8.

You don't have to add units belonging to a country that is presently neutral, conquered, or enemy-allied. You may add them if you wish, or you may permanently remove such units from the game. Removing a unit does not count against your limit of units to add. Set aside any units you add that belong to a country you are not presently allied with until you are allied with that country. These units are automatically added to your Force Pool when you become allied with that country (exception: if the country was conquered and you liberate it, there are limits on how quickly the conquered country's units are added, see 3.4).

When you add a unit belonging to a country that is allied with another major power on your side, add that unit to the Force Pool of the controlling major power, not your Force Pool.

Example: *Cecilia is developing weapons for the USSR's Force Pool on Turn 8. The only unit left in Group 3 for the USSR is the Polish Air Force. Cecilia selects the Polish Air Force to join its Force Pool, but since Poland is allied with the AFA, the Polish Air Force joins James' AFA Force Pool instead.*



Cecilia cannot add another unit to join her Force Pool this Turn because the USSR may only add one unit per Turn once in Group 4 or higher, and a unit has already been added.

7.4 Lend Lease

During this phase, each of your LL naval units will deliver lend lease to their recipient (the allied major power whose flag appears on the unit) provided that:

- The LL unit is now at sea in its target sea area (this is the LL unit's name); and
- A supply line (see 1.7) can be traced from the home country of the LL unit to the sea area where the LL unit is located; and
- There is a friendly land area touching that sea area; and
- That land area is in the recipient's home country, or a supply line can be traced from that friendly land area to any land area in the recipient's home country. This supply line may pass through land areas controlled by a neutral country.

The amount of lend lease each LL delivers is the same as that LL unit's current Size (i.e., the number of black dots on the unit).

***Example:** James' Arctic Ocean LL naval unit ends the turn at sea in the Arctic Ocean. Since the USSR still controls Leningrad, and the James can trace a supply line from Great Britain to the Arctic Ocean, this LL successfully delivers two lend lease.*

One of the USA's LL units ("Bay of Bengal") provides lend lease to China. This LL allows (and may require) the USA to spend an extra Resource building Chinese units. The supply route traced from the LL must make landfall in Burma, and must pass through the Burma Road into Chungking in order for the lend lease to arrive successfully. A Resource delivered in this fashion may only be spent on building or repairing a Chinese unit (see 7.8), not on any other USA-controlled unit, nor may it be spent on Researching Weapons. Only one Resource per Turn (and no Oil) maximum may be

lend leased to China, and it must be delivered this way.

You now decide whether you are giving Oil, Resources, or a combination of both, to your recipients (except China, which may only receive a Resource).

A LL unit that is in any other location on the map other than its named sea area, or which is not on the map at all, does not deliver any lend lease. A LL unit which is in its named sea and which is eligible to provide lend lease must do so; you can't voluntarily withhold the lend lease (but you could move your LL unit to some other location when doing your naval moves earlier in the Turn).

7.5 Trade Agreements

The following trade agreements are in place at the beginning of the game.

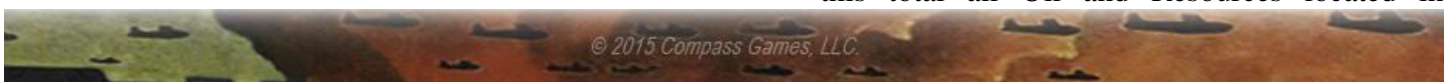
- Sweden must provide Germany with its Resource while Sweden is neutral.
- USA must provide Japan with one Oil.
- USSR must provide Germany with one Oil.
- Venezuela must provide the USA with its Oil while Venezuela is neutral.

A Trade Agreement permanently ends when both countries involved in the Trade Agreement **are at war with each other or the minor country's controlling major power is at war with the minor country's trade partner**, at which time the major power controlling the Oil/Resource keeps it for its own immediate use. The Oil trade by the USA and USSR to the Axis also ends if that major power's "It's War!" marker is presently in the '10' or higher box.

7.6 Determine your Oil and Resources

Determine your available Oil and Resources as follows.

1. Add up separately the Oil and Resources you control that are located outside of your major power's home countries that you can trace a supply line to (see 1.7). For the AFA, include in this total all Oil and Resources located in



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Australia, Canada, India, and South Africa (even though these are major power home countries), unless that country is the current home country of British units (due to Great Britain having been conquered, see 3.4). Don't count an Oil or Resource if you can't trace a supply line to it.

2. Reduce the total of your Oil or Resources by one if there is a Partisan in a land area you control that has an Oil or a Resource in it. Then remove the Partisan.
3. Subtract one for each point of damage to your Convoys (but not if the Convoy is 'Destroyed', see 3.5; ignore these Convoys). Then remove the damage markers on your Convoys. When subtracting, lose from your Resources first, then from your Oil. The final number of Oil and Resources each can't be less than zero.

***Example:** Richard's Japan controls one Oil and three Resources outside of Japan. The South China Sea Convoy has one damage and the East China Sea Convoy has two damage. The total damage from the Convoys is three, so Richard loses all three Resources, and Japan only has the use of one Oil.*

4. Add to these totals all of the Resources and Oil located in your major power's home countries. For the AFA, include in this step's additions only those Oil and Resources located in France and Great Britain (or if Great Britain is conquered, the current home country for British units).
5. Add or subtract from these totals the Oil and Resources you gave and/or received via lend lease (see 7.4) and your Trade Agreements (see 5.6), **provided you can trace a supply line (see 1.7) to these Oil and Resources.**
6. Subtract from these totals one for each point of damage to your Factories. Subtract from your Resources first, then from your Oil. Then remove the damage markers on your Factories.

***Example:** Continuing the previous example, Richard controls one Resource in Japan, has no Trade Agreements, and no damage on its Factories. So Japan has one Oil and one Resource to spend this Turn.*

The final number of Oil and Resources can't be less than zero. For each Oil available to your major power, add one to your major power's Oil marker on the Victory Track. For each Resource, add one to your Resources marker on the Victory Track.

***Example:** At the end of Turn 2, the USA controls four Oil and eight Resources in the USA, one Resource in China, and one Resource in the Manila. Franklin must have the USA provide one Oil to Japan due to their Trade Agreement, and he receives one Oil from Venezuela via a Trade Agreement. That is a total of four Oil and ten Resources potentially available.*

The USA delivered one lend lease to the AFA and another one to China. Further, the Resource in China may only be used to build Chinese units (see 7.8, below). Franklin decides to provide an Oil to the AFA along with the Resource to China.

This leaves the USA with three Oil and eight Resources available; these cannot be spent on Chinese units. Another two Resources are available which may only be spent on Chinese units.

If you have an allied country to whom you can't trace a supply line (see 1.7), then follow steps 4 ~ 6 for that ally separately from the rest of your totals. Any Oil and/or Resources that can't trace a supply line to one of your eligible major power home countries (see step 1. above), but which can trace to that allied country, may also be used by that allied country. These Oil and Resources may only be spent on that ally's units and can't be saved.

***Example:** Both France and Great Britain have been conquered and Canada is now the home country of British units. James does not need to transport the Canadian Oil and Resource overseas and thus they are not subject to Convoy losses (step 3 above). James can't trace a supply line from Canada to India or to the Oil he controls in Iraq. He can trace a supply line from India to Iraq. Therefore James can use the Oil in Iraq and the Indian Resource building Indian units.*

7.7 Major Power **Production** Limits

If your major power's ability to enter the war is limited by rule 7.2 (note: this includes the USSR while the USSR is not able to declare war on Germany, even if the USSR is not neutral), you can only use a number of Oil and Resources this turn equal to the box number on the Victory Track where your "It's War!" marker is located (and subject to your other limitations, see 7.6 and previously). Any Oil and Resources you control above this number are lost (used by your civilian economy). This does not include any Oil you are required to give away due to a Trade Agreement (see 7.5) but does include what you give away or receive via Lend Lease (7.4). You decide whether or not to spend an isolated minor ally's Resource.

***Example:** Continuing the example in 7.6, suppose the USA's "It's War!" marker is in the '7' box. Franklin can save Oil and/or spend Resources (on USA and/or Chinese units) up to a combined total of seven.*

7.8 Spend your Resources

Now spend your Resources. At any time during this phase, you may spend some of your Oil exactly as if each one Oil is one Resource. For each Oil spent, move your Oil marker to the next lowest-numbered box (minimum 0) and do likewise with your Resources marker when spending your Resources. It is best to spend your Resources first, before spending any Oil, since you will likely want to save some Oil for next turn's Blitz action.

You may spend your Resources Building Units and Researching Weapons in any order.

- **Build Units:** You may spend your Resources to build both your on-map units and/or those in your Force Pool. On map units may be built provided you can trace a supply line to them (see 1.7). In this case, the AFA and USA even if not neutral cannot trace their supply line from each other's major power home countries.

You choose which units you wish to build. Each Resource spent builds the unit to the next higher Size. Flip a unit with one black dot over to its side with two black dots; replace a unit with two black dots and two white dots with its Big version, on the side with three black dots and one white dots (place the Small version into the Reserve Pool on the map); and/or flip over a Big unit with three black dots and one white dot to its side with four black dots.

You may spend any number of Resources on each unit. However, you may only build a unit from its Small version to its corresponding Big version if the Big version has been added to your Force Pool (see 7.3).

GAR land units have a black triangle instead of a black dot. You may build any one GAR in your Force Pool for free each turn, even if you could not trace a supply line to that unit's home country. Additional GAR units built on the same turn cost one Resource each, and you have to be able to trace a supply line as per usual.

Place a unit that you build from your Force Pool onto a friendly land area in the unit's home country provided it can stack there (including a suitable Port for a naval unit, see 1.3).

However, FORT units may be placed in any land area you control, provided you can trace a supply line to that land area (see 1.7). Note that once the Maginot Line unit is destroyed it is removed from the game permanently; it may never be rebuilt. While damaged and on the map, it may be repaired.

- **Researching Weapons:** You may attempt to research additional new weapons as follow. Expend one Resource and roll a die. Add 1 to your result if your major power is not at war with an enemy major power. On a modified roll of 1-4, your research succeeds; add a randomly chosen unit from your current Group to your Force Pool. You may build it immediately. Otherwise, your research fails. If there are no units left in your current Group, then instead



select from the next higher-numbered Group. You may attempt to Research Weapons any number of times each turn, resolving each attempt before deciding on the next.

- **Develop the A-Bomb:** The A-Bomb is a special case. Before you can build and use your A-Bomb, you must successfully test it, and you may wish to advance the development of the A-Bomb first, in order to increase your chance of a successful test.

When you select the A-Bomb to add to your Force Pool, instead place the A-Bomb on the '5' box on the Victory Track. Each turn (**including the turn when you add it to the track**), you have two options: to develop the A-Bomb, and/or to test the A-Bomb. You may do both once each turn. When you develop your A-Bomb, you spend one Resource and move it to the next lower-numbered box on the Track; you can't go lower than the '1' box. When you test your A-Bomb, spend one Resource and roll a die. If the die roll is greater than the box number that your A-Bomb unit occupies, you have successfully tested the A-Bomb. Add one to your roll if an enemy major power previously dropped an A-Bomb on a land area that you control.

After a successful test, you may build the A-Bomb immediately. Once built, the A-Bomb is placed on the map in a friendly land area in your home country. Whenever an air unit you control that has four or more Strategic Factors is in that land area, it may immediately pick up the A-Bomb (even in the middle of a rebase move). You may build your A-Bomb again in the future without the need to develop or test it again.

China is a special case. Any USA-controlled Resource located in China may only be used to build Chinese units, and even then may only be used if a Chinese land unit is currently located in the same land area as the Resource. If the USA controls a land area in China with a Resource but does not have a Chinese land unit currently located there, then the Resource can't be used at all. No other Oil or Resources may be used to build

Chinese units (exception: the USA may send one Resource via lend lease, see 7.4). If the USA's production is limited (see 7.7), it is the USA player's choice whether to spend on Chinese units, or to spend on other units. However if a USA-controlled Factory in China has taken damage (see 6.4), then the USA automatically is required to spend 1 Resource on Chinese units to fulfill this damage.

If you don't spend all of your available Oil or Resources, they will remain available for next turn. Use the relevant markers to show this.

Lastly, you may now voluntarily damage or destroy any of your on-map units, including those that can't trace a supply line.

***Example:** Continuing the example from 7.7, Franklin elects to save two Oil, and use five Resources to build units. Of these five Resources, Franklin spends his maximum of two on Chinese units (one that was sent via lend lease, and one in Chungking, where the Warlords are located). Of the remaining three Resources, two are spent on units from the USA, and one is saved. The USA's Oil marker is in the two box and its Resource marker is in the one box.*

8. Victory and Game End

At the end of every turn, add up the Victory Points (VPs) your major power earned this turn. Refer to the Victory Card to determine how many VPs your major power(s) gained (or lost) this turn, if any. Add this Turn's VPs to your prior total, and move your Victory marker to the appropriate box on the track. You can't go higher than the '15' box. After tallying this Turn's VPs, if any major power's Victory marker is in the '15' box, the game ends immediately. When the game ends, players come in first, second, third, and so forth, based on who has the most VPs. If one player is running more than one major power, then that player uses the average VPs for all of the major powers that player is running in order to determine that player's VP total.



BLITZ! A WORLD IN CONFLICT **LIVING RULES**

The German and Japanese Long War VP conditions refer to the respective major powers Germany and Japan, not to the home countries Germany and Japan. For example, if Germany the major power still controls any allied home country at the end of Turn 11, Germany receives 1 VP, even if the home country named Germany has been conquered.

For the AFA and USA No Casualties condition, the major power that initially takes control of the land area from the Axis is the one eligible for the condition (even if the land area is liberated back to the other's control).

Example: *The USA takes Morocco and Algeria with no loss this turn. The USA player elects to liberate all of French North Africa back to AFA control. The USA is eligible for the No Casualties VP award, but the AFA is not.*

If multiple major powers attain the Join Atomic Club on the same Turn, all receive the most generous VP award. For example, if USA has already received 3 VP on a prior Turn for Join Atomic Club, and then Germany and the AFA attain Join Atomic Club on the next Turn, both Germany and the AFA receive 3 VPs for being the second major powers to attain the award.

Example: *It is Turn 12, and it's a very tight game. Maria begins the Turn with nine VPs as Germany, Richard has twelve VPs with Japan, Cecilia has ten VPs as the USSR, and Franklin, playing both the AFA and USA, has eight VPs for the AFA and thirteen for the USA.*

During the Turn, Cecilia's Soviet forces wrest control of Berlin from Germany. This gains two VPs for the USSR due to the Control Industrial Might VP award (since Berlin's Factory has two Factory Factors), bringing the USSR to twelve VPs. Maria's German VPs are not affected since you don't lose VPs for losing control of land areas with a Factory that you controlled at the start of the game.

At the end of the Turn, both Germany and Japan are still holding on for dear life and have not been conquered. Everyone counts up VPs.

Franklin gains one VP for the AFA for having Mediterranean Influence, improving the AFA to nine for Franklin. Franklin also gains one VP for the USA for having met the Bring Democracy to Asia conditions and another VP for having a Second Front. That's fifteen for Franklin's USA, so we now know that the game is over.

The USSR did destroy a German ARM unit this turn, so Cecilia gains one VP for Annihilate the Wehrmacht, as well as one VP for having the Buffer Zone. That leaves the USSR with fourteen VPs in total.

Maria gains two VPs for the Long War rule, bringing her to eleven VPs. Cleverly seeing that the USA was probably going to get to fifteen VPs this turn, Maria also used her last Resource to build the V-2, which gains her one VP for Super Weapons. Germany ends with twelve VPs.

Richard gains two VPs with Japan for the Long War, bringing Japan to fourteen. Richard also gains one VP for Japan due to Tenno-Zan, since the USA and AFA have a huge number of air and naval units swarming across the Pacific Ocean. This puts Japan up to fifteen VPs as well.

Franklin takes the average of his two major powers. The AFA has nine and USA has fifteen, so Franklin has twelve Victory Points. Cecilia has fourteen as the USSR, and Maria has twelve Victory Points as Germany, while Richard has fifteen as Japan. This makes Richard the overall winner, Cecilia in second place, and Franklin and Maria are tied for third.

9. Optional Rules

Before the game begins, players decide, by majority vote (a tie means "no the Optional Rule is not used"), on whether any of these optional rules will be used.

9.1 Optional Rule 1: Bid for Major Powers.

Players competitively bid in an open auction to see who wins control of which major power(s) as follows.

Based on the number of players, the major power groupings and all Optional Rules are agreed upon (see 1.11). Select the grouping with Germany for the first bid, then the grouping with the USA, then the one with the AFA, and lastly the one with the USSR. Bidding starts at +3 and goes down from there, with the lowest bid winning. A bid of -3 is the lowest possible bid. You don't have to bid in sequence, i.e. if a bid is +1, the next bid does not have to be 0; it could be -3.

Your bid number is the number of VPs that will be added to your average VPs for all of the major powers you are running. This number will only be added after the game is over, and does not affect play of the game, nor when the game ends (a major power's Victory marker must still get to the '15' box). **It is possible to have more than 15 VPs (or less than 0) after adding your bid.**

The sum of all of these bids must come out to zero. Therefore, the last major power grouping awarded will also automatically have its bid assigned.

Example: *It is a four player game, so the order of major power groupings that will be bid on is: (1) Germany, (2) USA and AFA, (3) USSR and lastly (4) Japan.*

James opens the bidding for Germany with a +2 bid. Richard jumps in at 0, but Maria aggressively closes out the bidding with a -3.

Next up is the USA & AFA group. Cecilia starts with a +3, and Richard follows with a +2. Franklin finally enters the fray at 0, and that wins him the USA and AFA.

Now Cecilia and Richard will bid over the USSR, and the loser of the bid automatically receives Japan. They know that the last two bids combined

must equal +3, so both of them are in a good position to bid conservatively. Richard starts at +3, and Cecilia goes to +2. Richard stops and thinks: he could bid for the USSR at +1, or he could just let Cecilia have the USSR at +2, in which case he would have Japan at +1. Worried that Maria's master plan for Germany may involve the destruction of the USSR, Richard lets Cecilia have the USSR at +2, and accepts Japan with a +1 bid.

At the end of the game (continuing the example from 8.), Richard has a modified total of 16 VPs (15 +1 bid); Cecilia also has 16 (14 +2 bid); Franklin has 12 (12 + 0 bid); and Maria has 9 (12 - 3 bid). Richard and Cecilia are the covictors; Franklin comes in third place, while Maria finishes last.

9.2 Optional Rule 2: Blitzing the Road to War.

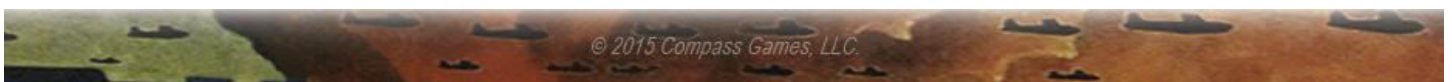
You can alter the starting game situation by playing this option. In addition to what is noted below, see the Blitzing the Road to War Charts for further details.

In order (steps 1 - 13), each major power selects one Option. When it is your turn to pick, you can select an Option listed for your major power at that step, or one of the six Standard Options listed on the front of the Chart. You can select Standard Options (including potentially the same one repeatedly) every time your major power has the chance to select an Option.

Poland is a neutral country at the start of **Blitzing the Road to War**.

Germany and the AFA (and their allies) are automatically at war once **Blitzing the Road to War** concludes.

China and Japan are at war, unless Japan plays the special Japanese Option at step #5, Don't Invade China. If Japan plays that Option, China is a neutral minor country. No major power may make a Trade Agreement with a neutral China. If an Axis major power later declares war on a neutral China, China



allies with the USA. If an Allied major power later declares war on Japan, China allies with Japan.

After completing the **Blitzing the Road to War** option play, any minor country that is an Ally of your major power may not be declared war upon separately from the major power that allied it (see 3.2).

Germany's restriction on declaring war on the USSR (see 3.2) is only in effect if the USSR plays the special Soviet Option at step #8, choice #3, Secret German Pact.

The USSR's restrictions on declaring war (see 3.2) only apply if Germany plays the special German Option at step #9, Secret Soviet Pact. If played, the restriction applies to any minor country that is a German Ally or has a Trade Agreement with Germany (not necessarily those listed in 3.2).

The USSR's production is still limited by rule 7.7, even if the USSR has no restrictions on its ability to declare war on **Germany**. Follow the mechanism under 7.2 as per usual, but the only effect of the location of the USSR's "It's War!" marker will be to limit Soviet production as per 7.7. In this case, if the USSR declares war on Germany, continue to use the limitation and continue to track the USSR's "It's War!" marker for that purpose. The USSR's production limitation is removed permanently when any of the following occur:

- Germany declares war on the USSR, or
- Germany controls any land area in the USSR, or
- Turn 8 begins.

The Allied major power restriction on declaring war on Brazil, Chile, Mexico and Venezuela (see 3.2) is in effect only if the USA plays the special USA Option at step #3, Monroe Doctrine.

Note that if Germany plays Liberate Foes (step #13, third Option) it cannot liberate conquered enemy major power home countries (e.g., Canada, France, the USSR, etc.)

The Minor Country Ally rules (3.3) are adjusted as follows.

- **Austria-Czechoslovakia:** If Austria-Czechoslovakia is Annexed (German Option #7) then use the rule as noted in 3.3. Otherwise treat Austria-Czechoslovakia as a normal minor country.
- **Balkans:** Use the rule in 3.3.
- **Brazil:** If the USA plays the Monroe Doctrine (USA Option #3) then use the rule in 3.3. Otherwise treat Brazil as a normal minor country.
- **Central Europe:** If Germany played the Anti-Comintern Pact Expanded (Germany Option #13, choice #2) then use the rule in 3.3. Otherwise treat Central Europe as a normal minor country.
- **Finland:** If Germany played the Anti-Comintern Pact Expanded (Germany Option #13, choice #2) then use the rule in 3.3. Otherwise treat Finland as a normal minor country.
- **Iberia:** Use the rule in 3.3. (The Spanish Nationalists will win the Spanish Civil War as they did historically, unless a major power takes Options during Blitzing the Road to War to make Iberia favor one side or the other).
- **Mexico:** If the USA plays the Monroe Doctrine (USA Option #3) then use the rule in 3.3. Otherwise treat Mexico as a normal minor country.
- **Near East:** Use the rule in 3.3.
- **South-East Asia:** Use the rule in 3.3.
- **Turkey:** Use the rule in 3.3.

All Trade Agreements in 7.5 are ignored. Options chosen during **Blitzing the Road to War** will replace them. A Trade Agreement with the Near East provides one Oil; you only get both Oil by making the Near East an ally.

If the USA adds the Corregidor FORT, it must be placed in the Manila land area. If Austria-Czechoslovakia is not annexed by Germany, then Germany's Army Group North sets up in Western Germany.

9.3 Optional Rule 3: Minor Ally Builds.



When building units (see 7.8), for each country you control that has Resource(s) that you control in its territory, you must spend at least one of those Resource(s) (but not any Oil) building one of that country's units as a first priority. This also applies to every country you control. If all of that country's available units are fully built and on the map, you may use the Resource any way you choose.

***Example:** During Turn 1, James lost control of Poland for the AFA, but he still controls all other starting land areas. He will need to spend one Resource each on units from Australia, Canada, France, French North Africa, Great Britain, India, and South Africa.*

9.4 Optional Rule 4: Land Route Attacks.

One Small land unit may attack across a Land Route. Its Land Factors are halved, in addition to all other modifications.

9.5 Optional Rule 5: Commanders.

Each major power has two Big counters with a named historical Commander on each side (for a total of four Commanders overall). Each Commander has Factors just like a unit, and a shaded movement circle with a letter inside.

Each turn when building units (see 7.8) you may take one Commander counter from your Force Pool and place it on the map as a reinforcement in the unit's home country, provided your major power is at war with an enemy major power. You may choose either side to be face-up. There is no cost to do this, but you may only add one Commander per turn. You may assign the Commander to a unit that it will command now (see below), provided the unit is in a land area in your Commander's home country.

At the start of your Activities, and again at the start of your Blitz phase (see 1. ~ 4.), if you can't trace a supply line (see 1.7) to a Commander's location, return that Commander to your Force Pool immediately. Otherwise, as your first action in that

phase, you may choose either side of your Commander(s) to be face-up and you may move your on-map Commander(s) to any location that you can trace a supply line to (see 1.7), with no range limit.

After moving a Commander, announce which unit in that location the Commander will command. The selected unit must match the letter in the Commander's shaded movement circle: A is for an air unit, L is for a land unit, and N is for a naval unit. The Commander's Factors are added to the unit's Factors. **In a combat, normally one red triangle cancels one white triangle; however, a Land Commander's red triangles are still ignored when Ground Attacking (thus for example Manstein commanding the 1st Para still attacks with a net of one white triangle).** A '0' Land Factor unit being commanded by a Land Commander will now have at least '1' Land Factor, and thus it may attack.

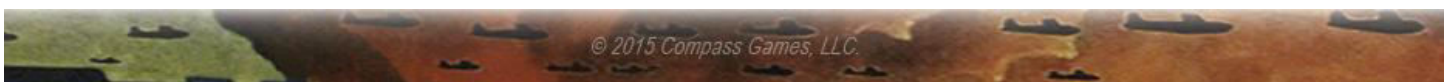
***Example:** Cecilia places Novikov in command of the LRA. The LRA now has 4 Air Factors, 4 Strategic Factors and 2 Land Factors. The red and white triangles with the Air Factors cancel each other.*

If cleared to attack an enemy Factory, the LRA commanded by Novikov would attack with 5 Strategic Factors (since the 2 Land Factors are halved to 1 Strategic Factor).

For each point of damage assigned to your Commander's unit, your opponent rolls a die. On a '6' you must return your Commander to your Force Pool immediately. Also return a Commander to the Force Pool immediately if the unit a Commander is currently commanding is destroyed, or if the land area where a Commander who was not commanding any unit is located becomes enemycontrolled.

9.6 Optional Rule 6: Sabotage.

When building units, your major power may spend one Resource to sabotage the specified enemy major power. You may attempt Sabotage once



against each enemy major power each turn. Roll a die after spending the Resource:

- 1 Next turn you (not your opponent) spend the first Resource on an eligible enemy unit (see 7.3).
- 2 Next turn you (not your opponent) select which GAR unit will be built at no cost (see 7.3).
- 3 Next turn you (not your opponent) choose the first new unit to enter the target major power's force pool (see 7.3).
- 4 Roll a die and refer to the Partisan Chart. If the roll results in a country that is conquered by the target major power and which has an Oil or Resource, you may place a Partisan in any land area in that country. The Partisan will block one Oil or Resource from being used next turn (this is in addition to the results of next Turn's Partisan roll).
- 5 If the target major power has any saved Oil, roll a 4 Factor Factory Attack; a number result reduces the Oil by that number.
- 6 If the target major power has any saved Resources, roll a 6 Factor Factory Attack; a number result reduces the Resources by that number.

9.7 Optional Rule 7: Non-Motorized Land Blitz.

For the cost of expending 1 saved Resource (instead of a saved Oil) you can do a Land Blitz with the limitation that only 1 ARM, air, or naval unit may move and/or participate in any combat.

9.8 Option 8: Forced Passage.

Your naval units may move between sea areas that are normally restricted by a note on the map (for example, from the Western Approaches to the Mediterranean Sea when Gibraltar is enemy-controlled, or from the Bay of Bengal to the South China Sea when Singapore and South-East Asia are both enemy-controlled). Each naval unit that attempts such a move immediately suffers a '7' point enemy attack; if the result includes an 'L', the naval unit must return to the base where its move began immediately; it may not move again during this naval movement phase. The '7' point attack also applies when returning to base (see 4.1).

Even if playing this option, you still can't move naval units from the Mediterranean Sea to the Arabian Sea while the other side controls Egypt.

9.9 Optional Rule 9: Looting

Whenever you could gain Victory Point(s) for taking control of a Factory, then for each Victory Point you may instead immediately either: (i) claim 2 saved Resources, or (ii) claim 1 saved Oil. You don't gain the Victory Point(s) for taking control of the Factory. However when you lose the Factory, you still lose the Victory Point(s) associated with that Factory. You can decide this on a Factory by Factory basis.

10. Designer's Notes

HOW DO YOU WIN THE GAME?

The victory point system gives both sides a variety of strategic options to pursue. For example, the Axis can go for a knock-out win, with relentless attacks on all fronts, in an effort to secure the largest possible empires quickly, targeting goals such as Fortress Europa and Lebensraum for Germany, and the Co-Prosperity Sphere and Victory in the CBI for Japan. If your Axis team runs hard enough long enough, you might just win outright. And if you don't, well, hold on by your fingernails as long as you can.

But just because the historical Axis leaders tried for the all-out blitzkrieg style win doesn't mean you have to do the same in your game of **Blitz! A World in Conflict**. A more thoughtful set of Axis leaders may prefer a more measured approach, conserving your strength for the long haul in a cost effective manner. This, too, is rewarded with potential victory points for the Long War (democracies hate a long war with lots of casualties) that could give you a great chance at a late game victory. Some VP awards are both realistic and fun: I sometimes think of Germany's Super Weapons VP award as the "History Channel" VP award, for example. It's fun (and historical) to build your Jet



Fighters and V-Weapons while the German Reich is falling into ruin around your ears, plus there's no denying the long-term real-world impact that some of the technology that Germany developed late in the war has had.

As for the Allies, you never have enough kit, and never know for sure where the next blow will come from. But once you begin to get on more stable ground and can slow the bleeding, your own national objectives really speak to the individual characteristics of each major power. The Anglo-French Alliance simply wants to keep what they have: to maintain free reign over the oceans, and preserve their global empires. The budding superpowers, the USSR and USA, have different perspectives. The USSR needs to spread the Communist Revolution into new regions of the world (Buffer Zone) and to modernize her economy (Five Year Plan). The USA, on the other hand, wants to develop her global influence militarily (Second Front and Pacific Domination) and the USA is also looking to utilize its robust productive capacity to haul itself out of the Great Depression; getting lend lease to your Allies (Arsenal of Democracy) is the first step on the road to becoming a postwar global economic powerhouse.

Perhaps the best way to win is for your major power(s) to get a vise-like grip on one or two VP awards turn after turn, such that the other side is forced to react to what you are doing and prevent you from winning, rather than pursuing their own VPs. Most games end before Turn 15 as a result, and every game will always end with a winner since Germany and Japan stand to gain 15 VPs alone from the Long War VP award by the end of Turn 15.

NOTES ABOUT UNIT SCALE, TIME, AND THE MAP

A land unit represents an army group or army. Not all actual fighting forces participate in every combat; for example an invading ARM would use its infantry to establish a beachhead, with the tanks assisting in the break-out thereafter. A naval unit represents a task force of about half a dozen or more

aircraft carriers, battleships, and/or cruisers, plus supporting vessels. An aircraft unit represents an air army or air force. Each aircraft unit consists of a variety of types of planes; the aircraft depicted on the counter is just one of the types included. Not all of the actual aircraft would be flying in each mission.

Game turns represent a varying amount of time, starting at nine months and decreasing to four months. The length of time diminishes as the war progresses, reflecting the increased pace of operations. The time span covered by each turn is noted on the map.

For the map, three different projection scales were used, which distorts the map's appearance. However, as a result, sensible emphasis is placed on the actual fighting locations of World War II. In particular, although the sea areas are all approximately the same size, it doesn't always look that way (for example, compare how the Western Approaches looks to the Leyte Gulf). We've done our best to give the world a sensible appearance, but some distortion is inevitable when you incorporate three projection scales from a globe and try to arrange it onto a flat piece of paper!

In many cases, several countries on the map are grouped into a single political entity, and some land areas are as well. For example, the north west region of Africa was actually comprised of three different French colonies, Algeria, Morocco, and Tunisia. In **Blitz! A World in Conflict** Tunisia is part of the Algeria land area, and the Algeria and Morocco land areas together make up the single country called French North Africa. These groupings are used for ease of play, and also because those clusters of countries tended to have similar political behavior.

Think of your **Blitz! A World in Conflict** economy this way. A Resource represents a quantity of the raw materials needed to produce modern weaponry. An Oil is a large amount of crude oil that you can use to fuel your armed forces, or to bolster your production of new forces. (Note that the Berlin region was not a significant source of crude oil; the



Oil in that land area represents the extensive synthetic fuels that Germany developed before and during World War II.) Factories where these forces are produced are represented on the map, but the main function of a Factory in the game is to be a target for enemy Factory Attacks ~ just like a Convoy is a target for enemies to sink those Oil and Resources you are transporting overseas. Enemy Factories are also prized for the Victory Points you get for taking them over.

The naval movement restrictions on the map represent the extreme difficulty facing enemy ships that try to force their way through a narrow passage (for example, from the Western Approaches to the Mediterranean Sea) where even a few enemy aircraft or artillery would cause havoc.

HOW THE GAME WAS DEVELOPED

What a long and winding road the design of **Blitz! A World in Conflict** has been. First conceived in the year 2000 as a shorter version of Australian Design Group's World in Flames: Final Edition (the finest strategic World War II game ever made, which takes 50 to 100 hours to play in full and has several thousand individual units), because fatherhood was impending for me, and therefore my gaming time was soon to be limited. I was sure it would be easy to make a game that simplified WiF in a satisfying and playable manner. It was ... many times over and again, as I kept redesigning it throughout the following years until finally my not-so-small-anymore children were helping as playtesters.

As one year rolled into another, I finally realized the most important design issues to me for **Blitz! A World in Conflict** were:

(1) **Close adherence to historical inputs and outcomes, but not to any specific game mechanics.** Units in **Blitz! A World in Conflict** all bear some relationship to units from WiF, which is the most historically accurate corps-level World War II game I've ever played. What only dawned on me over time is that the game mechanics of this game need not have anything whatsoever to do with WiF's game mechanics and rules. **Blitz! A World**

in Conflict gives you the same fundamental options and strategy choices as WiF, but this game takes you on a very different journey.

Oil is a good example. Oil was vitally important to every major power's military operations during World War II. In **Blitz! A World in Conflict** Oil also takes on a vital strategic role. You have to ask yourself uncomfortable questions such as: is it worthwhile to expend one Oil to do a partial Blitz move? Can I get by with my Free Blitz? Is it worth two Oil to perform a Full Blitz? Should I save the Oil and build more units instead? Or maybe use the savings to research high-tech weapons more quickly? The more you wish to do, the more it costs. In this way, Oil is the cornerstone of your military economy. Anyone can run an effective war on minimal Oil, which is essential for play balance, as well as making sure all players have some fun. Having Oil gives you additional dynamic options to choose from.

(2) **The game pace must feel urgent, fun, intuitive, and tense, as well as being historically accurate and replayable.** That's pretty much all you need for a great World War II game, right? Easier said than done of course. First and foremost for me, it was important that **Blitz! A World in Conflict** be all about "having fun" and not about "doing work". This game is all about building your units, and attacking (or being attacked by) the enemy. You will hardly spend any time doing anything else. The neutral entry rules for the USA and USSR are a great example. They include very important historical details that you'll need to pay attention to. However, the rules for how the USA and USSR progress to war are very straightforward, not at all subject to any random luck, and take just a few seconds to implement: all the tension, fun and accuracy, but none of the work.

Combats are exciting, variable, and quick. Defensive Factors that modify the enemy's attacking strength, for example, give each unit distinctive characteristics and capabilities. Although you will have a sense of the probable outcome of any battle before rolling dice, the thrill of an unexpected victory, and the agony of a likely win



turning into a crushing defeat, is always lurking in the background in every battle.

Secondly, it was vital for me that every player feel engaged in the game at all times. Since three of the five major powers were not very active for the first third of the actual war (and their neutrality could have lasted a lot longer, which must be taken into account), this was a big challenge.

The first breakthrough came when the idea of turns having unequal time length was introduced. This solved many problems at once. For example, the pace of operations and each major power's production now gradually increases over the course of the war not because of any special rules, but simply because each successive turn covers less and less time: from nine months initially down to four at the end. So there was an embedded growth rate of more than double everything (from military production to pace of operations) in the game right off the bat. Best of all, it allowed us to reduce the number of game turns in which Japan, the USA and the USSR players are not embroiled in general conflict down to a bare (but still historically accurate) minimum. Unlike every other strategic-level World War II game that covers the whole war, every major power will be actively involved for about 80% of the game's turns if the game closely follows history.

The second breakthrough for tense and engrossing player engagement in the game was with the victory and game end rules. Two perspectives I wanted players to avoid are (a) the mentality of too many World War II strategic games, which break up halfway through the war because the outcome is already clear and players don't want to bother playing out the string; and (b) the feeling that players must be expert accountants and measure every decision against the Axis surviving (or not surviving) past a certain period in time (usually August 1945 when the historical war ended) in order for their side to win. Germany and Japan didn't know when World War II was going to end; neither side was about to give up if they weren't doing well; and no combatant relied solely on a "Moneyball"-like statistical view of the war's

progress to measure their chances of victory. The game design problem, then, was: how to capture that flavor of dire and imminent peril that you can hear so eloquently in Churchill's speeches in 1940, when the whole world was hanging in the balance?

In **Blitz! A World in Conflict**, whoever aligns their field command decisions and economic policies and political objectives ~ represented by victory points (VPs) ~ the best will win the game ... provided that they also thwart their opponents (enemies and perhaps allies alike) from doing the same. The best part of this challenge is that no two major powers want the same things. Each major power has its own unique VP goals it must pursue in order to win. It is thus possible for every major power to do very well, amassing 10 or more VPs in a race to the finish line. When someone reaches 15 VPs, the game ends and a victor is determined (most likely the one with 15 VPs!) This combination of varying victory objectives makes for an endless intermixing of strategies, and ultimately for a highly replayable game.

Another benefit to the victory rules is that if one side is crushing the other side, the VP awards will immediately reflect this, and the game will end very quickly (I've seen an extreme one-sided game end as early as Turn 6.) Then everyone can start afresh ~ and pursue even better strategies in the next game. The integrated victory point and game end system thus provides both an ongoing benchmark as to who is doing well at any moment in the game, while also making sure that a blowout win by one side or the other will see the game rapidly come to a decisive and equitable conclusion, without anyone quitting to avoid hours of boring onesided play.

WITH GRATITUDE

Lastly, I want to say thank you to Harry Rowland for allowing me the freedom to re-imagine the Australian Design Group's awardwinning World in Flames game line into a new format, and to Ken Dingley and Bill Thomas at Compass Games for being fantastic partners in getting this game to the marketplace; to Knut Grunitz for turning a nice map and charts into beautiful artwork; to many gaming

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Dave LeLacheur

11. Blitz! Community

Please join the Blitz! Community at our website. Here you can:

- Find and recommend additional optional rules;
- Download and suggest additional scenarios;
- Read after-action game reviews;
- Review strategy tips;
- Connect with other gamers who live nearby for an in-person game;
- Download our officially-supported VASSAL module to play on your computer;
- Find opponents for live Internet play using the VASSAL module;
- Participate in tournaments and contests;
- And more.

Additionally, any rules questions will be happily answered if they are sent to the designer's attention at this Blitz! Community web site. Please note: the Blitz! Community website is not in any way affiliated with Compass Games or the Australian Design Group. It is administered solely by the game's designer, Dave LeLacheur.

The **Blitz! Community** webpage:
www.blitzcommunity.com

12. Credits

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PRODUCTION & GRAPHICS

Map and Player Aid Graphics: Knut Grunitz
Map Layout: Carl Ise & Dave LeLacheur
Box Cover: Mark Mahaffey, Brien Miller
Counters: Dave LeLacheur; some graphics used with the permission of the Australian Design Group.

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