

WORLD IN FLAMES

Dave LeLacheur's

BLITZ!

A WORLD IN CONFLICT

RULES & SCENARIOS



Compass Games
New Directions in Gaming

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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 (7.4). You may wish to read over the *How Do You Win the Game?* section of the Designer's Notes (see 9.1) as well.

1 Components and Core Mechanics

1.1 Major Powers and Minor Countries

There are five major powers that will be run by the players. Each major power consists of one or more countries, each written on the map in a large black font. All the other countries in the world are minor countries. Some minor countries consist of a single area (for example, Ireland) and some of more than one area (for example, China). See 1.1.1 to determine which major powers each player is running.

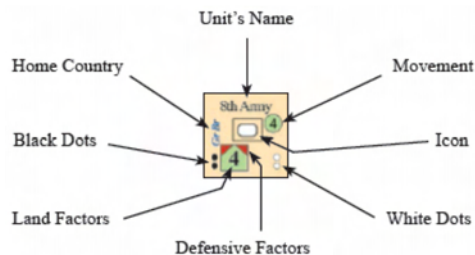
The five major powers are:

- **Germany** (consisting of the countries Germany and Italy)
- **Japan**
- **Anglo-French Alliance** or **AFA** (consisting of the countries Australia, Canada, France, Great Britain, India, and South Africa)
- **Union of Soviet Socialist Republics** or **USSR**
- **United States of America** or **USA**

1.1.1 Sides and Enemies

Germany and Japan are on the Axis side, and the other three major powers are the Allied side (called the Allies). A unit is an enemy if you are at war with its controlling power; units are opposing if their major powers are at war with each other.

1.2 Units



Units are the square pieces that represent the land, naval, and air forces of the powers in the game. All units have a home country along the left edge, a name along the top, and a movement rating in a colored circle on the right edge. A green circle indicates a land

unit, a blue circle is a naval unit, and a white circle is an air unit. The A-bomb unit is a special case and has a red circle.

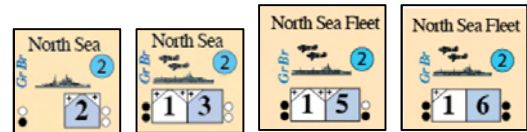
1.2.1 Combat Factors

The box or boxes with numbers and (sometimes) small triangles indicate a unit's combat factors. A white box indicates its air factors; a green box, land factors; a blue box, naval factors; and a black box with a gradient effect, strategic factors. Red triangles indicate defensive strength, and white triangles represent defensive weakness. See Resolving Combats (5) for the use of these factors.

1.2.2 Size

The number of black dots on a unit is its current size, and the black dots plus the white dots show the maximum size of the unit. The larger the size of a unit, the more damage it can take and the stronger its combat factors. Units with 3 or 4 steps are big units and are represented by a 3/4 inch counter; units with 1 or 2 steps are small units and are represented by a 5/8 inch counter.

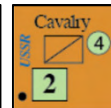
When a unit takes a step of damage, it is reduced in size (or eliminated if size one); when a unit is built (see 7.8) it increases in size. When a unit is built from size 2 to size 3, place its small counter in the reserve box on the map so you do not accidentally build the small version while the large is on the map. When a unit takes damage from size 3 to size 2, replace the big version with the small one and place the big version in your force pool. (Exception: Conquered countries; see 2.5.1.)



Example: The North Sea fleet can be built to a maximum of size four; the four different sizes of the unit are shown above. As the unit increases in size, it gains more sea combat factors, gains an air combat factor (and changes from a BB to a CV) at size two, and loses white triangles (representing the defensive advantage of smaller escort ships being added to the fleet.)

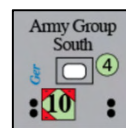
1.2.3 Land Units

Land units have a green movement circle, and a rectangle with a symbol indicating its type. The color of the rectangle varies for some powers to show the different home countries of the units. Land units come in several types.



Infantry (INF) and Cavalry (CAV).

An INF has an X shape and CAV has a single slash in its rectangle. INF and CAV have no special abilities.

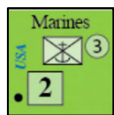


Armor (ARM). An ARM has an oval in its rectangle. ARM can help attackers force enemies to retreat or help defenders to not retreat (see 5.6).



Garrison (GAR). A GAR has an X with a line and dot in its rectangle. All GAR are size one and have a triangle for its size rather than a dot as a reminder that one GAR may be built for free each turn. This

free build has more flexible placement rules (see 6.3.5)



Marines (MAR). A MAR has an X with an anchor on a light green rectangle. MAR are not halved when invading (see 4.6.2).

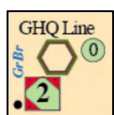


Paratroops (PAR). A PAR has an X with a small parachute symbol on a light blue rectangle. PAR may paradrop, flying to a declared ground combat (see 4.6.2), and have a white movement circle and an air

factor for this reason.



The Japanese Raiding Force has no green movement circle and cannot move in the Move Land Units step (3.1.5). It can attack normally or can paradrop.

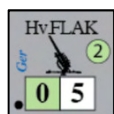


Forts (FORT). A FORT has a hexagon instead of a rectangle. FORTs cannot move or attack, help defenders to not retreat (see 5.6), and have more flexible placement rules when built (see 6.3.5).



The Maginot Line FORT always defends with its Land Factors. It may use its five red triangle Defensive Factors, but only when defending against attacks originating entirely from within Western Germany.

Once destroyed, it is removed from play and cannot be rebuilt. It can only be built above size 2 if using the Blitzing the Road to War optional rule (8.2).



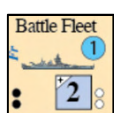
Anti-Air (AA). An AA has a picture of an anti-aircraft gun rather than a rectangle. AA can participate in an air round (see 5.2).



Some land units are **winterized** as indicated by a trio of snowflakes on the counter. Winterized units suffer no penalty when attack on snow turns (see 1.6).

1.2.4 Naval Units

Naval units have a blue movement circle and a silhouette indicating the type of ship. Naval units fall into two categories: **naval combat units** (BB, CV, SUB) and **naval support units** (TRS, LL, Convoy).



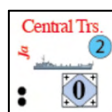
Battleship (BB). A BB has a silhouette of a ship with a tall central tower. BB can add one or two factors to an adjacent ground round (5.5) and can block opponent's naval moves (4.2.2). Some BB become CV when they increase in size (see 1.2.2).



Aircraft Carrier (CV). A CV has a silhouette of a ship and two small aircraft. CV participate in air rounds, can add one or two factors to an adjacent ground round (5.5) and can block opponent's naval moves (see 4.2.2) and can port strike (4.6.4). Some CV become BB if they decrease in size (see 1.2.2).



Submarines (SUB): A SUB has a silhouette of a sub with a small central tower. A SUB can escape enemy-initiated sea combat (see 4.3) and cannot be port struck (see 5.3).



Transports (TRS): A TRS has a silhouette of a transport with a small tower at the stern. TRS can carry land units (see 4.2.1) and land units can invade from them (see 4.6.2).



Lend Lease (LL): A LL depicts ships with a flag of another power. LL can deliver resources or oil to the major power depicted on the unit (see 6.3.3).

Convoys are naval units that are printed on the map and do not move. The size of an undamaged convoy and its home country are printed on the map, and its size is reduced by the amount of damage it has sustained.

A convoy with size greater than zero is a naval support unit without combat factors of any sort and with white defensive triangles equal to its current size. A convoy of size zero is ignored.



Example: *The AFA convoy in the Western Approaches has sustained one damage, so when sea combat occurs, the German U-boat will fight with 3 factors (2 plus one for the one white triangle on the convoy.) A convoy has no combat factors and so can never inflict damage if alone, even if the U-Boat had white defensive triangles.*

A convoy can be *destroyed* (indicating a disbanded convoy that is no longer running). **Destroyed convoys are ignored completely for all game purposes.** 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 area adjacent to the sea area in the country named 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.

1.2.5 Air Units

Air units have a white movement circle and a silhouette of a plane (exception: V-units.). CV and PARA are not air units, though they share some characteristics with them. Every air unit (other than German 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.



round (5.4).



(5.4).



The German V-units are one-use (see 5.1.4) strategic bombers with no air factor.

A unit type's description need not be perfectly accurate. For example, not every BB unit necessarily has a battleship in it; some may only have other types of surface combat ships like destroyers, cruisers, and so forth. Also, although 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, 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.

1.2.6 Home Country

A unit's home country is the country where it will appear on map when built from a force pool (see 6.3.6). The abbreviations are:

Arg	Argentina
Aust	Australia
Balk	Balkans
Be Ne	Belgium-Netherlands
Bra	Brazil
C Eur	Central Europe
CA	Central America
Can	Canada
Ch	China
Chi	Chile
Cz Au	Czechoslovakia-Austria
Egypt	Egypt
Fin	Finland
Fr	France
Fr Eq Afr	French Equatorial Africa
Ger	Germany
Gr Br	Great Britain
Iber	Iberia
Ind	India
Ire	Ireland
It	Italy
It E Af	Italian East Africa

Ja	Japan
LA	Latin America
Lib	Libya
Man-Kor	Manchuria-Korea
Mex	Mexico
Nr E	Near East
Nor	Norway
NZ	New Zealand
Pa Ur	Paraguay-Uruguay
Pan	Panama
Phil	Philippines
Pol	Poland
S Afr	South Africa
S E Asia	South-East Asia
Swe	Sweden
Fr N Afr	French North Africa
Turk	Turkey
Ukr	Ukraine
USA	United States of America
USSR	Union of Soviet Socialist Republics
Ven	Venezuela
Vi Fr	Vichy France

1.3 The Map

1.3.1 Areas and Adjacency

The map has two kinds of areas, **land areas** (which are green-shaded) and **sea areas** (blue-shaded). Only named areas are in play. Some land areas, called **islands**, are circular. Land areas with a square flag begin the game controlled by the depicted power; for a flag with a question mark, see 2.1.

The map is also dotted with various other land formations and seas without names (especially throughout the world's oceans); these are not in play.

Blue lines separate sea areas from one other. Boundary lines (solid white lines separate countries from one another and dotted white lines divide land areas within the same country) and impassable regions separate land areas from each other. Coastlines separate land and sea areas. Areas that share a border are **adjacent**; areas also may be adjacent due to land routes. Sometimes naval units may be able to move between non-adjacent sea areas; see 1.3.3.

1.3.2 Land and Air Routes



The map also has many curved lines with arrows called routes. There are two kinds of routes:

- A **land route** (with a tank in a circle) connects two land areas. Land areas connected by a land route are adjacent. The land route does curtail land unit movement (see 1.4.1) and does not allow ground attacks (see 5.3) between the areas.
- An **air route** (with a white silhouette of a plane) allows air units to move between the areas at the ends of the air route as

if the two areas were adjacent. Areas connected by an air route are not otherwise adjacent.

1.3.3 Ports and Naval Basing

Many land areas have a port symbol. A **major port** is a white anchor in a blue circle; a **minor port** is a black anchor with no circle. Ports are adjacent to the sea areas they touch.

Some major ports touch more than one sea area; these sea areas may also be adjacent (like at Gibraltar or the at New Zealand port) or the sea areas may not (like at Istanbul or Egypt). In certain circumstances as noted on the map, naval units may have special movement allowances or restrictions.



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.

Naval units on land must be placed on a port; the naval unit is said to be **based** at the port. Ports are otherwise part of the land area they are contained in. Any number of naval units may base at a major port; naval units that have a combined total size of two or less may base at a minor 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 based at. These ports are not adjacent to each other and naval units may not transfer from one port to the other except using normal movement rules.



Example: The land area Spain (which along with Portugal comprises the country called Iberia) has two big ports touching two different sea areas—one adjacent to the Western Approaches and the adjacent to the Mediterranean Sea.

1.3.4 Terrain

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. These terrain effects are summarized on the map on the Terrain Effects Chart.

Forest: Attacking air and naval units have half their ground factors. Defenders receive a two point ARM bonus for avoiding retreat after combat (5.6.1).

Jungle: Attacking air, naval and land units have half their ground factors. Defenders receive a four point ARM bonus for avoiding retreat after combat (5.6.1).

Swamp: Attacking air, naval and land units have half their ground factors, and each attacking land unit has an extra white triangle. Defenders receive a six point ARM bonus for avoiding retreat after combat (5.6.1).

Mountain: Attacking air, naval and land units have half their ground factors, and each attacking land unit has an extra white triangle. Defenders receive an eight point ARM bonus for avoiding retreat after combat (5.6.1).

1.3.5 Oil, Resources, Factories



Oil is represented by a purple circle with a gushing oil derrick, resources by an orange circle with a pick and shovel, and factories by a white circle with a brown industrial-style building. The number in the circle represents the amount of the item located in the area.



Oil and resources are counted during production (6.3) and are used to build units and research weaponry; they are also counted in some major powers' victory conditions (7.3). Oil is also used to select stronger actions in a Blitz Activities Phase (3.6). Factories are targets for strategic bombardment (4.6.3) and are an important consideration in scoring victory points (7.1).

1.4 Movement Mechanics

Land, air, and naval units can move at different phases in the game. No unit may move into a neutral country other than its own country.

1.4.1 Land Unit Movement

Land units move during the Move Land Units step (4.5). A land unit moves from its starting land area through a sequence of adjacent land areas, expending movement up to the unit's movement factor. Jungle, Mountain, or Swamp areas cost two movement, as do any land areas with the snow icon (1.6.1) during snow turns. All other land areas cost one movement. A unit that moves through a land route stops immediately.

A land unit may not move into a land area with enemy land units; if it moves into a land area with enemy naval or air units, those enemy units must emergency rebase (see 5.6.3).

A land unit being carried by a TRS at sea may **disembark**, moving from the TRS to a friendly land area adjacent to the sea area where the TRS is located. It must end its movement there.

If land units controlled by different major powers on the same side both wish to move into the same enemy-controlled land area, use the following priority list to see which power takes control of the area:

1. The major power whose land unit that has moved the fewest land areas.
2. The major power whose land unit has the most unused movement remaining.
3. The major power with the most total land factors that want to move into the area.
4. The major power whose individual land unit moving into the area has the greatest printed land factors.
5. Flip a coin.

1.4.2 Naval Unit Movement

Naval units can move and rebase at many times during a turn.

Naval Movement: When you move or return to base a naval unit, you move it from its starting area through a sequence of adjacent sea areas or ports, expending one movement per sea area or port entered, up to the movement of the unit. Moving into a port does not necessarily end a naval unit's move, but any naval unit that begins its move in a sea area must end its move in a Port.

Naval movement can be blocked (see 4.2.2), and the map also details several allowances and restrictions regarding naval unit movement. A naval unit that is out of supply (1.9.1) when it begins its move has only one movement (but see rebase, below).

Naval Rebase: When you rebase a naval unit, move it as above, except it has three times its printed movement (even if out of supply) it may not enter sea areas with air or naval combat units (1.2.4) you are at war with, provided that units has 1 or more printed Air and/or naval factors. It must end its move in a friendly in-supply port in which it can base (1.3.3).

1.4.3 Air Unit Movement

Air units can move and rebase at many times during the game.

Air Movement: When you move or return to base an air unit, you move it from its starting area through a sequence of adjacent areas, expending movement up the unit's movement. Each area entered costs one movement except **air units moving into a sea area expend two movement**. Air units may move freely over enemy-controlled and/or enemy-occupied areas, and may move along air routes (1.3.2) for a single movement. Out of supply (1.9.3) air units cannot move.

Air Rebase: When you rebase an air unit, move it as above, except that it has three times its printed movement) and it must end its move in a friendly in-supply land area in which it can stack. Out of supply (1.9.3) air units cannot rebase except when forced by an emergency rebase (5.6.3).

1.5 Stacking and Movement Restrictions

A unit in the same area with other units after completing its move is **stacking** with those units. There are limitations on what units can stack in the same area:

- Any number of units of either side may stack in a sea area.
- Any number of land and air units controlled by the same power may stack in a land area (Exception: islands, see 1.5.1).
- Naval units in a land area must base in a port with capacity for them (see 1.3.3).

- Except for the AFA and a non-neutral USA, units controlled by different powers on the same side may not stack together.
- Units at war with each other may not stack together in a land area. (Exception: During a ground attack (see 4.6.2) air units and PARA can temporarily stack with enemy units.). Land units may not enter land areas with enemy land units; if they enter a land area with only enemy naval and air units, those units emergency rebase (see 5.6.3).

1.5.1 Islands

Some land areas are in the shape of a circle. These are called islands and represent small islands or other regions with limited room for military activity. The side that controls an island may stack land units whose combined total size is two or less, and air units whose combined total size is two or less. Additionally, the same limit applies to land units that may ground attack an island area (see 4.6.2).



Example: *The Midway Islands is an island with a small port, and is initially controlled by the USA. Franklin, playing the USA, could stack both the Marines and Pacific Command here, since both units are size 1. He could also stack air units (up to a total size of two) and base naval units (up to a total size of two) at Midway Islands.*

1.5.2 Entering Land Areas Controlled by an Ally

None of the restrictions in this section apply between units/areas controlled by the AFA and a non-neutral USA.

Units may not enter a home country area of another power on its side if it is controlled by its original owner.

A land unit may enter a land area controlled by another major power outside one of its home countries if:

- You and the major power controlling the area are both at war with the same major powers; and
- The controlling major power has no land units in the area; and
- The major power controlling the land area gives permission.

In this case, the controlling major power's air or naval units in the land area immediately rebase (1.4.3) out of that land area. Control (1.7) of the area does not change.

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.*

1.5.3 Entering China

There are restrictions on when Allied units may enter or attack areas in China:

- USSR land units may not enter or attack areas in China until China has been conquered (2.5.1) or the USSR controls Harbin and Port Arthur.

- AFA land units and non-Chinese USA land units may not enter or attack areas in China until China has been conquered (2.5.1) or the AFA and/or a non-neutral USA control at least two of Formosa, Manila, and South-East Asia.

1.6 Weather

The victory track shows a snow icon on certain turns. During those turns, countries or sea areas with a snow icon or a snowflake icon have winter weather that affects the operation of units in various ways.

For example, USSR shows a snow icon, so all areas in the USSR will have snow effects on winter turns. Great Britain shows a snowflake icon, so the areas in Great Britain—London and Scotland—have snowflake effects on winter turns.

These effects and the places where they occur are summarized on the map and explained below.

1.6.1 Effects of the Snow icon

On snow turns, land areas in Countries with the snow icon are affected as follows:



- Air and naval units cannot be designated to a land combat.
- PARA may not paradrop (4.6.2).
- Invasions may not occur (4.6.2).
- Ground units use two movement to move into the area.
- Ground units attacking into the area have half their ground factors unless they are winterized (1.2.3).

In sea areas under snow, air rounds do not occur and CVs have their naval factors halved in naval rounds.

1.6.2 Effects of the Snowflake icon



On snow turns, land areas with the snowflake icon are affected as follows:

- Attacking air units have their ground and strategic factors halved in every type of land combat (but not air rounds).
- Invasions may not occur (see 4.6.2).
- Naval units have their ground factors halved in a ground round.
- Ground units attacking into the area have half their ground factors unless they are winterized.

Snowflake icons do not appear in sea areas.

1.7 Control of Areas

Land areas are controlled by one major power or belong to a neutral minor power and are uncontrolled. Where needed, place one of the controlling major power's flag markers in that area.

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. At game start, every major power controls all the areas in its home countries. At game start, Japan controls one area of the minor country China: Peking.

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

Control of an area may change as a result of advancing after combat (5.6.2), or aligning a minor country due a political event (2.3) or to an opponent's declaration of war (2.1). If multiple powers want to control the same area after combat, see 1.4.1.

Sea areas are never controlled by a power, but may be friendly (see 1.8).

1.8 Friendly Areas

A land area is friendly to you if any major power on your side controls it.

A sea area is friendly to you unless:

- There is an enemy air unit or enemy naval combat unit (1.2.4) in the area, and
- You or another power on your side have no unit in the area. A convoy counts as one of your side's units for this purpose it is at least size one (see 1.2.4).

1.9 Supply

When using units during activities and when building units, major powers will often need to see if a unit is in supply. A unit is in supply if a supply line can be traced to it. Supply lines traced during production (6.3) are slightly different than normal supply lines.

1.9.1 Supply Lines

Except during production, units at sea are always in supply. For units in land areas, a supply line for your unit begins either in a friendly area in one of your major power's home countries, in the unit's home country or, for the AFA and a non-neutral USA, in a friendly AFA home country area or friendly USA area. It is traced from there through a sequence of adjacent friendly land or sea areas of any length to the unit. Supply lines may be traced across land routes (see 1.3.2).

1.9.2 Production Supply Lines

Supply lines during production (6.3) are traced in the same fashion as above, with the following changes:

- Units in sea areas are not automatically in supply and must have supply lines traced to them.
- Supply lines may be traced through land areas in neutral countries.
- USA must begin its supply lines in the USA.
- AFA must begin its supply lines in Great Britain or France, or, if both have been conquered (2.5.1, 2.5.3), in the current home country of British units.



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; thus, the

two Near East units are currently in supply. However, Maria must begin a supply line to the German unit Army Group Center in a land area in either Germany or Italy, not the Near East.

1.9.3 Out of supply

If you can't trace a supply line to a unit during an activities phase, then that unit is out of supply. Out of supply (OOS) units suffer the following penalties:

- OOS naval units have their movement reduced to 1.
 - OOS air units may not move in the Move to Sea (4.2) or Rebase Units (4.4) step.
 - OOS TRS may not embark a land unit after moving to a sea area (see 4.5).
 - OOS units may not attack in any type of land combat (4.6).
 - OOS land units may not move (see 4.5).
 - Each OOS land unit defending in a ground attack has two additional white triangles (see 4.6.6).
 - During production, OOS units may not be built (see 6.3.5).
- Out of supply naval units may still rebase (4.2)

1.10 Halving and Rounding

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.

Example: During a snow turn, a 6 land factor non-winterized ARM attacks into a swamp with a snow icon. It is halved twice, so it contributes $1\frac{1}{2}$ factors to the attack. If this were the only attacking unit, this would round to 2; if two of these ARM attack, they would attack with $1\frac{1}{2} + 1\frac{1}{2} = 3$ factors.

1.11 Player Count

If playing with fewer than five players, the following assignment of powers is recommended:

2 players: One player plays all the Axis powers, and the other, the Allied.

3 players: One player plays all the Axis powers, one player the USSR, and the third AFA and the USA.

4 players: One player plays Germany, one plays Japan, one plays the USSR, and one plays the AFA and the USA.

See victory (7.4) for determining victory when a player plays multiple powers.

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.

1.12 Setup

You may wish to use some of the Optional Rules found in section 8. Decide on these before starting the game.

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. Each player refers to his chart for each major power he or she is running and places all of the power's units in the proper location:

- Units with a named area are placed on the map in that area.
- Units labeled “Force Pool” are set off the card; those units are available to be built (6.3.5).
- Units labeled with groups are left on the card, and added to your force pool during production (6.3.7)
- Units labeled “set aside” (including commanders; see 8.5) are removed from play unless using an optional rule (8) that uses those units.

Also place all units controlled by neutral minor countries onto the Minor Country Weapons Development Chart.

The AFA and Germany begin the game at war with one another. Poland is aligned with the AFA and so is also at war with Germany.

Japan is at war with China, and the USA has aligned China. Japan and the USA are not at war. The USSR and USA are neutral major powers.

Place both “It's War!” markers, and all of the resources and Victory markers in the 0 box on the Victory Track. All the oil markers go in the 0 box on the Victory Track except Germany's which starts with 1 oil. Put the turn marker in the 1 box as well. You are now ready to begin the game!

1.13 Errata and Clarifications

1.13.1 Map Errata and Clarifications

- Norway is adjacent to the Arctic Ocean.
- Malta is AFA controlled at game start and should have an AFA map icon.
- Manila is adjacent to the East China Sea; the port in Manila only touches the South China Sea.
- Iceland has a snow icon; the North Sea does not.
- South-East Asia and Canton are adjacent.
- Austria-Czechoslovakia has mountain terrain.
- South-East Asia has mountain terrain.

1.13.2 Counter Errata

The Polish size one army should have 2 land factors instead of 3, and the USA “It's War!” counter doesn't have “It's War!” printed on it.

1.13.3 Chart Errata and Clarifications

- *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.

2 Politics, War, and Conquest

2.1 Neutral Countries

Many minor countries begin the game neutral, signified by their lack of a control flag (1.3.1). The USA and the USSR also begin the game neutral. Units not controlled by the neutral country may not move into an area in a neutral country and may not declare combats against them. You must declare war (2.2) on that minor country or major power first.

Note that in some circumstances you may have combat with units at sea that you are not at war with; see 4.3

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 align with the major power whose flag is in their country (see 2.3 for details on when they align). Countries with no flag printed in them begin the game neutral.

Units controlled by a neutral minor country are held off-board until the country allies with a major power, at which point they are placed on the map in the areas indicated on the Minor Countries Weapons Development Chart.

2.2 Declarations of War

You may declare war on a major power on the other side (1.1.1) or a neutral minor country (2.1) at any time your side is active (see 3), subject to the following restrictions:

- You cannot declare war on a country that is aligned to a major power; instead, declare war on its controlling major power (if allowed by the other rules in this section).
- 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 permits (see 2.7.2). 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 2.7.2). The USSR is otherwise unrestricted. If the USSR goes to war with Japan, the USSR is no longer a neutral 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 major power, you also declare war on its aligned minor countries. Once at war, you remain at war for the rest of the game.

2.2.1 Alignment after Declaration of War

When you declare war on a minor country, a major power on the other side aligns it—AFA for the Allies, and Germany for the Axis, except:

- Japan aligns South-East Asia for the Axis.

- USA aligns any country in the Americas except Venezuela.
- If the Allies declare war on Belgium-Netherlands, then Germany aligns Belgium-Netherlands and its units, but Japan takes control of the areas Borneo, Hollandia, and Java.

If you align a minor country as a result of a declaration of war by a major power that you are not at war with, your major power units may not enter any of the minor country's land areas, even if enemy controlled. This restriction is lifted once you are at war with that enemy major power. Units owned by the minor country are not so restricted.

Example: Cecelia's USSR declares war on Turkey. Maria's Germany takes control 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.

Declarations of war may influence the "It's War!" track for the USA and USSR (see 2.7.2).

2.3 Automatic Alignment of Minor Countries

Major powers can take control of or create certain minor countries if certain pre-requisites are met. The major power must immediately take control if the condition specified below is met.

- **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 takes control of neutral Argentina.
- **Austria-Czechoslovakia:** An Allied major power that controls Austria-Czechoslovakia liberates it (see 2.6) creating the minor country Austria-Czechoslovakia (and placing its unit into the major power's force pool.)
- **Balkans:** Germany takes control of Balkans if it is neutral and if the Allies do not control any land area touching the Mediterranean Sea. The AFA takes control of Balkans if it is neutral and if the Axis does not control any land area touching the Mediterranean Sea.
- **Brazil:** The USA takes control of a neutral Brazil when the USA is at war with an Axis power; if the USA takes control in this manner the Brazil Army is placed in the USA Force Pool rather than on the map.
- **Central Europe:** Germany takes control of a neutral Central Europe once Germany is at war with the USSR.
- **Finland:** Germany takes control of a neutral Finland once Germany is at war with the USSR.
- **Iberia:** Germany takes control of a neutral Iberia once Germany controls Gibraltar. An Allied major power that conquers Iberia liberates it instead.

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 takes control of a neutral Mexico when the USA is at war with an Axis power; if the USA takes control in

this manner the Mexico army is placed in the USA Force Pool rather than on the map.

- **Near East:** Germany takes control of a neutral Near East when Germany has control of and can trace a supply line to 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 takes control of neutral Paraguay-Uruguay.
- **South-East Asia:** Japan takes control of a neutral South-East Asia once Japan goes to war with the AFA, or once the Axis control Paris.
- **Turkey:** Germany takes control of a neutral Turkey when Germany controls the Caucasus Mountains land area.

Example: Maria's Germany declares war on Belgium-Netherlands, so James takes control of it. Richard then has Japan immediately declare war on the AFA, which allows him to take control of South-East Asia. Richard later moves the South-East Asia land unit into Burma and has the SNLF MAR invade Borneo (since it is controlled by the AFA, no additional declaration of war against Belgium-Netherlands was necessary).

Later, during land area combats, Maria successfully invades Gibraltar, so Germany immediately takes control of Iberia. However, even though the Spanish Army is immediately placed on the map, it may not to join her ground attack on Vichy France, because Maria had to declare all units participating in all land area combats before resolving any of them, and at that time Iberia was neutral.

2.4 Effects of Aligning a Minor Country

When you align a minor country you take control of all of its areas and units and immediately 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, 2.3.)

You play your unconquered (see 2.5.1) aligned minor countries and their units exactly as your other countries and units thereafter; for example, you may stack with and attack with those units, those units may enter your home countries and vice versa, the minor country units are placed in your force pool when destroyed, and so on. (Exception: Minor country units can trace supply from their home country; see 1.9.1.)

2.5 Conquest

2.5.1 Conquering a Country

A country is conquered when the other side controls all its areas and the controller of each area can trace a supply line (1.9.1) to it.

Exception: The first conquest of Italy and France are easier; see 2.5.2 and 2.5.3.

When you conquer a country that was originally on your side (either at the start of the game or due to being aligned to a major

power on your side) you instead liberate that country; see 2.6. Iberia and Austria-Czechoslovakia are also liberated under certain circumstances; see 2.3.

If you have no unconquered countries, then you are out of the game and take no actions until one is liberated back to your major power's control (see 2.6). Remove all your on map units and set them aside.

Otherwise, when one of your countries is conquered, do the following:

- Immediately select another of your unconquered controlled countries (including an aligned minor country) to become the new home country for the conquered country's units that remain on the map.
- Units from the conquered country that are in your force pool or enter your force pool for any reason are set aside until the country is liberated (see 2.6).
- You keep in place all on-map units controlled by the conquered country. While on the map, these units may be built (see 6.3.5), but a conquered country's Big unit that has been reduced to Size 2 (Small) may not be rebuilt to Size 3 (Big).

Example: If a size three big unit of a conquered country is on the map and takes a step of damage, the big version of the unit is set aside rather than being placed in your force pool.

- All of the conquered country's units that are still in groups on your Weapons Development Chart remain in place on the chart. See 6.3.7 for adding those units to your force pool.

Conquest does not change alignment of a minor country.

2.5.2 Conquest of Italy

Italy is conquered the first time Rome is Allied-controlled (control of Milan is not necessary) and it Italy is liberated when Rome is once again friendly to the Axis. If Italy is conquered and liberated by the Axis, this special rule no longer applies, and Italy is conquered normally.

2.5.3 Conquest of France and Vichy France

France is conquered the first time 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:

1. Set aside all on-map air and land units whose home country is France or French North Africa until that country is liberated.
2. Vichy France becomes a neutral minor country; French North Africa, French West Africa, and Madagascar become neutral minor counties if they are Allied-controlled. You may place a neutral country marker where appropriate for clarity.
3. Any on-map unit located in a country that is now neutral is immediately placed by its controller in any land area in that unit's home country.
4. Any on-map naval unit whose home country is France is placed into Vichy France.

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). While neutral, Vichy France, French North Africa, French West Africa and Madagascar may be declared war upon by either side. 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.

If an Allied major power conquers French North Africa, French West Africa, Madagascar, or Vichy France, these countries are liberated instead. 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.

All of France is liberated when the Allies once again control Paris; Vichy France ceases to exist, its land unit is removed from play and its naval units are controlled by the power that controls France.

Once France is liberated, normal conquest rules apply to France.

2.6 Liberation

When you conquer a country that was originally on your side (either at the start of the game or due to being aligned to a major power on your side) you instead liberate that country. The major power on your side that controls the most land areas in the liberated country (break ties randomly) now has the decision to either take control of that country or (if it was previously controlled by another power on your side) return control to that power. Liberated countries are no longer conquered.

If the liberated country is Germany, Japan, Great Britain, USA, or USSR, you must immediately return control of it to its original major power. Otherwise, you may return control of the liberated country to its original major power or you may retain control of it yourself. You must decide immediately when liberation occurs, and cannot change your decision later on.

Treat individual land areas previously conquered by an enemy major power the same as a country, even if the entire country was not conquered (e.g. Germany takes control of Algeria, but not all of French North Africa; if the USA gains control of Algeria, the USA may liberate it back to AFA control).

If you retain control of the liberated country, you immediately control all of that country's units that are on the map, and its units in a force pool are moved to your force pool; future additions from a Weapons Development Chart are still added at the discretion of the original controlling major power (see 6.3.7).

In either case, when you take control of a liberated country, add one of that country's previously set aside small units of your choice to the controlling power's force pool. Add another small unit of your choice at the start of each future turn; when there are no

small units left, then add one big unit per turn instead. These additions to your force pool are in addition of those allowed during production. The Maginot Line unit may not be added to your force pool; once destroyed, it is removed from the game.

Example: Franklin gains control of Paris, liberating France. Franklin decides to retain control of France. France has several units set aside, so Franklin chooses a small one and adds it to his force pool immediately. He will add an additional unit each turn. If Franklin had returned control of France to the AFA, James would add the set aside French units, one at a time, to his force pool just as Franklin did.

2.7 Neutral Major Powers

The USA and USSR begin the game as neutral major powers, and operate under several restrictions.

2.7.1 Neutral Power Movement Restrictions

A land unit controlled by a neutral major power may only leave its home country if it is a GAR.

Naval combat units and air units controlled by a neutral major power may only rebase (step D; see 3.1.4), and this rebase must begin and end in the major power's home country. Naval support units may move normally.

A neutral power's movement restrictions are lifted as soon as that power is at war with another country, even a minor country.

2.7.2 USA and USSR Entry

At the beginning of the game, the "It's War!" marker for each country is placed in the zero box of the victory track. The Neutral Entry Chart lists various actions that may occur during the game that will cause the entry markers to immediately 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.

Neutral Entry Chart	
Apply effect immediately every time each occurs	
-1/+1	Allied/Axis power declare war (USA only)
-1/+1	Allied/Axis power conquers opposing resource or oil (apply for each resource and/or oil conquered)
+1	Neutral entry step of Turn End Activities (6.2)
+1	Axis conquer Gibraltar (USA only)
+3	Axis conquer Great Britain (USA only)
+3	Axis conquer USSR
+1/turn	Japan is at war with AFA or Belgium-Netherlands (USA only, apply at start of turn)

Each time an action taken by an Allied major power would cause an "It's War!" maker to move lower than zero, instead award one victory point to Germany and 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?

When a major power’s “It’s War!” marker reaches the 15 box then that 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; see 2.1).

Example: *The USA is neutral and the USA’s “It’s War!” marker is in the 13 box. During Axis land movement, Germany declares war on a previously-neutral French North Africa, causing the USA’s “It’s War!” marker to move to the 14 box. The AFA aligns French North Africa, gaining control of its resource, but this is not a conquered resource and so does not affect USA entry. But then, a German land unit moves into Algeria, conquering the resource there. 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.*

2.8 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.

To receive a resource/oil, the recipient must be able to trace a production supply line (1.9.2) to the resource/oil. If unable to do so, the controller keeps it.

A trade agreement permanently ends when the 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. The oil trade by the USA and USSR to the Axis also ends immediately if that major power’s “It’s War!” marker reaches the 10 or higher box (even if it goes lower later).

No other trade agreements can be made during play, but the USA and the AFA can use Lend-Lease to give resources to other major powers (see 6.3.3).

3 Sequence of Play

In each phase except the Turn End phase, one side is active and is performing activities, while the other side is inactive and has a limited ability to respond. Each step is described in detail in section 4; the descriptions below are summaries and are superseded by the full description if there is an apparent conflict.

3.1 Axis First Activities Phase

During this phase, the Axis players are the active side. Each step below is done simultaneously for all major powers on the Axis before proceeding to the next step.

3.1.1 Step A: Return to Base (4.1)

The active side moves air and naval units from sea areas to friendly land areas, in preparation to move them to new areas or to shield them from attack at sea.

3.1.2 Step B: Move to Sea (4.2)

The active side moves naval units from port to sea or port to port, and moves air units from land to sea. Naval unit movement (except SUBs) can be blocked by enemy units. TRS may embark land units.

3.1.3 Step C: Sea Area Combat (4.3)

Sea combat occurs in sea areas that contains enemy units. The order the combats are resolved is chosen by the active side. During a Blitz Activities phase, not every sea area necessarily has combat.

3.1.4 Step D: Rebase Air and Naval Units (4.4)

The active side rebases naval units and in-supply air units, receiving triple movement, starting and ending in a friendly land area. Naval units have movement restrictions.

3.1.5 Step E: Move Land Units (4.5)

The active side moves land units through land areas. Land units may disembark from TRS.

3.1.6 Step F: Land Area Combat (4.6)

The active side declares all land combats (ground attack, strategic bombing, and port strike) and commits air, naval, and ground units to the combats. The other side then commits its air and naval units to the combats, and then the combats are resolved in the order determined by the active side.

3.2 Allied First Activities Phase

Same as 3.1, except the Allies are the active side.

3.3 Axis Blitz Activities Phase

Same as 3.1, except the ability for an Axis power to act is limited by the type of blitz phase it selects. See 3.6

3.4 Allied Blitz Activities Phase

Same as 3.2, except the ability for an Allied power to act is limited by the type of blitz phase it selects. See 3.6

3.5 Turn End Phase

In the Turn End phase, each step is done simultaneously by all players. Production should be done secretly.

3.5.1 Partisans (6.1)

Roll to see which areas are affected by partisans.

3.5.2 Advance USA/USSR Entry (6.2)

Advance the USSR and USA “It’s War” markers by one space.

3.5.3 Production (6.3)

Compute available resources and oil; build units and research new weapons. Save unused resources and oil.

3.5.4 Victory and Game End (7)

Compute victory points scored by each player. If a player has reached 15 or more victory points, or if the last turn has been reached, determine victory. Otherwise advance the turn marker and begin a new turn with the Axis First Activities Phase.

3.6 Blitz Activities Phases

In a blitz activities phase, each power on the active side selects one blitz type; your participation in a blitz activities phase depends on blitz type you select and pay for. There are five blitz types: total blitz, air blitz, naval blitz, land blitz, and free blitz. Units may participate in sea combat regardless of the blitz type chosen but their ability to initiate sea combat is affected by the blitz type chosen; see 4.3.

3.6.1 Total Blitz

To select a total blitz, you must spend two saved oil. All of your units may participate in all activity steps just as in your first activities step.

3.6.2 Air Blitz

To select an air blitz, you must spend one saved oil. All of your air units may participate in all six activity steps, and your CVs may participate in any port strikes (see 4.6.4) you initiate.

3.6.3 Naval Blitz

To select a naval blitz, you must spend one saved oil. Your units may perform activity steps A and B.

3.6.4 Land Blitz

To select a land blitz, you must spend one saved oil. Your units may perform activity steps E and F; however, the only land combat you may declare is a ground attack (see 5.3)

3.6.5 Free Blitz

Selecting a free blitz costs no oil. In free blitz, you may move some of your units; **the total combined size of the units you move must be four or less**. The following restrictions apply during a free blitz:

- Your naval and air units can move in step A (4.1) and step B (4.2); a unit that does both counts as double its size. TRS may carry land units but both the TRS and the land units carried

by a TRS count against the total size moved. TRS may embark land units but the embarked units’ size counts against your limit.

- In step D (4.4) only your air units may rebase.
- In step E (4.5) land units may move and disembark but may not move into enemy-controlled land areas.
- In step F (4.6) you may not initiate not participate in land combats.

Example: During the Axis Blitz Activities phase, to save oil Richard’s Japan selects a free blitz. 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 Ze-roes (Size 2) from Hollandia into the Bismarck Sea, where the USA’s 8th Fleet and Japanese Combined Fleet are located. This is all the moves Richard is allowed. 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. If Franklin had demanded a combat in the Bismarck sea, all the Japanese units there would have participated.

4 The Activity Steps

Each of the sections 4.1 to 4.6 below describe what happens in each activity step. During blitz activities phases, the active side may be limited in each step in what it can perform; see 3.6.

4.1 Step A: Return to Base

If you are on the active side, you may move your naval and air units at sea to a land area in which they may legally stack, following normal movement mechanics (see 1.4). This movement cannot be blocked (4.2.2).

TRS cannot pick up land units or drop off land units while they return to base (see 4.2.1).

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) but the Pacific Fleet only has two movement, so it is also too far away. Canberra is an eligible location.



4.1.1 Mandatory Return to Base

Units of the active side at sea must return to base if there is no land area they could stack in within the unit's movement of the unit's current area. In this case, return the unit to the nearest land area it could stack in as if it had infinite movement (even if this land area is out of supply). If multiple land areas are equally distant, you choose the destination. If there is no friendly land area at all that a unit could return to base to, then the unit is destroyed.

Example: Cecilia's Soviet Baltic Sea Fleet moves to the Baltic Sea. Later, during Axis Activities, Germany takes control of Leningrad. On the next Allied Activities phase, since 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, it is destroyed.

4.2 Step B: Move to Sea

If you are on the active side, you may move your naval and air units currently in land areas up to their movement, following normal movement mechanics (see 1.4). A naval unit moving in this step may end its movement in a sea area or a port; an air unit moving in this step must end in a sea area.

(Note: Air units currently in a sea area may not move in this step; naval units currently in a sea area must end the move in a Port.)

TRS can carry or embark land units during this step; see below.

Since air and naval unit's movement abilities are impacted by supply (see 1.9), move naval and air units one at a time, completing each unit's move before beginning the next unit's move, as it is possible for one unit to establish another unit's supply line.

Neutral major powers are limited during this step: see 2.7.1

4.2.1 Transporting Land Units

A TRS can carry twice its size in land units; for example, a TRS with size 1 may carry a size 2 land unit or two size 1 land units. An out of supply (1.9.3) TRS cannot carry any unit. Indicate transported units by stacking them under the TRS. TRS can't carry air or naval units.

Your major power's TRS units may only carry your land units, with two exceptions:

- AFA and non-neutral USA TRS may carry each other's land units.
- Chinese land units may not be carried by any TRS at all (not even by USA TRS).

A TRS can pick up and drop off units in its location at the start of its move, during a move, or at the end its move. Units must be able to stack where they are dropped off. A TRS automatically drop off transported units if it ends its move in port.

If a TRS ends its move at sea, it may **embark** land units in land areas adjacent to where it ended its move (moving the land unit from the land area and stacking under the TRS).

If your TRS take a step loss in a sea combat (4.3) while carrying units so that it is not large enough to carry the units it is carrying, you must apply losses to the carried units until you no longer exceed the TRS's 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. Richard moves Central TRS into Micronesia, ending its move there, and then embarks the SNLF MAR land unit from the Marshall Islands, stacking it under the TRS. The MAR is ready to invade the Midway Islands.

4.2.2 Blocking Enemy Naval Unit Moves

During this step, enemy naval combat units (1.2.4) and air units automatically try to prevent your naval units except SUBs from leaving the sea area they occupy. Naval units moving or rebasing in other steps may never be blocked.

During this step, 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 to attack the undefended AFA convoy there. It begins

by moving into the Western Approaches, where James' Coastal Command is located. Coastal Command is a small naval bomber so has a blockade value of 2 (see the Blockade Table). The French convoy is destroyed as France is conquered but convoys do not provide any blockade value in any case. Maria must roll a die to try avoid being blocked. 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.

4.3 Step C: Sea Area Combat

In this step in the Axis First Activities Phase (3.1) and Allied First Activities Phase (3.2), every sea area that has opposing units in it must have sea combat. In the Axis Blitz Activities Phase (3.3) and Allied Blitz Activities Phase (3.4), sea combat must occur in each sea area that has units at war with each other and:

- An active player that chose a full blitz has units the sea area, or
- An active player that chose a naval blitz has naval units in the sea area, or

- An active player that chose an air blitz has air units in the sea area, or
- An active player moved units into the area and the other side wants to have combat.

In any of these cases, for combat to occur, the power initiating the conflict must have enemy units in the sea area. All units in the selected sea area that are at war with at least one enemy unit in that sea area will participate in the combat, even in a blitz activities phase.

Example: During an Allied Blitz Activities phase, there are German, Japanese, AFA, and USA units in the Arabian Sea. Germany is at war with the AFA, and the USA is at war with Japan. The USA selects a total blitz action, and the AFA selects a free blitz, but no new units move into the area in step B.

Since the USA selected a total blitz, sea combat is resolved in this area; since each power is at war with someone in the sea area, all units from both sides participate. If the Japanese were not in the sea area, no combat would occur as the USA has no enemy units in the area and the AFA selected a free blitz and cannot initiate a sea combat. If USA wants a sea combat to occur, it could declare war on Germany.

All sea areas that will have combat in this step should be determined, and then the active side selects one sea area for combat at a time, resolving each completely before moving on to the next.

To resolve a sea combat in a sea area, perform the following steps:

1. Non-neutral major powers on the inactive side may move in-supply naval bombers from a land area within movement of the combat to the combat area, joining the combat.
2. Any SUBs on the inactive side that are located in the combat area may return to base (see 4.1), avoiding combat.
3. If both sides have air combat factors, resolve an air round (5.2).
4. 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 of size greater than zero), resolve a naval round (5.3).



Example: During the Allied activities phase, Franklin moves the 12th Fleet and the Subs into the East China Sea planning to attack the undefended Japanese convoy. When the combat in the East China Sea is resolved, Richard

moves the Naval Air from Canton into the East China Sea to defend the convoy. This takes two movement, within the three movement of the Naval Air. The Imperial Army Land Bomber cannot react and

join the combat for two reasons: it is not a naval bomber and it does not have sufficient movement.

The USA Subs cannot react out of the combat, as it is the Allied activities phase. If the Axis were active, it could have returned to base and escaped the combat.

Since both sides have air factors, an air round will be fought. Afterwards, there will then be a naval round.

4.4 Step D: Rebase Units

If you are on the active side, you may rebase your naval and air units currently in a land area. Land units cannot rebase, nor may units at sea. 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.

Thus, for example, the Pacific Fleet based at the Hawaiian Islands may not rebase until the USA is at war, as the Hawaiian Islands are not part of the USA home country.

A naval or air unit in a land area may rebase to any friendly land where it can stack (1.5). Out of supply naval units (see 1.9) may rebase, but out of supply air units may not. PARA units may rebase as if they were air units as long as they were not moved via TRS during this turn.

When rebasing, your naval or air units move using normal rebasing mechanics (see 1.4.2). They may use up to three times their printed movement (even out of supply naval units receive triple their normal movement.)

In supply TRS may pick up and drop off units (see 4.2.1) while rebasing; out of supply TRS may not.



Example: Franklin's USA's Atlantic TRS (size 1) is in London and begins its rebase; it may rebase with six movement. It picks up the 9th Army (size 2) and moves to the North Sea and then to Paris, and drops off the 9th Army. The TRS still has four movement left, so it moves back to the

North Sea and into London, where it picks up the Home Guard and Malta GAR units (combined Size 2). With two movement left, the TRS moves back into the North Sea and ends its rebase in Paris, automatically dropping off the land units. Note that any Axis naval combat unit or air unit in the North Sea area would have prevented this rebase, but the USA could have made the same moves using the Western Approaches (with the same limitations).

4.5 Step E: Move Land Units

If you are on the active side, you may move your land units one at a time, following normal movement mechanics (see 1.4.1), completing one unit's move before beginning the next unit's move. Land units can also disembark (1.4.1) from TRS at sea.

Since out of supply land units cannot move, whether a unit can trace a supply line (see 1.9.1) 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.

4.6 Step F: Land Combat

Perform the following, in this order:

1. All powers on the active side declare their land combats, stating what kind of combat it is and designating which of their units will participate in the combat as it is declared.
2. The inactive side may designate air and naval units to help defend the attacked areas.
3. The active side resolves the combats in any order that they wish.
4. Air units from both sides that participated in combats return to base.

4.6.1 Declaring Combats and Designating Units

You may only declare combats against powers you are at war with; you may declare war (2.1) on a power during this step in order to attack its areas.

Only one major power may declare land combats against the same area, even of different types. (Exception: AFA and USA may attack the same area, and their units combine their factors and fight one combat of each declared type.) If the players cannot agree who will attack a given land area, then no land attacks are allowed against that area this step.

Example: The USSR wants to ground attack Berlin; the AFA wants to strategic bombard Berlin. They will have to agree which attack will happen, or neither will.

When declaring a land combat, you first declare what kind it is. There are three types of land combats: a ground attack, a strategic bombardment, or a port strike. An area may have all three sorts of land combats declared against it in a single step.

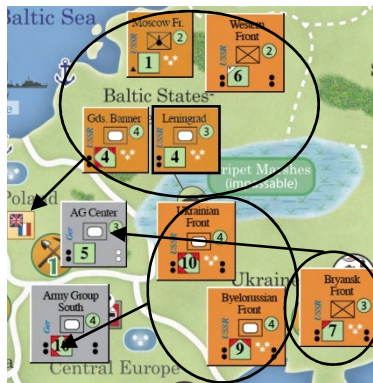
- In a **ground attack** (4.6.2) your land, air, and naval units attack an area with enemy land units, attempting to damage them and/or force them to retreat from the area, so that you may advance into the area. You may also ground attack enemy controlled areas with no enemy land units so that you may advance into the area.
- In a **strategic bombardment** (4.6.3) your air units attack an enemy controlled area with a factory, attempting to damage the enemy's production.
- In a **port strike** (4.6.4) your air units and CVs attack an enemy controlled port, attempting to damage the enemy's naval units in the port.

When you declare a land combat, you declare which of your land, air, and naval units will be participating in the combat. **Each unit may only participate in one combat per phase. In particular, air units that participated in a sea combat this turn may not be declared as attackers in a land combat.**

4.6.2 Declaring a Ground Attack

When declaring a ground attack against an area, also designate which of your land units, air, and naval units will participate in the attack.

- Land units participating in a ground attack must have a land combat factor of at least 1, and must be adjacent to the enemy area under attack. Additionally, the total size of all the land units attacking *one* enemy area from a *one* area must be 10 or less. (Exception: Ground attacking an island; see below.)



Example: Cecilia is declaring attacks for her USSR units against the German controlled Poland and Central Europe. The units in the Ukraine are a total of size 12, so all three could not attack the same area. She assigns the Ukrainian Front and the Byelorussian

Front to attack Central Europe, and the Bryansk Front and all the units in the Baltic States to attack Poland. Note that the total size of all the units attacking Poland is 13; this is allowed as long as no more than size 10 attack from a single area.

- The **total** size of all the land units attacking an island (1.5.1) is limited to two.



Example: If Japan ground attacks Singapore from Southeast Asia, it can only use the 1st Area infantry, as it is size 2; the Kwantung Army, at size 3, is too large to attack Singapore. If the 1st Area army attacks, the SNLF marine could not join the attack as the total size limit of 2 would be exceeded. Air units, however, are not limited, so the Imperial Army land bomber could join the attack.

- Land units may not attack across a land route (1.3.2).
- An Allied land unit may not ground attack an Axis-controlled Chinese land area if it may not enter China (see 1.5.3).
- FORTs may not attack.
- To join in a ground attack, an air unit must be currently be in a land area. To join the attack, it moves (see 1.4.3) from its current area to the area under attack.
- Naval units participating in a ground attack must be BB or CV adjacent to the enemy area under attack and there must be no enemy air nor enemy naval combat units located in the sea area where your naval unit is located.

Invading from TRS: A ground unit on a TRS adjacent to an area being ground attacked may join the attack against that area if there

are no enemy air nor enemy naval combat units located in the sea area where your TRS unit is located; this is called an **invasion**. The ground factors of an invading unit are halved unless it is a MAR.

PARAs and ground attacks: A PARA can attack normally from an adjacent area like other land units, in which case it counts against the size limit of the attack from that area. Alternately, a PARA may **paradrop** and join an attack against an area by moving like an air unit to the area. (In this case, the PARA may be damaged in the air round that might occur in the area before the land round is resolved; see 5.2).

4.6.3 Declaring a Strategic Bombardment

When declaring a strategic bombardment, you designate which air units are participating in the attack by moving them (see 1.4.3) to the declared area. In addition, a CV may join the combat if it is adjacent to the land area and there are no enemy air units nor enemy naval combat units in the sea area the CV is in. (CVs cannot participate in a strategic round, so the CV would only help in an air round that might occur before the strategic round.)

4.6.4 Declaring a Port Strike

When declaring a port strike, you designate which air units are participating in the attack by moving them (see 1.4.3) to the area with the port. In addition, CVs may join the attack if they are adjacent to the port and there are no enemy naval combat units in the sea area with the CV. Since SUBs are not affected by port strikes, a port with only subs may not be port struck.

If an area has more than one port, each may be port struck separately.

4.6.5 Inactive Side Response

After the active side has declared all its land combats and designated attacking units, the inactive side designates which naval and air units help defend against those attacks. Each unit may be designated to help defend against only one attack; an air unit may not help in a defense if it participated in a sea combat this turn. Land units automatically defend against a ground attack in their area (but see AA below).

- BBs in a sea area may be designated to help defend against a one ground attack in an adjacent land area if there are no enemy air nor enemy naval combat units their sea area.
- CVs in a sea area may be designated to help defend in one land combat of any type in an adjacent land area if there are no enemy air nor enemy naval combat units in their sea area.
- Naval units in port may not be declared to help defend in any combat (but may be attacked by a port strike).
- Air units may be designated to help defend in one land combat within movement of the unit by moving (1.4.3) the air unit to the area. **Air units in an area being attacked are not automatically designated as defenders against the attack.** They may be designated to help defend in a combat in that area, or in any other land combat within movement, or even may choose to not participate in any defense.

- AA units are land units and defend in a ground attack like other land units. In addition, however, AA units may also be designated as a defender in one land combat that occurs in their area to participate in the air round (whether it is due to a ground attack, strategic bombardment, or port strike).

4.6.6 Resolve Land Combats

The active side resolves declared land combats in any order that they wish, as follows:

- **Ground Attack:** If both sides in the combat have an air, CV and/or paradropping PARA unit, resolve an air round (5.2) first. Then resolve a ground round (5.5).
- **Strategic Bombardment:** If both sides in the combat have an air and/or CV unit, resolve an air round (5.2). Then, all surviving attacking air (but not CV) units resolve a strategic round (5.4).
- **Port Strike:** If both sides in the combat have an air and/or CV unit that may participate in the combat, resolve an air round (5.2). Then resolve a naval round (5.3), except that only the attackers roll and any SUBs in port cannot be damaged.

If there is disagreement among a side in which order particular combat results should be resolved, select randomly among those combats.

4.6.7 Air Return to Base

After all land combats have been resolved, both sides (active side first) return to base air units that were in combat using normal air movement (1.4.3). An air unit does not have to return to the same land area it originated from and may return to a land area that was just captured by its side.

5 Combat Rounds

When resolving a combat round, each side totals the factors provided by its committed to the attack and the defense, as modified by the different impacts of terrain, defensive triangles, and other factors—the details vary for the different types of combat round. Then each side, if its modified combat factors are at least 1, or if it had combat factors above zero before modifications, rolls a die, consults the Combat Chart and implements the results.

5.1.1 Using the Combat Chart

Combat Chart results consist of a number and/or a letter or a dash. A dash means no effect on the enemy. A number is the number of steps of damage (see 1.2.2) opposing units eligible to take damage must take; damage in excess of the total size of eligible units is ignored. The meaning of a letter result (Small blitz, Large blitz, or Blitzkrieg) depends on the type of combat round being resolved. For details on each type of combat round, see 5.2-5.6.

For all types of combat rounds, the results are implemented in the following order:

1. Attacker's number result is applied, and defender takes step losses. Sides alternate in choice of units.
2. Defender's number result is applied, and attacker takes step losses. Sides alternate in choice of units.

Combat Chart			Factors										Use the '1' column if your side's final modified Factors are <1, provided you had at least 1 Factor before modifications.									
Die Roll	1	2	3	4	5	6	7	8	9	10	11-12	13-14	15-16	17-18	19-20	21-23	24-26	27-29	30+			
1	-	-	-	-	S	S	S	L	L	1	1	1	1S	1S	1S	1L	2S	2S	2L			
2	-	-	-	S	L	L	L	1	1	1	1S	1S	1L	1L	2	2S	2L	2L	2L			
3	-	-	S	L	1	1	1	1	1S	1S	1L	1L	2	2	2L	2L	2L	2L	3B			
4	-	S	L	1	1	1	1	1S	1S	1L	1L	2	2L	2L	2L	2B	2B	3B	3B			
5	S	S	1	1	1	1S	1S	1L	1L	1L	2	2L	2B	2B	2B	3B	3B	3B	3B			
6	1	1	1S	1S	1S	1L	2L	2B	2B	2B	2B	2B	2B	3B	3B	3B	3B	3B	3B			

- Attacker's letter result is applied.
- Defender's letter result is applied.

5.1.2 Alternating Sides

When sides alternate in choosing units to apply numerical or letter results, the owner of the units chooses first, the opposing side chooses second, the owner third, and so on. In the case of AFA and USA forces fighting together, the power with the most factors at the beginning of the combat round makes all the choices for the Allied side (coin toss if tied).

5.1.3 Returning to Base in Combat

In air and naval rounds, air and naval units are sometimes required to return to base; to do so, move the unit, using normal movement mechanics (1.4.2, 1.4.3) from the area to a friendly land area where it can stack. This may be an area that has declared but unresolved combats.

5.1.4 One-use Units



Some units (the Japanese Kamikazes, the German V-weapons, and A-bombs) are one-use and marked with an asterisk as a reminder. When these units use their factors (the naval factors, in the case of the Kamikazes), they are immediately destroyed and cannot be used to take step losses.

5.2 Resolving an Air Round

Both sides add up the air factors of all air and CV units on their side. AA units in the area are automatically committed to the combat and are added to the defending side's air factors..

Terrain does not modify air factors. Add one your total for each one for white '+' triangle and subtract one for each red '-' triangle on opposing air, CV, and paratrooping PARA units.

Each side then rolls a die and consults the Combat Chart.

5.2.1 Numerical Results in an Air Round

The step losses must be taken by your participating air, CVs, and paratrooping PARAs. AAs may not take losses.

5.2.2 Letter Results in an Air Round

An S requires you to return to base (5.1.3) 1/3 of your surviving air, CV, and paratrooping PARAs; an L requires 2/3, and a B requires all. Sides alternate in choice of units. A CV that took losses

that changed it to a BB (see 1.2.2 for an example of such a unit) is still counted as a CV in this calculation.



Example Air Round: Franklin, playing the USA, plans to invade New Britain, and moves the 3rd Fleet, the Subs, and the Pacific Transport carrying the Marines to Bismarck Sea, where Richard's 2nd Strike Fleet is located. (The Escort CVs, with movement 1, cannot reach the Bismarck Sea).

When sea combat (4.3) in the area is resolved, Richard moves the Imperial Navy naval bomber into the Bismarck Sea as well. Since both sides have air factors, an air round is fought before the naval round. Franklin has 2 air factors from the 3rd Fleet and adds one to that because of the white triangle on the 2nd Strike Fleet's air factor. Richard has a total of 3 Air Factors. Franklin rolls a 4 (result: L), and Richard rolls a 5 (result: 1). Franklin must take one step loss, and must apply it to the 3rd fleet (his only air unit in the air round). Richard must return 2/3 of his 2 units to base. 2/3 of 2 is 4/3 which rounds to 1; Richard returns the Imperial Navy naval bomber to Truk in Micronesia north of the Bismarck Sea.



Example Air Round with AA: During an Allied Land Combat step, James declares a strategic bombardment against Western Germany and moves the French and Canadian air forces from London to Western Germany. When the combat is resolved, Maria commits the Luftwaffe and the Mobile AA to the combat; since both sides have air factors, an air round is fought.

James has 7 air factors, and subtracts one due to the red triangle on

the Luftwaffe. (The red triangle on the mobile AA is on its land factor and does not impact air rounds.) James will roll on the 6 line on the CRT. Maria has 6 air factors, and subtracts 1 due to the red triangle on the Canadian Air Force. Maria will roll on the 5 line on the CRT. James rolls a 5 (result: 1S) and Maria rolls a 1 (result: S). Maria must take a step loss and must apply it to the Luftwaffe as AA are ineligible to take losses in an Air Round. Then Maria must return 1/3 of her 1 air units to base, which has no effect (but returning the Luftwaffe to base wouldn't matter as it won't participate in the strategic round). Finally, James must return 1/3 of 2 units to base, which rounds to one unit. He returns the French Air Force to London since it would only have 1½ strategic factors in the strategic round to come.

5.3 Resolving a Naval Round

A naval round can occur in sea combat (3.1.3) and in a port strike (4.6.6).

Sea combat: Both sides add up the naval factors of all naval combat units and air units on their side. Remember that land and strategic bombers have half their printed bombing factors in a naval round; see 1.2.5. CVs in the snow (1.6.1) receive only half their factors. If one side has only naval support units, it will not roll a die (even if the other side has white '+' triangles).

Add one your total for each white '+' triangle, and subtract one for each red '-' triangle, on opposing naval units (including convoys; see 1.2.4).

Each side that is eligible rolls a die and consults the Combat Chart.

Port strike: The attacking side adds up the naval factors of all CVs and air units on its side. Remember that land and strategic bombers have half their printed bombing factors in a naval round; see 1.2.5. CVs port striking a snow area (1.6.1) receive only half their factors. The defending side does not roll a die.

Add one your total for each white '+' triangle and subtract one for each red '-' triangle, on opposing naval units in the target port except SUBs.

The attacker rolls a die and consults the Combat Chart.

5.3.1 Numerical Results in a Naval Round

In a sea combat, your step losses are taken by your participating naval (not air) units, including convoys. In a port strike, any naval units in the target port except SUBs are eligible to take damage.

5.3.2 Letter Results in a Naval Round

In a sea combat, an S requires you to return to base (5.1.3) 1/3 of your surviving **naval** units; an L requires 2/3, and a B requires all. Sides alternate in choice of units. A convoy with size greater than zero counts as one unit and may be selected to retreat; if selected, it take a step loss instead.

Ignore letter results in a port strike.



Example naval round: Continuing a previous example, Franklin (playing the USA) and Richard (playing Japan) fight a naval round in the Bismarck Sea. Franklin has 10 sea factors from the 3rd Fleet and the Subs and adds 1 due to the white triangle on the 2nd Strike Fleet's sea factors, for a

total of 11. Richard has 7 factors, adds 3 to that for the Pacific Transport's white triangles, but subtracts 5 due to the red triangles on Franklin's other units. Richard will roll on the 5 line on the CRT. Franklin rolls a 2 (result: 1L), and Richard rolls a 6 (result: 1S). Richard must take 1 step loss and can only apply it to the 2nd Strike Fleet. Franklin must also take a step loss and applies it to the Subs. Then, due to Franklin's L, Richard must return 2/3 of his 1 unit (2/3 rounding to 1) to base. He reluctantly returns the 2nd Strike Fleet to Truk; he could have returned it to New Britain if he wanted. Finally, due to Richard's S, Franklin must return 1/3 of his 3 units to base; he returns the Subs to the Solomon Islands; without the Subs he would have had to return either the Pacific Transports or the 3rd Fleet. Franklin has cleared the Bismarck Sea of naval combat units, leaving New Britain open to invasion in a future step, an invasion he has a good chance of winning with the Marines invading and the support of the 3rd fleet.



Example naval round with Convoys: Maria, playing Germany, has moved U-Boat I to the North Atlantic, and has also managed to slip the High Seas Fleet past James' North Sea Fleet and into the North Atlantic as well. In the next

step, the sea combat is resolved. There is no air round, as only one side has air factors, so we move to the naval round. Maria has 6 naval combat factors. To this she adds 2 for the two white triangles on the size 2 convoy (a convoy has white triangles equal to its size) and subtracts 1 for the red triangle on the North Atlantic Fleet: Maria will roll on the 7 line on the CRT. James has 3 factors but must subtract 2 for the 2 red triangles on the German units: James will roll on the 1 line on the CRT.

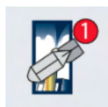
Maria rolls a 6 (result: 2L) and James rolls a 3 (result: -). James must take two step losses. He applies the first to the North Atlantic Fleet,

and Maria, having the second choice, applies it to the convoy; a convoy damage marker is placed in the North Atlantic. Then James must return 2/3 of his 2 naval units to base (remember that a convoy with size greater than zero counts as a naval unit). James must return 1 unit to base and has a tough choice. Does he choose the North Atlantic Fleet, leaving the North Atlantic open to the German navy, or the convoy, which, since it cannot return, would take another step loss? James returns the North Atlantic Fleet to London, planning to move his naval units around on his turn to punish the German raiders in the North Atlantic.

5-4 Resolving a Strategic Round

The attacking side adds up the strategic factors of all air units on their side (land and naval bombers add half of their printed factors). Modify these factors for Snow if appropriate. Add to this total the attacked Factory's value, minus any damage already sustained. The attacker then rolls a die and consults the Combat Chart. The defending side does not roll a die.

5-4.1 Numerical Results in a Strategic Round



For each step loss, place a factory damage marker in the space, up to the number of factories in the space. These will reduce the resources and/or oil of the owner of the space during production (6.3.1).

5-4.2 Letter Results in a Strategic Round

Ignore letter results in strategic rounds.



Example Strategic Round:
Continuing our earlier example, James resolves a strategic round in Western Germany. James has 4 strategic factors from the Canadian Air Force, and rolls a 6 on the CRT, yielding a 1S result. James places a 1 factory damage marker in Western Germany;

the S has no effect in a strategic round. Maria, playing Germany, does not roll as only the attacker rolls in a strategic round.

5-5 Resolving a Ground Round

If there are no defending land units in the land area, all the declared attackers will advance into the space; proceed to 5.6.2. Otherwise, both sides add up the land factors of all their land units committed to the combat, as modified by snow and terrain effects. Invading (4.6.2) units (except MAR) have their land factors halved.

Then, to this total, each side adds the land factors of air units committed to the combat, as modified by snow and terrain. (Recall that naval and strategic bombers have half their printed bombing factors in a ground round; see 1.2.5). Each side also adds 2 for each big CV and/or BB and 1 for each small CV and/or BB committed to

the combat. However, **the total factors added to a side from air and naval units cannot exceed the modified factors contributed from its land units.**

Both sides add one to its total for each white '+' triangle on opposing land units. Each attacking land unit has an extra white triangle when attacking into swamp or mountain; each defending land unit has two additional white triangles when out of supply.

Then **the attacker only** subtracts one from its total for each red '-' triangle on defending land units.

For land units, red triangles represent the advantage gained by terrain, fortification, and defensive weaponry and grant no benefit on the attack.

Each side rolls a die and consults the Combat Chart.

5-5.1 Numerical Results in a Ground Round

The step losses must be taken by your participating land units.

5-5.2 Letter Results in a Ground Round

Ignore letter results when attacking an island. Otherwise, letter results may force defenders to retreat and may prevent attackers from advancing; see the next section.

5-6 Retreat and Advance after Combat

5-6.1 Forcing Defenders to Retreat

In a ground round, after applying numerical results, the attacker may be able to force surviving defending units (in a non-island land area) to retreat from the area. To see if this is possible, add up the size (at the start of combat) of all attacking ARM (halving the size of any invading ARM). If this is greater than the sum of:

- The size of all defending ARM (at the start of combat), plus
- The size of all defending FORT (at the start of combat), plus
- The ARM bonus due to defending terrain (2 for forest, 4 for jungle, 6 for swamp, 8 for mountain)

then the attacker may apply his letter result to force surviving defenders to retreat. An S requires the defender to retreat 1/3 of his surviving **land** units; an L requires 2/3, and a B requires all. **The attacker (with the most surviving factors, if AFA and USA are attacking together) chooses which units retreat.**

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 across a land route (1.3.2) or to a land area that has a declared ground attack yet to be resolved. If no such land area exists, the unit takes a step loss and remains in place. FORTs cannot retreat and if selected to retreat, take a step loss instead.

5-6.2 Advance after Combat

After all losses and retreats, if the land area is empty of defending land units, the attacker **must** advance with all surviving attacking land units into the land area, except as prevented by the defender's letter result: an S prevents the attacker from advancing with 1/3 of his surviving committed land units; an L prevents 2/3, and a B prevents all. Do not count paratrooping PARAs in this calculation. The defender (with the most surviving factors, if AFA and USA

are defending together; break ties randomly) chooses which units are prevented from advancing.

If all the defenders are either eliminated or retreat, and at least one attacking unit enters the area (either by advancing or paradrop) then the attacker takes control of the area.

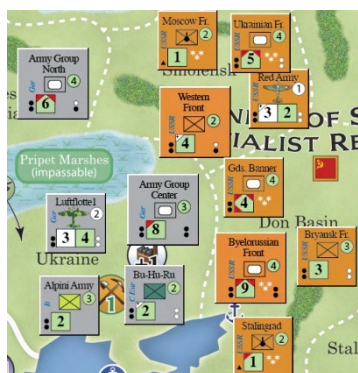
If AFA and USA both advance into an area after combat, use this priority list to see who takes control of the area:

1. The major power that advances the most total land factors.
2. The major power that owns the advancing unit with the most land factors.
3. Flip a coin.

If the attacker did not take control of the land area, any paradropped PARAs now return to the area they came from.

5.6.3 Emergency Rebase

If the attacker takes control of the land area, any other combats the active side declared but has not yet resolved against the area are cancelled. Each enemy naval or air unit in the area must immediately rebase (1.4.3) to the nearest in-supply land area in which it can legally stack. If there are multiple eligible locations, the attacker chooses the destination for each unit. If there are no eligible areas within triple the movement of the rebasing unit, the unit is destroyed instead.



Example ground round: It is the Allied First Activities phase of turn 8 (a snow turn) and Cecilia, playing USSR, wants to push Maria's German invaders back. She declares a ground combat in the and commits all of the ground units in Don Basin (9 steps in total, within the allowed limit of 10) and, not fearing much of a counter-attack in the Axis Blitz Activities Phase from Army Group North in the snow, also commits the Ukrainian Front from Smolensk.

There is no air round, as air units have no factors in the snow. Cecilia's Bryansk Front has only half its land factors on the attack as it is not winterized, but all of the other committed USSR units are winterized; altogether, the USSR units have 20½ ground factors. One is added for the Bu-Hu-Ru white triangle and one is subtracted for the red triangle on Army Group Center, so Cecilia will roll on the 21 line on the CRT.

Maria's air can contribute nothing in winter, but her defending land units are full strength in defense, even in winter, giving 12 factors. All the red triangles on Cecilia's units are ignored because they are attacking, so Maria will roll on the 12 line on the CRT.

Cecilia rolls a 4 (result: 2B) and Maria rolls a 3 (result: 1L). Maria must take 2 step losses: she chooses the Bu-Hu-Ru to take the first step,

and Cecilia chooses Army Group Center to take the second. Cecilia must take 1 step loss: she chooses the Stalingrad GAR (eliminating it).

At the start of combat, Cecilia had 8 ARM steps, more than Maria's 4, so she can apply her B result to force Maria to retreat all her units. She retreats some to Poland and some to The Balkans; none can retreat to the Baltic States as you cannot retreat across a land route. Cecilia is required to advance all her attacking units except for 2/3 due to Maria's L. Since there are 4 surviving units, Maria chooses which 2/3 of 4 (8/3, rounding to 3) do not advance. Hoping for a successful counter-attack in the Axis Blitz Activities phase, she blocks all but the Bryansk Front from advancing. Cecilia advances with the Bryansk Front, taking control of Ukraine and forcing Luftflotte 1 to rebase. Whether she will retain control after the Axis Blitz Activities phase remains to be seen.



Example ground round with Invasion: Continuing an earlier example, Franklin, in the ground combat step, declares that a combat will be fought on the Island of New Britain, and commits the Marines and the 3rd Fleet to the combat.

When the combat is resolved,

Franklin has 2 factors from the Marines (MAR are not halved when invading). He also receives 2 ground factors in naval support from the 3rd Fleet, as big CVs supply 2 ground factors in a Ground Round.

Even if Franklin had brought more naval or air support, two is the maximum he can receive because the ground factors from naval and air units cannot exceed those from the land units. To this, he adds 1 due to the white triangle on the Formosa units; Franklin will roll on the 5 line on the CRT. Richard's Formosa unit has 0 factors, and the Marines do not have any white triangles, so Richard will not even roll.

Franklin rolls a 2 (result: L) and curses his luck. No step losses were inflicted on the Japanese unit, and letter results are ignored when attacking an island: the USA invasion is rebuffed. Franklin leaves his Marines on the TRS, where they are vulnerable to counter-attack by the Japanese next turn.

6 Turn End Phase

In the turn end phase, perform the following, in order.

1. Roll for Partisans (6.1)
2. Advance USA/USSR Entry (6.2)
3. Production (6.3)

If playing solitaire, we recommend that the major power with the most victory points do production first; you may break a tie by having the major power that controls the most total oil and resources doing the activity first.

6.1 Partisans



The AFA player rolls one die and consults the partisan table. If the country listed has an enemy-controlled land area with an oil or resource, the player who first controlled that country places a partisan marker in one enemy-controlled land area in that country.

Exceptions: If a 1 is rolled, **both** sides are eligible to place a partisan in any enemy-controlled land area in China (even if controlled by the Allies or the Axis); if a 3 is rolled, the Axis may choose an area in China in the same fashion. This is due to the Chinese Civil War.

A partisan marker causes the controller of the land area to lose the use of one oil or resource (controller's choice) in the area with the partisan during production (6.3.1). After that determination, the partisan marker is removed.

Partisan Table	
Roll	Country Affected
1	China (both sides may choose one)
2	USSR
3	Any of Axis choice (including China)
4	Balkans
5	Any of Allied choice
6	France

6.2 Advance USA/USSR Entry

Advance the USA and the USSR "It's War!" markers by one box. See 2.7.2 for rules on USA and USSR entry.

6.3 Production

During production, every power performs the following steps, in this order:

1. Computes resources and oil it has available. (6.3.1)
 2. Spends resources and oil (6.3.5) on building units and weapons research.
 3. Save unspent resources and oil by marking them on the victory track with your resource and oil markers.
 4. Voluntarily damage or destroy any of your on-map units.
- Spending resources should be done as secretly as possible and then revealed when all powers have finished production.

6.3.1 Computing Available Resources and Oil

During this step, each power computes the resources and oil it has available for building units.

Determine your available oil and resources as follows:

1. Sum the oil and resources you control that you can trace a production supply line (1.9.2) to and that are outside your

major power's home countries. (Exception: For the AFA, outside Great Britain and France; if Great Britain and France are conquered, outside the current home country of British units.) If you cannot trace a production supply line to a resource/oil, it may be able to be used by another of your controlled countries; see 6.3.2.

2. If a partisan is in an area with a resource or oil that you control, reduce that total by one. If the partisan is in an area with both, choose which total to reduce—don't reduce both. Then remove the partisan.
3. Subtract from these totals one for each point of damage to your convoys, then remove the damage markers. Subtract from your resources first, then from your oil. After this step, the minimum number of oil and resources is 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 to 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. (Exception: The AFA adds all the resources in Great Britain and France; if Great Britain and France are conquered, in the current home country of British units.)
5. Add to or subtract from these totals the oil and resources you gave and/or received via lend lease (see 6.3.3).
6. Add to or subtract from these totals the oil and resources you gave and/or received from your trade agreements (see 2.8), provided you can trace a production supply line to the resource oil or resource (see 1.9.2).
7. Subtract from these totals one for each point of damage to your factories, then remove the factory damage markers on your factories. Subtract from your resources first, then from your oil. After this step, the minimum number of oil and resources is zero.
8. Add to these totals to your saved oil and resources.

After computing the total oil and resources you have to spend, proceed to spend those resources (6.3.5).

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 Manila. Franklin provides one oil to Japan due to their trade agreement, and he receives one oil from Venezuela via their 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. (The resource in China may only be used to build Chinese units see 6.3.6, 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.

6.3.2 Isolated Countries

If you have a controlled country with resources/oil to whom you can't trace a production supply line (1.9.2), this country is **isolated**. Follow steps 4-8 for each of your isolated countries separately from the rest of your totals; resources and oil in that country can only be used to build that country's units and cannot be saved. Conquered countries can never spend resources.

Any of your conquered oil and/or resources that can't trace a production supply line normally, but which can trace a production supply line from one of your isolated countries may be used by that isolated country. These oil and resources may only be spent on that country's units and the oil can't be saved.

If there is a partisan marker (6.1) or a factory damage marker (5.4.1) in an isolated country, the damage is subtracted from that country's resources and/or oil.

China is always an isolated country as described in this section, regardless of supply lines, and has additional restrictions on its production; see 6.3.6.

Example: Great Britain and France have been conquered. James selected Canada as the home country of British units, so AFA production supply lines (1.9.2) must originate in Canada; the Canadian oil and resource and therefore not subject to convoy losses (step 3 above). James is unable to trace a production supply line from Canada to India, so the Indian resource can only be used to produce Indian units. If India took damage in a strategic bombardment (4.6.3) the resource lost would be the Indian resource. James has conquered Iraq and controls its oil. He is unable to trace a production supply line from Canada to Iraq, but he can from India to Iraq. Therefore, James can use the oil in Iraq to build Indian units as well. Neither the Indian resource nor the Iraqi oil may be saved.

6.3.3 Lend Lease

Each of your LL (see 1.2.4) deliver resources and/or oil to its recipient (the allied major power whose flag appears on the unit) provided that:

- The LL unit is in its target sea area (this is the LL unit's name); and
- A production supply line (1.9.2) 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
- A production supply line exists from the recipient country to that land area.

The number of resources and/or oil an LL delivers is equal to the LL's size. You decide whether you are giving oil, resources, or a combination of both (except China, see below). LL delivery is

mandatory if all the above conditions are met; if you do not have enough resources and/or oil, deliver as much as possible.



Example: James' Arctic Ocean LL is in the Arctic Ocean. The USSR still controls Leningrad, and James can trace a production supply line from Great Britain to the Arctic Ocean, so this LL successfully delivers two lend lease. James is required to give 2 resources, or 2 oil, or 1 resource and 1 oil, to the USSR.



Chinese Lend-Lease: The USA's "Bay of Bengal" LL provides lend lease to China. 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 6.3.6). Only one resource per turn, and no oil, may be lend leased to China, and it must be delivered this way.

6.3.4 USA and USSR limited production

While the USA is neutral it can only spend a number of oil and resources each turn equal to the box number on the victory track where its "It's War!" marker is located. Count against this spending limit and oil or resources sent via lend lease or saved, but exclude the oil given due to your trade agreements (2.8). Oil and resources you control above this number are lost (used by your civilian economy).

The USSR is limited in the same fashion until it is at war with Germany. If the USSR receives any lend-lease while so limited, the extra resource or oil received does not count against this limit.

Example: Continuing the example in 6.3.2, 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.

6.3.5 Spending Resources

When spending resources during production, you may spend oil exactly as if each oil is a 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 Activities (3.6).

You may spend as many of your resources and oil as you want, in any order. Any resources and oil you do not spend are saved; the amount you have saved is marked on the victory track with your resource and oil markers.

Exception: The USA and USSR have restrictions on the amount they can spend and save; see 6.3.4.

6.3.6 Building Units

You may spend your resources to build your on-map units and/or those in your Force Pool.

Building a unit refers both to taking a unit from your force pool and placing it on the map at size one, and to increasing the size of a unit already on the map.

Building new units: To build a new unit from your force pool, spend a resource and place the unit in a friendly-controlled land area in the unit's home country. You must be able to trace a production supply line to the space, and the unit must be able to stack in the area (including a suitable port for a naval unit, see 1.3). New units are size one when built.

You cannot build the small version of a unit while the big one is on the map; place these small versions on the reserve box on the map to prevent confusion.

Building new forts: FORT units may be placed in any land area you control, provided you can trace a production supply line (1.9.2) to that land area.

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 built to increase its size.



Building garrisons: You may build one GAR in your Force Pool for free each turn, even if you could not trace a production 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 production supply line as per usual.

Building existing units: To build a unit on the map, spend one resource and increase its size by one. On map units (even in sea areas) may be built provided you can trace a production supply line (1.9.2) to them.

You may only build a unit from its small version to its corresponding big version if the big version is in your force pool. You may build a unit multiple times in the same turn.

Example: For four resources, you could build a unit from your force pool all the way to size four (providing the small and big versions of the unit were in your force pool).

Building in China: The rules for building in an isolated country in 6.3.2 always apply to China regardless of supply lines, and China has additional restrictions, as follows:

- **A USA-controlled resource located in China may only be used to build a Chinese unit that is already in the area with the resource.** It may not be used to build a new unit, nor any other USA controlled unit in any other area, nor be saved. While the USA's production is limited before it is at war (see 6.3.4), this expenditure does count against the USA's spending limit.
- The only other resource that may build a Chinese unit is one received via lend-lease; see 6.3.3. This resource may build any Chinese unit in any friendly land area in China (including building a new unit) but it may not be saved.

6.3.7 New Weapons Development

During production, each power adds new units to its force pool of available units to build. Your Weapons Development Chart shows the units you can add to your force pool in numbered groups, (Group 1, Group 2, etc.) and also specifies how many new units you may add.

You choose which units to add, but you must add all the units of a group before moving on to the next group; i.e., you must add all the Group 1 units before you can start on Group 2, and so on.

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 allows only one per turn).

When you add the A-bomb unit, it is not added to your force pool; see below for A-bomb research.

Accelerating Development: In addition to the above, you can spend resources to try to add additional units to your force pool. To do so, 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 attempt to research weapons any number of times each turn, resolving each attempt before deciding on the next.

If your randomly selected unit is a unit you would be eligible to remove (see below) you may immediately remove it; randomly develop a different unit. If you do not remove it, it is set aside (see below again).

Adding units controlled by another power on your side: If a unit you can add has a home country controlled by a major power on your side, when you select that unit to add, you add that unit to the force pool of the controlling major power rather than your own—even if that country has been conquered.

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.

Removing or adding neutral/conquered/enemy-controlled units: If your current group has a unit whose home country is currently neutral, conquered, or enemy-allied, you may permanently remove it from the game; doing so does not count against your limit of units to add. If you add such a unit, set it aside away from your force pool; any such 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 2.6).



Example: It is turn 6 and France has been conquered. James, playing the AFA, is developing new weapons and choosing which two units to

add to his force pool. He is on Group 2, having added all of the Group 1 units, and the last two units in Group 2 are the big French Army and the 8th Army. If he adds the French Army, he will have to set it aside, waiting for the eventual liberation of France to add it to his force pool (and even then, it could take many turns before it is added; see 2.6.) James instead chooses to remove it from the game, allowing him to add the 8th Army and then a unit from Group 3.



A-Bomb research: Before you can build your A-Bomb, you must successfully test it. When you select the A-Bomb to add to your force pool, instead place it on the 5 box on the victory track. Once per turn (including the turn when you add it to the track), you may develop the A-Bomb, or test the A-Bomb, or both.

When you develop your A-Bomb, 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, the A-Bomb is immediately added to your force pool, and can be built normally. You may build your A-Bomb again in the future without the need to develop or test it again.

An A-bomb cannot move on its own, but whenever an air unit you control that has four or more Strategic Factors is in a land area with an A-bomb, it may pick up the A-Bomb (even in the middle of a move). If a unit carrying an A-bomb is destroyed in an air round, the A-bomb is also destroyed.

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 placed in the two box and its resource marker in the one box.

7 Victory and Game End

At the end of every turn, add up the victory points (VPs) your major power earned this turn. The Victory Card shows how to determine how many VPs your major powers gained or lost this turn, if any. VP rewards fall into three categories: Capturing factories, building the A-bomb, and major power dependent conditions.

7.1 Control Industrial Might

Every power gains or loses a point for each factory gained or lost during the turn, excepting factories it controlled at the start of the game. Each factory gain or loss is scored only on the turn it is gained or lost.

Example: After turn 1, Germany has conquered France and now controls the factory in Paris (but not Vichy France). Germany earns one VP for this factory at the end of turn 1. If, on a later turn, Germany loses control of Paris, it will lose a VP at the end of that turn. The AFA neither loses nor gains VP for control of the Paris factory as it is a home country factory for the AFA.

7.2 Joining the Atomic Club

The first two powers to build an A-bomb get three points, the next two, two points, and the last, one point. If multiple major powers build an A-bomb on the same turn, all receive the most generous VP award.

Example: The USA is the first to build an A-bomb and earns 3 VP. Next turn, Germany and the AFA build one; both earn 3 VPs for being the second major power to do so.

7.3 Major Power Dependent Conditions

Every power has five conditions on how it can earn VPs, as detailed on the Victory Card. Many of these can be earned repeatedly, every turn, as long as the condition is satisfied.

Example: Japan's Victory in the CBI Theater condition reads: "Japan controls at least six land areas in Burma, China, India, and/or South-East Asia." This condition is checked at the end of every turn, and each turn that it is satisfied, Japan earns 1 VP.

The conditions listed below earn one VP for the major power, unless otherwise stated.

7.3.1 German VP Conditions

Autarky. Germany controls 3 or more oil.

Fortress Europa. Excluding areas in Great Britain, Ireland, French North Africa, French West Africa, and Iceland, the Allies control no more than one land area touching the North Sea, Western Approaches, and/or Mediterranean Sea.

Lebensraum. Germany controls at least 5 land areas in the USSR.

Long War. The major power Germany controls at least one unconquered country (even a minor country) and it is Turn 11 or later: 1 VP on Turn 11, 2 VPs on Turn 12, 3 VPs on Turn 13, etc.

Super Weapons. For each time one of these units is first built: Jet Fighters, Jet Bombers, Schnorchel, big Kriegsmarine, big Carrier Fleet, big Atlantik Fleet, V-2, V-3.

7.3.2 Japanese VP Conditions

Co-Prosperity Sphere. Excluding South-East Asia, areas in China, and areas in Manchuria-Korea, the Allies control no more than one land area touching the East China Sea, South China Sea, Micronesia, Leyte Gulf, and Japanese Coast.

Long War. The major power Japan controls at least one unconquered country (even a minor country) and it is Turn 11 or later: 1 VP on Turn 11, 2 VPs on Turn 12, 3 VPs on Turn 13, etc.

Paralyze US Fleet. If the USA is war with Japan, and Japan has units at sea, and the Allies don't, in any two of the following sea areas: North East Pacific, Central Pacific, Polynesia, South Pacific, Coral Sea, and/or US West Coast.

Tenno-Zan. In the Bay of Bengal, Timor Sea, and all sea areas east of those except the Tasman Sea, and in land areas bordering those sea areas, the total combined size of Allied naval combat units and Allied air units, is six or more than the total combined size of Axis naval combat units and Axis air units.

Victory in the CBI Theater. Japan controls at least six land areas in Burma, China, India, and/or South-East Asia.

7-3-3 AFA VP conditions

British Commonwealth. If turn 1 or turns 10-15: All (non-destroyed: see 1.2.4) AFA convoys are undamaged, and the AFA controls all land areas in Australia, Canada, France, Great Britain, India, and South Africa.

If turns 2-9: As above, excluding France and the Western Approaches convoy.

Britannia Rules the Waves. If turns 1-9: Excepting the Arctic if the USSR is not at war with Germany, and the Baltic Sea: No sea area within two sea areas of Great Britain contains an Axis unit.

Mediterranean Influence. The Axis do not control more than one land area touching either the Arabian Sea and/or Mediterranean Sea.

No Casualties. No AFA land unit whose home country is Australia, Canada, France, and/or Great Britain takes damage this turn and the AFA took control an area that was Axis controlled last turn. If the AFA liberates the area to another power, it is still eligible for this award.

Standing Alone. The AFA is the only Allied major power at war with an Axis major power.

7-3-4 USA VP Conditions

Arsenal of Democracy. If turns 1-8: the USA delivers four or more oil and/or resources via lend lease.

Bring Democracy to Asia. The USA is at war with Japan, and the AFA and/or USA together control

- Manila, and
- At least three land areas in China, and
- At least six other land areas touching the East China Sea, Japanese Coast, South China Sea, Leyte Gulf, Micronesia and/or Bismarck Sea.

No Casualties. No land unit whose home country is USA takes damage this turn and the USA took control an area that was Axis controlled last turn. If the USA liberates the area to another power, it is still eligible for this award.

Pacific Domination. The Axis has non-convoy units in two or fewer in sea areas touching India, Australia, and any sea areas east of those to the right map-edge.

Second Front. There is a USA land unit in a land area located in any of the countries Belgium-Netherlands, France, Germany, Iberia, or Italy.

7-3-5 USSR VP Conditions

Annihilate the Fascists. An ARM whose home country is Germany was destroyed in a land combat declared by the USSR this turn.

Buffer Zone. The USSR controls every land area in the USSR and three areas adjacent to the USSR.

Five Year Plan. If turns 1-9: during production, the USSR has at least 9 total combined oil and resources. This includes any received via lend-lease, but excludes any saved from last turn.

Red Army. If turns 1-8: the USSR is at war with Germany and, in the USSR and countries adjacent to the USSR except China, the total combined Size of USSR land units is greater than the total combined Size of Axis land units. This includes Japanese units even if the USSR is not at war with Japan.

Under Siege. If the total combined size of Axis land and air units in in the USSR is 30 or more.

7-4 Determining Victory

Add this turn's VPs to your prior total, recording it on the victory track. When any major power's has 15 or more VP, the game ends. Each player averages the scores of the VPs he or she is playing, and the highest total wins the game. There are no tie-breakers.

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 has two factories) 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 factories 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.

8 Optional Rules

8.1 Bidding for Powers

Players competitively bid in an open auction to see who wins control of which major powers. Before bidding, determine which optional rules will be used, and the major power groupings (1.11) based on the number of players.

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; 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 when the game ends.

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. Bids are not allowed that would make the bid for the final group greater than +3 or less than -3.

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 will automatically receive 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 7.4), 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 co-victors; Franklin comes in third place, while Maria finishes last.

8.2 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.

The Blitzing the Road to War chart shows the order that the powers select options. 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 a standard option (including potentially the same one repeatedly) every time your major power has the chance to select an option.

In addition to the details listed on the Blitzing the Road to War charts, this option alters the political landscape in several ways.

8.2.1 Trade Agreements

All trade agreements in 2.8 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.

8.2.2 Minor Country Rule Adjustments

The minor country alignment rules (2.3) are adjusted as follows.

- *Monroe Doctrine*: If the USA selects *Monroe Doctrine* (USA step 3) then treat Brazil and Mexico as in 2.3. If the USA does not, then treat Brazil and Mexico as neutral minor countries with no special rules.
- *Annex Austria-Czechoslovakia*: If Germany does not select *Annex Austria-Czechoslovakia* (German step 7), ignore the note about Austria-Czechoslovakia in 2.3. Instead, Austria-Czechoslovakia becomes a neutral minor country, and Germany's Army Group North sets up in Western Germany.
- *Anti-Comintern Pact Expanded*: If Germany selects *Anti-Comintern Pact Expanded* (German step 13) then treat Central Europe and Finland as in 2.3. If Germany does not, then treat Central Europe and Finland as neutral minor countries with no special rules.

8.2.3 Initial Alignment Changes

Apply the following changes to aligned countries:

- When the war begins, align (2.4) all minor countries that you have an ally marker on. Poland is not automatically aligned with the AFA.
- If Japan selects *Don't Invade China* at step 5, Japan and China do not begin the game at war; instead, China is a neutral minor country. No power may make a trade agreement with a neutral minor China. If an Axis major power later declares war on a neutral China, China aligns with the USA. If an Allied major power later declares war on Japan, China aligns with Japan. If China aligns with Japan, the Chinese building restrictions in 6.3.5 still apply; China will not be able to receive Lend-Lease.

8.2.4 Declaration of War and Production Limitations

Germany's restriction on declaring war on the USSR (see 2.1) is only in effect if the USSR selects *Secret German Pact* at step 8.

The USSR's restrictions on declaring war (see 2.1) only apply if Germany selects *Secret Soviet Pact* at step 9. If played, the restriction applies to any minor country that is a German aligned or has a trade agreement with Germany, not necessarily those listed in 2.1.

The USSR's production is still limited by rule 6.3.4, even if the USSR has no restrictions on its ability to declare war on Germany. Follow the mechanism under 6.3.4 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 6.3.4. 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 (not vice versa!)
- Germany controls any land area in the USSR.
- Turn 8 begins.

The Allied major power restriction on declaring war on Brazil, Chile, Mexico and Venezuela (see 2.1) is in effect only if the USA selects *Monroe Doctrine* at step 3.

8.2.5 Other Notes

Note that if Germany selects *Liberate Foes* at step 13 liberation takes place during production (when Germany can spend the resources necessary). Germany cannot liberate conquered enemy major power home countries.

8.3 Forced Builds

When building units (see 6.3.5), if you control a resource (not oil!) in a controlled major power country or aligned minor country, you must build at least one of that country's units, unless all their units are fully built.

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. Each of these restrictions is lifted individually if all of those country's units fully built.

8.4 Land Route Attacks

One small land unit may attack across a land route. Its land factors are halved, in addition to all other modifications.

8.5 Commanders

Each major power has two counters with a named historical commander on each side (for a total of four commanders overall). Each commander has factors and a shaded movement circle with a letter inside. Commanders are not units, but are attached to a unit, altering its factors.

Each turn when building units, if you are at war with a major power you may build one commander from your force pool for free.

At the start of each of your activities phases (see section 3), if you can't trace a supply line to a commander, return it to your force pool. Then, as your first action in that phase, for each of your commanders on the map, choose either side to be face-up and attach it to one of your in-supply units on the map by stacking the commander with the unit. A commander must be attached to a unit of the same type as the commander, as shown 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. If no such unit is on the map, return the commander to your force pool.

The commander's factors are added to the unit's factors, and the commander's triangles are added to the unit's triangles. A land commander's red triangles are still ignored when attacking in a ground round. A zero land factor unit being commanded by a land commander will now have at least 1 land factor, and thus it may attack.



Example: Cecilia attaches Novikov to 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. In a strategic round, the LRA commanded by Novikov would attack with 5 Strategic Factors (since the 2 land factors are halved to 1 strategic factor).

For each step of damage taken by a commander's unit, your opponent rolls a die. On a 6 return that commander to your force pool. Also return a commander to your force pool if its attached unit is destroyed.

8.6 Sabotage

During production, you may sabotage enemy major powers. You may attempt sabotage once against each enemy major power each turn.

To sabotage a major power, spend a resource, roll a die, and consult the following table:

1	Next turn during production (6.3) you spend the target's first resource on an eligible enemy unit of your choice.
2	Next turn during production (6.3) you select the target's free GAR build.
3	Next turn due new weapons development (6.3.7) you select the first new unit to enter the target major power's force pool.
4	Roll a die and refer to the Partisan Chart (6.1). If the roll results in a country that is conquered by the target major power and which has an oil or resource, 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 die: on a 4-6, reduce the target's saved oil by one.
6	If the target major power has any saved resources, roll a die: on a 3-6, reduce the target's saved resources by one.

8.7 Non-Motorized Land Blitz

For the cost of expending a saved resource (instead of a saved oil) you may select a land blitz with the limitation that only 1 ARM, air, or naval unit may move and/or participate in any combat.

8.8 Forced Passage

During activities steps A (4.1) and B (4.2) 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; in addition to any step losses, if the result includes an L, the unit must return to the area or port where its move began and may not move again during this activities phase.

A unit performing a mandatory return to base (4.1.1) now has the option of forcing passage instead of being destroyed; if it rolls an L, the unit are destroyed.

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.

8.9 Looting

When you would gain a VP for taking control of a factory, you may gain two saved resources or one saved oil instead of the VP reward. You decide this on a factory by factory basis, even in the same area. You still lose VPs for losing looted factories.

9 Designer's Notes

9.1 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. 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, early on 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.

9.2 About the map, units, scale, and time

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, battle-ships, 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 northwest 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.

9.3 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-any-more children were helping as play testers.

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

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.

The 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.

ward, 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 one-sided play.

9.4 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 award winning 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 friends who were very supportive of this idea, but especially to Carl Ise, without whom the project never would have gotten off the ground, to Carl, Paul Lagerlow, and Paul Derynck, for repeatedly rebuilding the playtest VASSAL module, and to Rod Harten, for endlessly playtesting so many different versions of the game over so many years that at times neither one of us could remember the current rules; to my understanding family, who came to recognize that far-off glow in my eyes probably meant I was designing *Blitz! A World in Conflict* in my head... again; and finally, to my comrade in game design whose insightful words and amusing cackles forever echo in my head when I'm making up new rules, Dean Lueke: you're missed, and never forgotten, Dean.

—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

10 Credits

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