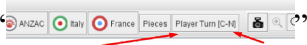
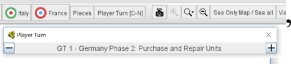




Instructions on New Features in Axis and Allies 1940 Europe, Ver. 2.1 - Global War (Combines 1940 Europe and 1940 Pacific War Games)

I've added a number of new features to make the game easier to play, (hopefully) faster and more fun!


1. **Player Sides** - A player side has been added for each major army that is on the map (Axis, German, Italy, Japan; Allied, US, UK, France, Russia, China, ANZAC). There are no restrictions on what armies a player side can move or produce - it is only for the convenience of games with more than 2 players.

2. **Game Turn & Phase tracker** -  A game turn indicator will track the game turns and phases for each player, tell you whose game turn it currently is, clear all Air Movement Points remaining from all Air Units (see paragraph 4 below), and remove all Moved markers and Move Lines at the end of each player's game turn. (Game Turns will be especially important for the Russians since they cannot declare war on Germany until turn 4.)

- I recommend opening the Game Turn indicator up by *left-clicking* on it and moving it to the right part of the Chat Window ". The phasing player should advance the Game Turn by *left-clicking* the plus box  or by keyboard command *Ctrl-N* when the phasing player is finished with the current phase.


3. **Facilities** - (Small & Large Industrial Complexes, Air Bases, Naval Bases): Hits from tactical or strategic bombing can be applied to Facilities by *left-clicking* on the number located on the upper-left of the Facility. A window will appear where you can enter the new number of hits the facility has by adding additional hits or by removing hits using IPCs. You will not be able to add more hits than is allowed by the rules: Maximum 20 hits for Large Industrial Complexes and 6 maximum for Small Industrial Complexes, Airbases, & Naval Bases. As soon as a Facility has the number of hits to render it inoperable, a **Red filled Circle** with a white X "⊗" will appear above the Facility  so you will know you cannot use the Facility until it is repaired.

- **Important:** You will need to hold the *Alt* key down when *Selecting* a Facility (and *Selecting* AAA Units or flag Icons as well) in order to add or remove damage. If you do not hold the *Alt* key down when *Selecting* a Facility, you will not be able to *Select* that Facility to make any changes. (The purpose of needing the *Alt* key held down to *Select* a Facility is so you won't accidentally *Select* and carry away 1 or more Facilities with your Units when moving them from one map area to another.

4. **Unit Count (quantity)** - You will not need to use the "Chits" to mark the number (quantity) of same type Unit in an area of the map that has more than 1 Unit of its type. Instead each Unit will have their small national "flag" Icon on the upper-left side with a number showing how many troops the Units represents . You can change this number by *left-clicking* on the flag Icon. A window will appear allowing you to change


the number of troops the Unit represents “”. The number on the flag will



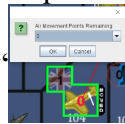
change to what you enter “”.

- To combine same type Units in the same area, simply pick one of the same type Units and change its number to the total represented by that Unit in the stack, then delete (*Select*, then *Ctrl-X*) the now unneeded Units.

- To split a Unit into 2 or more separate Units, simply Clone (*Select*, then *Ctrl-C*) the Units as many times as needed to represent the additional Unit(s) needed. (Note - Each new Cloned Unit will have the same count (quantity) number as the original Unit cloned from.) Then, change the old count for each Unit to the new count you want that Unit to represent.

5. **Air Units** - When each Air Unit is making a Combat Move “”, you will be able to “record” how many remaining Air Movement Points are left with that Air Unit by *left-clicking* on the upper quarter of the Air Unit’s picture. A window will popup asking how


many Air Movement Points are remaining “”. Simply enter the number of Air




Points remaining and those remaining Air Points will appear as a **Red Number** on the center of the Air Unit’s picture “”. Now, when you fly the Air Units back in the

Non-Combat Movement phase, you will know exactly how many Air Movement Points the Air Unit has. When the Game Turn phase is moved to the end of each player’s turn, all remaining Air Movement Points displays will be automatically removed from all Air Units on the map.

6. **Stacking** - When you move the mouse cursor over any stack, each Unit with its type below it & its count (quantity), in the “flag” Icon, will appear lined up next to each other.



In the upper-left will be the total count of all Units in the stack “”. When

you move the mouse cursor over the money, the total amount of money for that player


will show in the upper-left of the displayed stack “”.




- Within the same map area, I recommend stacking all Allied Units in a single stack and all Axis Units in a separate single stack. This will greatly simplify knowing the Units you have in any particular map area and make combat process simpler (see paragraph 6 below).

- When you Select a stack, the Units within the stack will be highlighted by a **Green** border “” for Allied or a **Red** border “” for Axis.

7. **Combat** - The execution of the combat procedure has been greatly simplified in the game.

a. **Attacker** - When the Attacker picks a map area for combat, the Attacker simply *Select* the stack of Units attacking and *right-click* on any Unit, then *left-click* on the “Attacker to Battle Strip” (or use keyboard command *Alt-A*) “”. The attacking Units will then be automatically placed on their standard location on the Battle Strip. After they are automatically placed, simply move the attacking Units to different appropriate Battle Strip sections to account for Combined Arms or the effects of successful Research and Development die rolls.

b. **Defender** - The Defender simply *Select* the stack of Units defending in the same map area as the Attacker and *right-clicks* on any Unit, then *left-click* on the “Defender to Battle Strip” (or use keyboard *Alt-D*) “”. The defending Units will then be automatically placed on their standard location on the Battle Strip. After they are placed, move the defending Units to different appropriate Battle Strip sections to account for the effects of successful Research and Development die rolls.

c. **Battle Strip** - The Attacker will see a faint red circle around the numbers 1, 2, 3, and 4 “” on the Battle Strip. Move the mouse over the attacking Unit’s stack under each number and see the count of the

Units with that combat value “”. Take that count (4 in this picture -


which is the # of dice to roll) and *left-click* within its red circle. A popup window will appear asking for the count of attacking Units in the stack. Enter the count (this is the number of dice to be rolled) from the Mouseover Stack Viewer and *left-click* “Ok” or *press* “Enter” on the keyboard. The resulting hits will be listed in the Chat Window and in the Casualty Zone. A running total of hits (casualties) will accumulate on “Attacker Hits on Defender - 0”. As hits accumulate, the zero value will increment 1 higher for each hit. After repeating the above procedure for each attacking section (1, 2, 3, and 4) which contain 1 or more attacking Units in them, the total Hits on Defender will be displayed.

d. **Battle Strip** - The Defender will see a faint red circle around the numbers 1, 2, 3, and 4. Move the mouse over the defending Unit’s stack under each number and see the count of the Units with that combat value. Take that count and *left-click* within its red circle. A popup window will appear asking for the count of defending Units with that combat value. Enter the count (this is the number of dice that will be rolled) from the Mouseover Stack Viewer and *left-click* “Ok” or






press “Enter” on the keyboard. The results will be listed in the Chat Window and in the Casualty Zone. A running total of hits (casualties) will accumulate on “Defender’s Hits on **Attacker - 0**”. As hits accumulate the zero value will increment 1 higher for each hit. After repeating the above procedure for each defending section (1, 2, 3, and 4) with 1 or more defending Units in them, the total Hits on Attacker will be displayed.

- e. After both Attacker and Defender have performed a combat round, the Attacker removes any attacking Units of Attacker’s choice for each hit caused by the Defender and the Defender removes any defending Units of Defender’s choice for each hit caused by the Attacker.

Carriers or Battleships - If you are assigning a hit to a Carrier or a Battleship, *Select* the affected ship, *right-click* to bring up its menu and *left-click* “1 Hit / no Hits” (or use keyboard command *Ctrl-H* after *Selecting* the ship). This will show

the ship with flames representing 1 hit on the ship . When you repair the ship, use the same procedure to remove the flames from the ship showing no hits. If the ship takes a 2nd hit before repairing the 1st hit, remove the ship from the game by *Selecting* it and using the keyboard command *Ctrl-X*. If you have a Unit representing more than 1 Battleship or Carrier and not all the Battleships or Carriers in that Unit have taken a hit, Clone the Unit into 2 Units with 1st (original ship Unit) containing the number of damaged ships and the 2nd containing the number of undamaged ships (or vice versa).

- f. If Attackers and Defenders Units remain, the Attacker can choose to continue or end the attack.
 - i. **To continue the attack**, at the top of the Casualty Zone, press the green “** Click Here ** to Zero Out Hits”. This will reset the Attacker’s and Defender’s Hits to zero “0”. You are now ready to continue the attack by proceeding back to step “c” and following above.
 - ii. **To end the attack**, *Select* all attacking Units on the Battle Strip and *right-click* on any Unit, *left-click* the “Return from Battle Strip” or use keyboard command *Alt-R* after *Selecting* Units. This will return all *Selected* attacking Units to the map area location they were in before being moved to the Battle Strip. The Attacker will then need to move the returned Attacking Units (except for Air Units - which will use their remaining Air Movement Points to return in the Noncombat Move phase) out of the map area attacked to an adjacent friendly map area. The Defender will also return by *Selecting* all remaining defending Units and *right-click* on any Unit, *left-click* on “Return from Battle Strip” or use keyboard command *Alt-R*. This will return all *Selected* defending Units to their map area location before they were moved to the Battle Strip.

- g. **If the Attacker wins (no Defenders remain)** - *Select* all attacking Units on the Battle Strip and *right-click* on any Unit, *left-click* on “Return from Battle Strip” or use keyboard command *Alt-R*. This will return all *Selected* attacking Units to the newly captured map area location they were attacking before being moved to the Battle Strip.
- h. Proceed to the next battle or, if all battles are finished, press *Ctrl-N* for the next Game Turn phase.
8. Added Menu Buttons - “See only Map / See all”, “View/Hide Layers”, and “Highlight All Units”
- a. **See only Map / See all** – *left-clicking* this button will remove all Units from the map  or replace all Units on the map . This will allow you to see the terrain under the all the Units on the map.
- b. **View/Hide Layers** – *left-clicking* this button will bring up a menu allowing you to hide all Axis Units, hide all Allied Units, hide all Units except Facilities and AAA Units . This allows you to see where all the Facilities are located in the areas of the map.
- i. **Reset All Map Layers to Visible** – returns all map layers back on, which is the default setting. This will make Visible any map layer that is hidden. (Keyboard command *Alt-M*.)
 - ii. **View / Hide All Axis Units** – Hides or makes visible all Axis Units on the Map except Facilities, AAA Units and flag Icons. (Keyboard command *Alt-J*.)
 - iii. **View / Hide All Allied Units** – Hides or makes visible all Allied Units on the Map except Facilities, AAA Units and flag Icons. (Keyboard command *Alt-K*.)
 - iv. **View All Facilities Only** – Hides or makes visible all Axis and Allied Units. Only Facilities (Large & Small Industrial Complexes, Airbases, Naval Ports, and AAA Units) will be remain visible. Helpful for planning your next moves. (Keyboard command *Alt-L*.)
- c. **Highlight All Units** – This button will place  or remove  a white filled circle behind all Units on the map except Facilities, AAA Units and flag Icons. This can be helpful in finding yours or other player’s Units, especially when used with “View/Hide Layers” above.

Mouse & Keyboard Command Summary

1. **Move Commands:**
Select Unit – *left-click* and hold on Unit or stack of Units, then drag to desired location.
Select Facility or Flag Icon – hold *Alt* key down while *left-clicking* on Facility or Icon, then drag to desired location.
Remaining Air Movement Points – *left-click* on the upper 1/4 of Air Unit's picture.
2. **Combat Commands:**
Move Attacker's Units to Battle Strip – *Alt-A*
Move Defender's Units to Battle Strip – *Alt-D*
Return Attacker's Units from Battle Strip – *Alt-R*
Return Defender's Units from Battle Strip – *Alt-R*
3. **Facility Commands:**
Select Facility – hold *Alt* down while *left-clicking* on the Facility
Change number of hits – Select Facility then *left-click* in Icon circle or keyboard command *Ctrl-V*
4. **Miscellaneous Commands:**
Change quantity represented by Unit – *left-click* on flag Icon or keyboard command *Ctrl-V*
5. **Map Layers:**
Reset All Map Layers to Visible – *Alt-M*
View / Hide All Axis Units – *Alt-J*
View / Hide All Allied Units – *Alt-K*
View All Facilities Only – *Alt-L*