

12+



Axis & Allies

RULEBOOK

1942

Second Edition



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Axis & Allies

DESIGNER'S NOTES

Axis & Allies 1942 2nd Edition is a very special game. The map not only features a larger size, but it also contains more territories and sea zones than its predecessor. The plastic units, which you are probably looking at right now, are simply amazing. I hope you'll agree. The addition of antiaircraft artillery is a considerable departure from the gray AA gun of the past. It joins the expanding list of units that make up the ever-growing family of **Axis & Allies** games.

When it comes to the **Axis & Allies** "family," call up in your mind a family portrait. Standing over there on the left is **Axis & Allies 1941**. It is designed to be a quicker and less complicated experience. It also comes with iconic units including, but not limited to, Tiger tanks. On the other side, standing on the right, are the twins **Axis & Allies Europe 1940** and **Axis & Allies Pacific 1940**. These two must be seen and played to be believed. They're not for everybody, however. There's a longer playing time and a few more rules to contend with, but what the heck . . . you deserve it! Standing front and center in the family portrait is **Axis & Allies 1942** game. As Goldilocks would put it, this game is "not too hot and not too cold; it's just right" (depending on your taste, of course).

In this game, as in all the current **Axis & Allies** games, you will find yourself controlling the military and economic destiny of one or more of the great

☆ powers of World War II. With 1942 as the starting date, we begin the game with the Axis at their peak of power.

When the United States entered the war on December 7, 1941, the world truly found itself in its Second World War. When I was growing up, that war was considered a recent event. The years have slipped by, and now that monumental world event, like many of its participants, has faded under the dust of time. This should generate a sense of urgency in all of us. Think about it. We can still converse with those who actually participated in it. The problem is that with each passing day, the possibility of doing so decreases. The dust becomes deeper and more difficult to blow off. In the not-too-distant future, we will have lost our opportunity to speak with these amazing people.

I have a historical perspective that I would like to share with you. My father, who passed away this year, was a veteran of World War II as well as the inspiration behind **Axis & Allies**. He used to tell me about his experience as a child seeing Civil War veterans marching or being wheeled down Main Street on Veteran's Day. I asked him if he had ever spoken with any them. "No, can't say that I did. Just never got around to it." That bothered me as I grew older. What if he had talked to those soldiers who had loaded their rifles with lead musket balls and fired off volleys as they stood their ground to receive the

☆ enemy's reply—the very men who had fought in the great battles of a war that so shaped our history? Those men could have spoken almost directly to me by way of my father if only they had spent some time together. What a gift that would have been.

I did, however, receive many such gifts from my Dad. There's not much I don't know about his World War II experiences. Nonetheless, I could have been told things, almost directly, from a man who may have actually witnessed Pickett's charge at Gettysburg. To keep these stories alive you must seek out these now-old folks before they fade away. Then you will be able to answer "yes" when someday, while playing a game of **Axis & Allies**, your grandchild asks in awe whether you ever talked to a real World War II soldier.



—Larry Harris

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AXIS & ALLIES GAME PIECE DIRECTORY

	Control Marker	Infantry	Artillery	Tank	Antiaircraft Artillery	Fighter	Bomber		Aircraft Carrier	Battleship	Cruiser	Destroyer	Submarine	Transport	
US			 105mm Howitzer	 Sherman	 90mm M1	 P-38	 B-17		 Wasp	 Iowa	 Portland	 Johnston	 Ray	 Liberty Ship	US
UK			 Ordnance QF 25 Pounder	 Matilda II	 3.7in. QFAA	 Spitfire	 Halifax		 Illustrious	 Royal Oak	 Kent	 S Class	 T Class	 Same as US	UK
USSR			 Same as US	 T-34	 85mm M1939	 Yak 3	 Petlyakov PE-8		 Same as UK	 Gangut	 Kirov	 Gnevnyi	 S Class	 Same as US	USSR
Germany			 10.5cm LeFH 18	 Panther	 8.8 cm Flak 36	 BF-109	 JU-88		 Graf Zeppelin	 Bismarck	 Hipper	 Zerstörer 1934	 Type VII	 Hilfskruezer	Germany
Japan			 Type 92 Howitzer	 Type 95	 75mm Type 88	 A6M2 Zero	 G4M2E Betty		 Shinano	 Yamato	 Takao	 Fubuki	 I-class	 Hakusan-Maru	Japan

HOW THE WAR IS WON

Axis & Allies can be played by up to five players. Each player controls one or more world powers. On your turn, you build, deploy, maneuver, and command army divisions, air wings, and naval fleets to loosen your foes’ hold on their territories. On your opponents’ turns, they will bring their forces against you. The more territories you hold, the more weapons you can build—and the more powerful those weapons can be.

On the map are twelve victory cities crucial to the war effort. As the game begins, each side controls six of these cities. The Allies begin the game controlling Washington, London, Leningrad, Moscow, Calcutta, and San Francisco. The Axis powers begin the game controlling Berlin, Paris, Rome, Shanghai, Manila, and Tokyo. The standard victory condition is if your side controls nine (9) victory cities at the end of a complete round of play (after the completion of the U.S. turn), you win the war.

If you want to use the total victory condition, then after the completion of the U.S. turn, your side must control all twelve (12) victory cities. Players must agree at the beginning of the game which victory condition will constitute a win. If no specific agreement is made, then nine (9) victory cities will be the standard victory condition.



STANDARD VICTORY 9
TOTAL VICTORY 12

THE COMBATANTS

One or more players take the side of the Axis (Germany and Japan), and one or more play the Allies (Soviet Union, United Kingdom, and United States). In a five-player game, each player controls one world power. If fewer people play, some will control more than one power. If a player controls more than one power, those powers must all be on the same side.

If you control more than one power, keep track of those powers’ income and units separately. You can conduct operations for only one power at a time.



Setup

Once you have decided who will play which power(s), prepare the game for play. It contains the following components.

Combat Forces

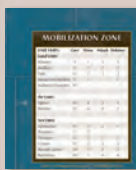
Take the plastic pieces that represent your power’s combat units. Each power is color-coded as shown in the following chart, which also shows the power’s starting income level and treasury in Industrial Production Credits (see below and the next page).

Power	Starting Income	Color
Soviet Union	24	Maroon
Germany	40	Gray
United Kingdom	30	Tan
Japan	30	Orange
United States	42	Green

National Production & Mobilization Zone Charts



The national production chart on the game board tracks each power’s national production level (income) during the game. The level is based on the combined Industrial Production Credit (IPC) values of each territory a power controls. Place one of your control markers on the number on the chart that matches your power’s starting income (see above). This is the power’s starting national production level. Each player should keep track of his or her power’s production level separately.



The mobilization chart on the game board shows each unit’s cost in IPCs, as well as its move, attack, and defense values. Purchased units are mobilized here for placement.

Industrial Production Credits

These units are the money of the game, representing capacity for military production. The amounts shown in the Starting income chart on the previous page represent each power’s beginning national production level. Each power also begins the game with that many IPCs to spend on its first turn. Have one player act as a banker and track each power’s IPC treasury on a piece of paper, or use another means agreed upon by your group.

National Control Markers

National control markers indicate status in the game. They mark conquered territories and indicate national production levels. Take all of the national control markers that feature the emblem of your power.



Setup Cards

Take the setup card for your power. It shows the name of the power, its units’ color, and its emblem. It also lists the starting numbers and locations of your units on the game board. Place all of the indicated units on the game board as listed.



Note: The lines with the word “zone” and a number indicates the sea zone space where those sea units are placed.

Plastic Chips

Use the chips to save space in overcrowded territories and sea zones. Gray chips represent one combat unit each, green chips represent three units each, and red chips represent five units each. For example, if you wanted to place nine infantry on a space, you would stack up one red chip, one green chip, and one infantry unit on top. (If you do not have enough pieces to top off all your stacks, simply use any identifying item, such as a piece of paper with the unit type written on it.) The number of stacks is not limited by the number of plastic pieces available.



These same plastic chips are also used to mark the amount of damage inflicted on industrial complexes that occurs during a strategic bombing raid. One chip is placed for each point of damage an industrial complex receives. (See strategic bombing raids on pg. 14.)

Battle Strip, Casualty Strip, and Dice

The battle strip is a card with columns that list attacking and defending units and their combat strengths. When combat occurs, the players involved place their units on both sides of the battle strip. Combat is resolved by rolling dice. Casualties are designated by being moved behind the casualty strip.



Game Board

The game board is a map of the world, circa 1942. It is divided into spaces, either territories (on land) or sea zones, separated by border lines.



Spaces On The Game Board

The border colors of the territories on the game board show which power controls them at the start of the game. Each power has its own color and emblem. The “original controller” of a territory is the power whose emblem is printed on that territory. All other spaces are neutral and are not aligned with any power.

Most territories have an income value ranging from 1 to 12. This is the number of IPCs they produce each turn for their controller. A few territories, such as Gibraltar, have no income value.

Units can move between adjacent spaces (those that share a common border). The game board wraps around horizontally. Territories and sea zones on the right edge of the board are adjacent to territories and sea zones on the left edge. The following spaces are adjacent: Western Canada and Eastern Canada; Western United States and Central United States; Mexico and Panama; sea zones 55 and 19; sea zones 42 and 20; and sea zones 41 and 21. The top and bottom edges of the board do not wrap around.

All territories exist in one of three conditions:

- Friendly:** Controlled by you or a friendly power (one on your side).
- Hostile:** Controlled by an enemy power (one on the opposing side).
- Neutral:** Not controlled by any power. Control of neutral territories never changes.

Sea zones are either friendly or hostile. Friendly sea zones contain no enemy surface warships. Hostile sea zones contain enemy surface warships (this does not include enemy submarines and transports).

Neutral Territories

Neutral territories (such as Turkey, Mongolia, or Sahara) do not have any power’s emblem on them. They represent areas that are impassable for political or geographical reasons. You cannot attack neutral territories, move through them, or move over them with air units. Neutral and impassable territories do not have income values.

Optional Rule: In order to maintain its neutrality, Turkey closed the narrow straits linking the Black Sea and the Mediterranean, permitting no naval passage by any belligerent nation on either side. No sea units may move into or out of sea zone 16, however, air units may move through this sea zone freely.

Canals

There are two canals—artificial waterways that connect two larger bodies of water—on the game board. The Panama Canal connects the Pacific Ocean (sea zone 19) to the Atlantic Ocean (sea zone 18), while the Suez Canal connects the Mediterranean Sea (sea zone 17) to the Indian Ocean (sea zone 34). A canal is not considered a space, so it does not block land movement: Land units can move freely between Trans-Jordan and Anglo-Egyptian Sudan. Central America is one territory: No land movement points are required to cross the canal within Central America.

If you want to move sea units through a canal, your side (but not necessarily your power) must control it at the start of your turn (that is, you cannot use it the turn you capture it). The side that controls Central America controls the Panama Canal. The side that controls both Anglo-Egyptian Sudan and Trans-Jordan controls the Suez Canal. If one side controls Anglo-Egyptian Sudan and the other controls Trans-Jordan, the Suez Canal is closed to sea units.

The movement of air units is completely unaffected by canals, whether they are moving over land or water. They can pass between sea zones connected by the canal regardless of which side controls it.



Islands

An island or island group is a single territory surrounded entirely by one or more sea zones. A sea zone can contain at most one group of islands, which is considered one territory. It is not possible to split up land-based units so that they are on different islands in the same group. Islands that have no name label, such as the ones in sea zone 15, are not game spaces and cannot have units moved onto them.

ORDER OF PLAY

Axis & Allies is played in rounds. A round consists of each power taking a turn, and then a check to see if one side or the other has won the game.

Order of Play

1. Soviet Union
2. Germany
3. United Kingdom
4. Japan
5. United States
6. Check for victory

Your power's turn consists of six phases, which take place in a fixed sequence. You must collect income if you can, but all other parts of the turn sequence are voluntary. When you finish the collect income phase, your turn is over. Play then passes to the next power. When every power has completed a turn, if no side has won, begin a new round of play.

Turn Sequence

1. Purchase units
2. Combat move
3. Conduct combat
4. Noncombat move
5. Mobilize new units
6. Collect income

Phase 1: Purchase Units

In this phase, you may spend IPCs for additional units to be used in future turns. All the units listed on the mobilization zone chart on the game board are available for purchase. A unit's price in IPCs is listed in the cost column next to the unit's name.

Purchase Units Sequence

1. Order units
2. Pay for units & industrial complex repairs
3. Place units in mobilization zone

Step 1: Order Units

You may buy as many units of any type as you can afford. Select all the units you wish to buy. You don't have to spend all of your IPCs.

Step 2. Pay for Units & Industrial Complex Repairs

Pay IPCs to the bank equal to the total cost of the units (by having the banker adjust the number of IPCs in your power's treasury).

You can also pay to remove damage from industrial complexes that have been damaged. Each point of damage costs 1 IPC to remove. Repairs take effect immediately.

Step 3: Place Units in the Mobilization Zone

Place the purchased units in the mobilization zone on the game board. You cannot use these units right away, but you will deploy them later in the turn.

ORDER OF PLAY (continued)

Phase 2: Combat Move

Movement in this game is separated into combat movement and noncombat movement phases. During the Combat Move phase, all movement must result in combat, with a few exceptions (see below). Movement into a hostile territory counts as a combat movement whether that space is occupied or not. Additional movement that does not result in combat occurs during the Noncombat Move phase (phase 4).

Move as many of your units into as many hostile territories and sea zones as you wish. You can move into a single hostile space from different spaces, as long as each moving unit can reach that space with a legal move.

You can move units through friendly spaces en route to hostile spaces during this phase. However, units cannot end their movement in friendly spaces during the Combat Move phase except in four instances:

- Tanks that have blitzed through an unoccupied hostile space (see Tanks and Blitzing, pg. 13),
- Sea units that will be participating in an amphibious assault from an uncontested sea zone,
- Sea units moving from a hostile sea zone to escape combat as their combat move, and
- Sea units moving into a sea zone containing only enemy submarines and/or transports in order to attack those units. (Remember that such a sea zone is not considered hostile.)

If you move all of your units out of a territory you control, you still retain control of that territory until an enemy moves into and captures it (the territory remains in control of the power that controlled it at the start of the turn).



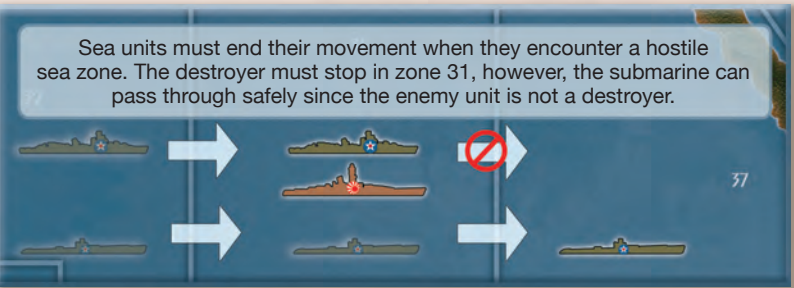
Units cannot move into or through neutral territories.

Units from the same side can freely share territories, sea zones, and space on aircraft carriers and transports with one another. These shared events must be agreed upon by both powers.

All combat movement is considered to take place at the same time: Thus, you cannot move a unit, then conduct combat, then move that unit again during this phase. The only exception to this is land units making an amphibious assault that is preceded by a sea battle (see Amphibious Assaults, pg. 12), as they must offload after the sea battle is successfully completed. You cannot move additional units into an embattled space once an attack has begun.

A land or sea unit can move a number of spaces up to its move value. Most units must stop when they enter a hostile space. Thus, a unit with a move value of 2 could move into a friendly space and then a hostile space, or just into a hostile space.

An enemy submarine and/or transport does not block any of your units' movement, nor does it prevent loading or offloading in that sea zone (with one exception—see Special Combat Movement: Transports, pg. 13). As the moving player, you have the option of attacking an enemy submarine and/or transport that shares a sea zone with you. However, if a warship chooses to sink an unescorted transport, that warship must end its movement in that sea zone. It is possible that some units may stop to attack while others continue moving through the sea zone.



ORDER OF PLAY

Sea Units Starting in Hostile Sea Zones

At the beginning of the Combat Move phase, you may already have sea units (and/or fighters on carriers) in spaces containing enemy units that were there at the start of your turn. For example, an enemy may have built new surface warships in a sea zone where you have sea units. When your turn comes around again, you are sharing that sea zone with enemy forces.

If you are sharing a sea zone with enemy surface warships (not submarines and/or transports), this situation requires you to do one of the following:

- Remain in the sea zone and conduct combat,
- Leave the sea zone, load units if desired, and conduct combat elsewhere,
- Leave the sea zone, load units, and return to the same sea zone to conduct combat (you cannot load units while in a hostile sea zone), or
- Leave the sea zone and conduct no combat.

Once these sea units have moved and/or participated in combat, they cannot move or participate in the Noncombat Move phase of the turn.

Air Units

An air unit that moves in the Combat Move phase must generally reserve part of its move value for the Noncombat Move phase, at which point it must return to a safe landing spot using its remaining movement.

An air unit’s movement in any complete turn is limited to its total move value. Thus, a bomber with a move value of 6 cannot move six spaces to get to a hostile space. It must save enough movement points to get to a friendly territory where it can land. A fighter can move its full four spaces to attack in a sea zone instead of saving movement, but only if a carrier could be there for it to land on by the conclusion of the Mobilize New Units phase.

Air units attacking territories that have anti-aircraft artillery will be fired upon (see pg. 25). This does not include territories containing anti-aircraft artillery that are only being flown over.

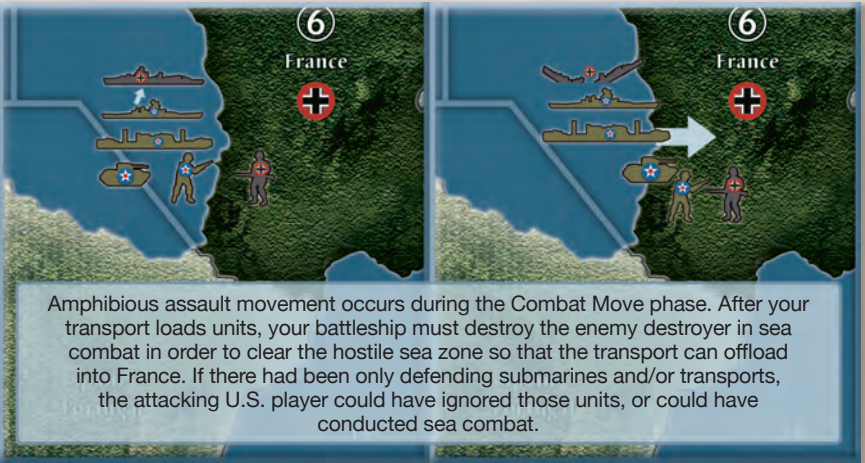
Amphibious Assaults

If you want to make any amphibious assaults, announce your intent to do so during the Combat Move phase. An amphibious assault takes place when you attack a coastal territory or island group from a sea zone by offloading land units from transports into that target territory (or make a joint attack with both seaborne units that are offloading and other units from one or more neighboring territories). The sea zone may be either friendly or hostile, but if it’s hostile, it must be made friendly through sea combat before the amphibious assault may commence.

Moving transports and their cargo into a sea zone from which you plan to make an amphibious assault counts as a combat move, even if there are no defending surface warships there. This is also true of any battleships and/or cruisers that will support the assault.

During the Conduct Combat phase, you can only launch amphibious assaults that you announced during this phase.

If an amphibious assault involves a sea combat, any air units participating in the assault must move to either the sea zone or the land territory. They will then participate only in the part of the assault to which they have moved.



ORDER OF PLAY (continued)

Special Combat Movement

A number of units can make special moves during this phase. These are described in detail below.

Aircraft Carriers

Any fighters belonging to an aircraft carrier launch before the carrier moves and move independently of the carrier. These fighters can make a combat move from the carrier’s sea zone, or they can remain in the sea zone until the Noncombat Move phase.

Guest fighters belonging to a friendly power on board another power’s carrier must remain on board as cargo if the carrier moves in combat. They cannot take part in combat and are destroyed if the carrier is destroyed.

Whether it moves during the Combat Move or Noncombat Move phase, an aircraft carrier allows friendly fighters to land on it in the sea zone where it finishes its move.

Submarines

Submarines are capable of moving undetected due to their ability to submerge. For this reason, they have special movement rules. If there are no enemy destroyers present, a submarine can move through a sea zone containing enemy warships without stopping. However, if a submarine enters a sea zone containing an enemy destroyer during the Combat Move phase, its movement ends immediately and combat will result.

Tanks and Blitzing

A tank can “blitz” by moving through an unoccupied hostile territory as the first part of a move that can end in a friendly or hostile territory. The complete move must occur during the Combat Move phase. The tank establishes control of the first territory before it moves to the next. Place your control marker on the first territory and adjust the national production levels as you blitz. A tank that encounters enemy units, including anti-aircraft artillery units or an industrial complex, in the first territory it enters must stop there.



Transports

If a transport encounters hostile surface warships (not enemy submarines and/or transports) AFTER it begins to move (not counting the sea zone it started in), its movement for that turn ends, and it must stop there and conduct sea combat.

A transport can load units while in any friendly sea zone along its route, including the sea zone it started in. If a transport loads land units during the Combat Move phase, it must offload those units to attack a hostile territory as part of an amphibious assault during the Conduct Combat phase, or it must retreat during the sea combat step of the amphibious assault sequence while attempting to do so. A transport that is part of an amphibious assault must end its movement in a friendly sea zone (or one that could become friendly as result of sea combat) from which it can conduct the assault. However, a transport is not allowed to offload land units for an amphibious assault in a sea zone containing one or more ignored enemy submarines unless at least one warship belonging to the attacking power is also present in the sea zone at the end of the Combat Move phase.

Any land units aboard a transport are considered cargo until they offload. Cargo cannot take part in sea combat and is destroyed if the transport is destroyed.

ORDER OF PLAY

Phase 3: Conduct Combat

In this phase, you conduct combat against opposing units using the following sequence:

Combat Sequence

1. Strategic bombing raids
2. Amphibious assaults
3. General combat



A number of units have special rules that modify or overwrite the combat rules in this section. See Unit Profiles, pg. 24 for combat rules associated with each type of unit.

At no time can an Allies power attack another Allies power, or an Axis power attack another Axis power.

1. Strategic Bombing Raids

During this step, you can bomb the enemy’s industrial complexes with your bombers. A strategic bombing raid is an economic attack. The attacking bombers will cause a number of points of damage to the target complexes equal to the total rolled on the dice used for the attack.

Each industrial complex has its own antiaircraft system. If there is an antiaircraft artillery unit in the targeted territory, don’t roll for it. Those units are used to protect combat units. Each industrial complex rolls one die against each bomber directly attacking it. For each “1” rolled, a bomber is immediately removed. Any surviving bombers each roll one die. To mark the damage done by the attacking bomber(s), place one gray plastic chip under the targeted industrial complex per damage point rolled. An industrial complex cannot receive more total damage than twice the IPC value of the territory on which it is located. Any excess damage is not applied.

A bomber that performed a strategic bombing raid cannot participate in any other combat this turn and must return to a friendly territory during the Noncombat Move phase.

Optional Rule: Both attacking and defending fighters can participate in strategic bombing raids as escorts or interceptors. Escort fighters (those accompanying the attacking bombers) can escort and protect the bombers, and they can originate from any territory or sea zone, range permitting.

Any number of defending fighters based in a territory that is about to be strategically bombed can be committed to participate in the defense of the industrial complex as interceptors, whether or not there are attacking fighter escorts. The number of defending fighters that will intercept is decided by the owning player(s) after the attacker’s Combat Move phase is completed and before the Conduct Combat phase begins. If the defender has elected to commit fighter interceptors, an air battle will be fought immediately before the targeted industrial complex fires its antiaircraft shots against the attacking bombers. The air battle, which ends after one round of combat, is resolved in the following way:

1. Both the attacking bombers and fighter escorts, if any, fire with an attack value of 1. For each “1” rolled, a defending interceptor is immediately removed as a casualty.
2. The surviving defending interceptors then fire with a defense value of 2. For each result of “2” or less, the attacker chooses a casualty and removes it.

After the air battle is complete, or if there were no defending fighter interceptors, surviving fighter escorts are considered to be retreated. They don’t participate in the actual bombing raid, are not subject to antiaircraft fire, and will remain in the territory until the Noncombat Move phase. Any surviving attacking bombers carry out the bombing raid as described above.

Fighters participating as either an escort or an interceptor cannot participate in other battles during that turn, including a battle in the territory in which the bombing raid is occurring. Defending air units must return to their original territory. If that territory is captured, the fighters can move one space to land in a friendly territory or on a friendly aircraft carrier. This movement occurs during the Noncombat Move phase, before the acting player makes any noncombat movements. If no such landing space is available, the fighters are lost.

ORDER OF PLAY (continued)

2. Amphibious Assaults

During this step you will resolve each amphibious assault you announced during the Combat Move phase. If you did not announce an amphibious assault, go to **General Combat** (see pg. 16)

Amphibious Assault Sequence

1. Sea combat
2. Battleship & cruiser bombardment
3. Land combat

Step 1. Sea Combat: If there are defending surface warships, sea combat occurs. If there are only defending submarines and/or transports, the attacker can choose to ignore those units or conduct sea combat.

If sea combat occurs, all attacking and defending sea units present must participate in the battle. Conduct the sea combat using the rules for General Combat (see pg. 16), then go to step 3 (land combat).

If no sea combat occurs, go to step 2 (bombardment).

Step 2. Battleship & Cruiser Bombardment: If there was NOT a combat in the sea zone from which you are offloading units from transports, any accompanying battleships and cruisers in that sea zone can conduct a one-time bombardment of one coastal territory or island group being attacked. The number of ships that can make bombardment attacks is limited to one ship per land unit being offloaded from the transports in that coastal territory. If more than one territory or island group is being assaulted from a sea zone and there are multiple battleships and/or cruisers, each ship may support only one assault. However, the ships’ bombardment may be split in any way that the attacker chooses, so long as the number of ships supporting each assault doesn’t exceed the number of seaborne land units in that assault. Choosing to destroy enemy transports or attacking enemy submarines in step 1 (above) counts as a combat and prevents the battleship and cruiser bombardment from taking place.

Roll one die for each battleship and cruiser that can conduct bombardment. Battleships hit on a die roll of “4” or less, and cruisers hit on a “3” or less. For each hit, the defender will move a defending unit behind the casualty strip. These casualties will be able to defend during the land combat step before they are eliminated.

Each battleship or cruiser can only bombard one coastal territory per turn.

Step 3. Land Combat: If there was no sea battle or the sea zone has been cleared of all defending enemy units except transports and submerged submarines, and the attacker still has land units committed to the coastal territory, move all attacking and defending units to the battle strip and conduct combat using the general combat rules (page 16). Remember to put casualties from bombardment (if any) behind the casualty strip.

Attacking land units can come from transports (seaborne), and they can come from neighboring territories that are adjacent to the attacked territory. Any land units offloading from a single transport can only be offloaded into a single hostile territory.

If no land units (carried as cargo) survived the sea combat, or if the attacking sea units withdrew from the sea combat, then any other units that were designated to participate in the land attack (including air units) must still conduct one round of land combat in a regular attack on the intended hostile territory before they can retreat.

If the attacker does not have any attacking land or air units left, the amphibious assault is over.

Keep the attacking overland units and seaborne land units separated on the battle strip. Attacking seaborne units cannot retreat. Attacking overland land units and aircraft can retreat (between rounds of combat). All attacking overland land units must retreat together as a group. They can only retreat to where at least one of them originated and must all retreat at the same time and to the same place. A retreat may happen at the conclusion of any round of combat.

Attacking air units, whether involved in the sea combat or the attack on the coastal territory, can retreat according to the attacker retreat rules (Condition B—Attacker Retreats, pg. 18). If there is a retreat, air units and overland units (if any) must retreat at the same time. Air units will land during the Noncombat Move phase.

ORDER OF PLAY



Air Units:

Each attacking air unit can participate in the sea battle or the attack on the coastal territory; it cannot do both. The attacking player must declare which air units are involved in each part of the attack and cannot change their assignments later. At the end of the amphibious assault, all aircraft remain in place; they will land during the Noncombat Move phase.

Air units defending in a territory can only fight in that territory. They cannot participate in the sea combat.

3. General Combat

In this step, you resolve combat in each space that contains your units and enemy units. Combat is resolved by following the General Combat sequence. Combat in each space takes place at the same time, but each affected territory or sea zone is resolved separately and completely before resolving combat in the next contested space. The attacker decides the order of spaces in which each combat occurs. No new units can enter as reinforcements once combat has begun. Attacking and defending units in each space are considered to fire at the same time, but for ease of play you roll dice in sequence: attacker first, then defender.

If you moved any land units into unoccupied hostile territories or hostile territories that contain only industrial complexes and/or anti-aircraft artillery units, no actual combat is necessary. Simply skip to step 7 (Conclude Combat) for each of these territories and remove any anti-aircraft artillery units that may be in them.



General Combat Sequence

- 1. Place units along the battle strip
- 2. Submarine surprise strike or submerge (sea battles only)
- 3. Attacking units fire
- 4. Defending units fire
- 5. Remove defender’s casualties
- 6. Press attack or retreat
- 7. Conclude combat

Step 1. Place Units Along the Battle Strip

The battle strip has two sides, labeled “Attacker” and “Defender.” Place all of the attacking and defending land, sea, and/or air units from the battle onto their respective sides aligned with the number columns that contain those units’ names and silhouettes. Industrial complexes don’t participate in general combat, as they may only be attacked and damaged by strategic bombing raids. The number in a unit’s column identifies that unit’s attack or defense value. An attacking or defending unit must roll its column’s attack or defense value number or less in order to score a hit.

In a sea battle, place any cargo (whether your own units or an ally’s) beside the transport ship or on the aircraft carrier (guest fighters) that is carrying it. Cargo does not roll attacks, nor can it take a hit. It is lost with the ship carrying it if that ship is destroyed.

If you are attacking in a sea zone that already contained friendly units, your ally’s units are not placed along the battle strip, but remain out of play for this combat sequence.

Step 2. Submarine Surprise Strike or Submerge (Sea Battles Only)

This step is specific to attacking and defending submarines. Before the general sea battle takes place (steps 3–5), both attacking and defending submarines can choose to either make a Surprise Strike die roll or submerge. However, if your opponent has a destroyer in the battle, your attacking or defending submarines cannot submerge or make a Surprise Strike and combat proceeds normally with your submarines firing along with your other units in step 3 or 4.

Attacking or defending submarines that choose to submerge are immediately removed from the battle strip and returned to the game board in the contested sea zone, removing them from the remaining battle sequences.

Note: Decisions on whether attacking and defending submarines will fire or submerge must be made before any dice are rolled by either side. The attacking player decides first.

Each attacking submarine conducting a Surprise Strike rolls one die. Attacking submarines that roll a “2” or less score a hit. After the attacking player has rolled for all attacking submarines, the defender chooses one sea unit (submarines cannot hit air units) for each hit scored and moves it behind the casualty strip.

ORDER OF PLAY (continued)

Then each defending submarine conducting a Surprise Strike rolls one die. Defending submarines that roll a “1” score a hit. After the defending player has rolled for all defending submarines, the attacker chooses one sea unit for each hit scored and removes it from play.

Note: In both cases, attacking or defending, transports can only be chosen as a casualty if there are no other eligible units. Submerged submarines cannot be chosen as a casualty since they have been removed from the battle.

Once all attacking and defending submarines that conducted a Surprise Strike have fired, the casualties they have generated are removed from the game and this step is over for this round of combat. As long as there are attacking and/or defending submarines and no opposing destroyers, this step is repeated during each round of combat. Any hits made during this step that do not destroy units (such as battleships) remain in effect until the end of the combat.

Step 3. Attacking Units Fire (Land and Sea Battles)

Roll one die for each attacking unit with an attack value that did not fire or submerge in step 2. Roll for units with the same attack value at the same time. For example, roll all units with an attack value of “3” at the same time. An attacking unit scores a hit if you roll its attack value or less. After the attacking player has rolled for all attacking units, the defender chooses one unit for each hit scored and moves it behind the casualty strip. All units behind the casualty strip will return fire in step 4.

As many hits as possible must be assigned. For instance, if a cruiser and two submarines attack a destroyer and a carrier with a fighter and score three hits, the defender must assign the cruiser hit to the fighter and the submarine hits to the ships. The defender may not assign the cruiser hit to a ship, because the submarines cannot hit the fighter and one submarine hit would be lost.

Step 4. Defending Units Fire (Land and Sea Battles)

Defending units roll one die for each unit with a defense value, including units that have been moved behind the casualty strip, that did not fire or submerge in step 2. Roll for units with the same defense value at the same time. A defending unit scores a hit if you roll its defense value or less.

After the defending player has rolled for each defending unit with a defense value, the attacker chooses one unit for each hit scored and removes it from play.

As many hits as possible must be assigned. For instance, if a cruiser and a submarine are defending against a destroyer and a fighter and the defender scores two hits, the attacker must assign the submarine hit to the destroyer and the cruiser hit to the fighter. The attacker may not assign the cruiser hit to the destroyer, as the submarine cannot hit the fighter and its hit would be lost.

Specific to Sea Battles: In both steps 3 and 4, submarines that fired in step 2 cannot fire again during the same combat round. If there is an enemy destroyer in the battle, submarines fire in step 3 or 4 rather than step 2. Remember that in sea battles hits from air units cannot be assigned to submarines unless there is a destroyer that is friendly to the air units in the battle, and hits can only be assigned to transports if there are no other eligible units.

Step 5. Remove Defender’s Casualties (Land and Sea Battles)

Remove the defender’s units that are behind the casualty strip from play.

Note: After casualties are removed, it may be necessary to reevaluate certain units’ capabilities that depend upon the presence or absence of other units. For example, infantry units may no longer be supported by artillery units, or submarines may no longer have their abilities canceled by enemy destroyers that have been removed. These changes will take effect in the following combat round.

Defenseless Transports:

In a sea battle, if the defender has only transports remaining and the attacker still has units capable of attacking, the defending transports are all destroyed, along with their cargo. You don’t have to continue rolling dice until all the transports receive hits. This will speed up combats. This also occurs if the only combat units remaining can’t hit each other. For example, if the defender has only transports and submarines remaining, and the attacker has only air units remaining, the air units and submarines can’t hit each other, so the transports are defenseless. At this point, defenseless transports are all destroyed, along with their cargo. Attacking transports are not usually considered defenseless, since they generally have the option of retreating. If they can’t retreat, they are treated the same as defending transports. Destroying defenseless transports in this way still counts as combat for the purpose of offshore bombardment and similar rules.

ORDER OF PLAY

Step 6. Press Attack or Retreat

Combat rounds (steps 2–5) continue unless one of the following two conditions occurs (in this order):

Condition A—Attacker and/or Defender Loses All Units

Once all units that can either fire or retreat on one or both sides have been destroyed, the combat ends.

If a player has combat units remaining along the battle strip, that player wins the combat.

In a sea battle, if both sides have only transports remaining, the attacker’s transports can remain in the contested sea zone or retreat per the rules in Condition B below, if possible.

Condition B—Attacker Retreats

The attacker (never the defender) can retreat during this step. Move all attacking land and sea units in that combat that are along the battle strip to a single adjacent friendly space from which at least one of the attacking land or sea units moved. In the case of sea units, that space must have been friendly at the start of the turn. All such units must retreat together to the same territory or sea zone, regardless of where they came from.

Retreating air units remain in the contested space temporarily. They complete their retreat movement during the Noncombat Move phase using the same rules as an air unit involved in a successful battle.

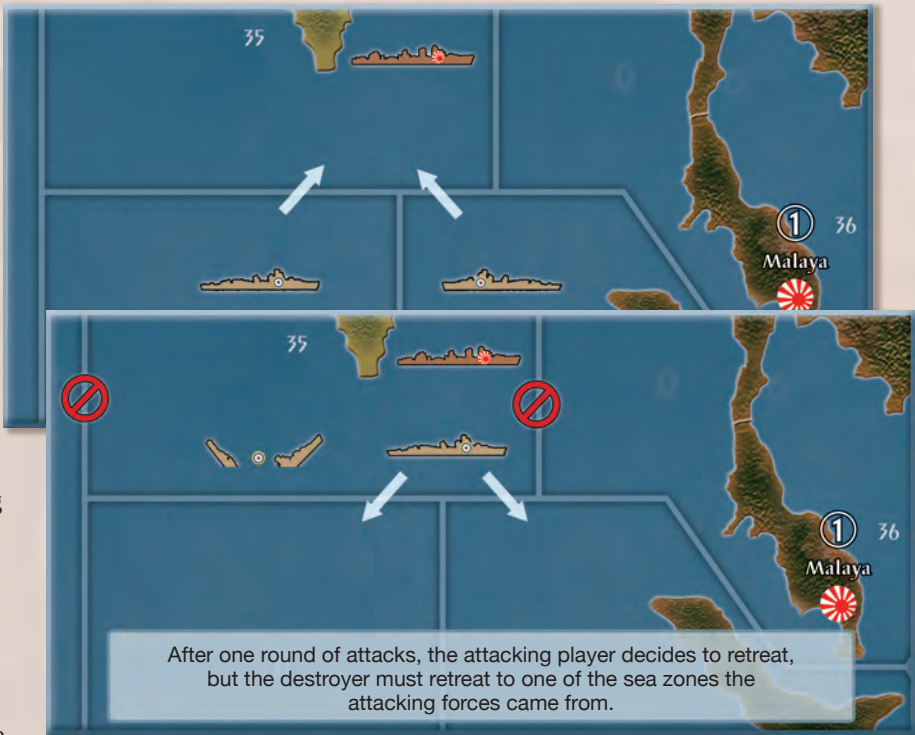
Step 7. Conclude Combat

Return all units remaining along the battle strip to the contested space on the game board.

Air units cannot capture a territory. If your attack force has only air units remaining, you cannot occupy the territory you attacked, even if there are no enemy units remaining. Air units must return to a friendly territory or carrier during the Noncombat Move phase. Until then, they stay at the space where they fought.

Place your control marker on the newly conquered territory and adjust the national production levels. Your national production increases by the value of the captured territory; the loser’s production decreases by the same amount.

An industrial complex located in the captured territory now belongs to your side (see Liberating a Territory, pg. 19). If you capture an industrial complex, you cannot mobilize new units there until your next turn. Any damage previously inflicted on an industrial complex remains in place until it is repaired.



ORDER OF PLAY (continued)

Liberating a Territory

If you capture a territory that was originally controlled by another member of your side, you “liberate” the territory. You do not take control of it; instead, the original controller regains the territory and the national production level is adjusted. Any industrial complex in that territory reverts to the original controller of the territory.

If the capital of the original controller (the power whose territory you just liberated) is in enemy hands at the end of the turn in which you would otherwise have liberated the territory, you capture the territory instead. You adjust your national production level, and you can use any industrial complex there until the original controller’s capital is liberated.

Capturing and Liberating Capitals

If you capture a territory containing an enemy capital (Washington, Moscow, London, Berlin, or Tokyo), follow the same rules as for capturing a territory. Add the captured territory’s income value to your national production level.

In addition, you collect all unspent IPCs from the treasury of the original controller of the captured capital. For example, if Germany conquers Moscow while the Soviet Union’s player is holding 18 IPCs, those IPCs are immediately transferred to Germany’s player. You collect these IPCs even if your own capital is in enemy hands.

The original controller of the captured capital is still in the game but cannot collect income from any territories he or she still controls and cannot buy new units. The player skips all but the Combat Move, Conduct Combat, and Noncombat Move phases until the capital is liberated. If that power or one on its side liberates the capital, the original controller can once again collect income from territories he or she controls, including territories reverting control to him or her.

If a capital is liberated, the industrial complex in that capital territory reverts ownership to the original controller of the capital. Other territories and industrial complexes that were originally controlled by the newly liberated capital’s controller but are currently in the hands of friendly powers also revert control.

You do not collect IPCs from the controlling power when you liberate a capital. For example, if the United Kingdom’s player takes Moscow from Germany’s player, Germany’s player does not surrender any IPCs.

Capturing a Victory City

When you capture a territory containing an enemy victory city, adjust the victory city totals for each side (keep track of them on a piece of paper, or other means chosen by your group). If at the end of the round after the U.S. player’s turn your side controls enough victory cities to achieve the victory conditions you decided upon at the start of the game, your side wins.

ORDER OF PLAY

Multinational Forces

Units on the same side can share a territory or sea zone, constituting a multinational force. Such forces can defend together, but they cannot attack together. (This does not mean powers can share income: only the power that controls a territory collects income for that territory.)

A multinational force cannot attack the same space together. Any units in a sea zone in which a battle occurs that belong to an ally of the attacker (other than cargo on an attacker’s ship) cannot participate in the battle in any way. Such units cannot be taken as losses in the sea combat and have no effect on defending submarines. Each attacking power moves and fires its own units on its own turn.

An attacking fighter can launch from an aircraft carrier owned by an ally, but the ally’s carrier cannot move until its controller’s turn. Similarly, an attacking carrier can carry an ally’s fighter as cargo, but the ally’s fighter cannot participate in an attack by that carrier.

An attacking land unit can assault a coastal territory from an ally’s transport, but only on the attacking land unit owner’s turn.

Multinational Defense: When a space containing a multinational force is attacked, all its units defend together. If the defending units belong to powers under the control of different players, those players mutually determine the casualties. If they cannot agree, the attacker chooses.

Transporting Multinational Forces: Transports belonging to a friendly power can load and offload your land units. This is a three-step process:

1. You load your land units aboard the friendly transport on your turn.
2. The transport’s controller moves it (or not) on that player’s turn.
3. You offload your land units on your next turn.



ORDER OF PLAY (continued)

Phase 4: Noncombat Move

In this phase, you can move any of your units that did not move in the Combat Move phase or participate in combat during your turn. You will also land all your aircraft that participated in and survived the Conduct Combat phase. This is a good time to gather your units, either to fortify vulnerable territories or to reinforce units at the front. Your land and sea units can move a number of spaces up to their move values. Your air units can move a number of spaces up to their move values, less the number spaces they may have moved during the Combat Move phase. Air units that did not move at all during the Combat Move phase may use their entire movement allowance in this phase.

Only air units and submarines can move through hostile spaces during this phase. Stranded defending fighters also land during this phase. These are carrier fighters whose aircraft carrier has been destroyed in combat or fighter interceptors whose original territory is now under enemy control. These fighters are allowed movement of up to one space to find a friendly territory or carrier on which to land. If no landing space can be found, they are lost. This movement occurs before the acting player makes any noncombat movements.

Where Units Can Move

Land Units: A land unit can move into any friendly territory, including territories that were captured in the current turn. It cannot move into or through a hostile territory (not even one that contains no combat units but is enemy-controlled). Note, this is the only phase in which antiaircraft artillery units can move.

Air Units: An air unit must end its move in an eligible landing space. Bombers and fighters can land in any territory that was friendly at the start of your turn.

Only fighters can land in a sea zone with a friendly carrier present. A landing spot must be available on the carrier. Additionally:

- A fighter can land in a sea zone (even a hostile one) that is adjacent to an industrial complex you own if you will be mobilizing an aircraft carrier that you previously purchased in that zone during the Mobilize New Units phase.
- In order for a fighter to land on a carrier, both units must END their movement in the same sea zone.
- You must have a carrier move, remain in place, or be mobilized (new carriers only) to pick up a fighter that would end its noncombat movement in a sea zone. You cannot deliberately move an air unit out of range of a potential safe landing space.

Air units that cannot move to an eligible landing space by the end of the Noncombat Move phase are destroyed. This includes stranded defending fighters (see above).

Neither bombers nor fighters can land in any territory that was hostile at the start of your turn, including any territory that was just captured by you this turn.

Sea Units: A sea unit can move through any friendly sea zone. It cannot move into or through a hostile sea zone.

Unlike other sea units, submarines can move through and even into hostile sea zones in the Noncombat Move phase. However, a submarine must end its movement when it enters a sea zone containing one or more enemy destroyers.

Transports can move to friendly coastal territories and load or offload cargo, unless they loaded, moved, offloaded, or were involved in combat during the Combat Move or Conduct Combat phase.

Aircraft carriers can move to sea zones to allow friendly fighters to land. They must move there, range permitting, if they did not move in the Combat Move phase and the friendly sea zone is the only valid landing zone for the fighters. An aircraft carrier and a fighter must both end their moves in the same sea zone in order for the fighter to land on the carrier.

ORDER OF PLAY

Phase 5: Mobilize New Units

Move the newly purchased units from the mobilization zone on the game board to eligible spaces you have controlled since the start of your turn, with the following exceptions (below). You cannot use industrial complexes that you captured or purchased this turn. You can never use an industrial complex controlled by a friendly power.

For each industrial complex, you can mobilize only as many units as the IPC income value of the territory containing the industrial complex. This limit includes units mobilized in sea zones adjacent to the industrial complex. For example, the German player can mobilize 3 units from the Italy territory, either in the territory itself or in sea zone 15.

Each plastic chip (damage marker) under an industrial complex means one less new unit can enter the game at that industrial complex. Industrial complexes are never destroyed. They can be heavily damaged, however, and can be damaged to the point where they have at least as many damage markers as they have production ability. In this case, no new units can enter the game through that factory until it’s repaired.

Restrictions on Placement

Place land units and bombers only in territories containing eligible industrial complexes. Land units cannot enter play on transports.

Place sea units only in sea zones adjacent to territories containing eligible industrial complexes. New sea units can enter play even in a hostile sea zone. No combat occurs because the Conduct Combat phase is over.

Place fighters into territories containing an industrial complex controlled by your power from the start of your turn, or on an aircraft carrier owned by your power in a sea zone (even a hostile one) adjacent to a territory with such an industrial complex. The aircraft carrier may be either a new one currently being mobilized, or an existing one already in place. You cannot place a new fighter on a carrier owned by a friendly power.

Place new industrial complexes in any territory that you have controlled since the start of your turn and that has an income value of at least 1. You cannot have more than one industrial complex per territory.

In the event that you purchased more units than you can actually mobilize due to production limitations, you must return the over-produced units to the box (your choice on which units), and the cost of the units is reimbursed to you.

ORDER OF PLAY (continued)

Phase 6: Collect Income

Look up your power’s national production level (indicated by your control marker) on the national production chart. This is the amount of IPC income you have generated. Collect that number of IPCs from the bank by having the banker add it to the total number of IPCs in your power’s treasury.

If your capital is under an enemy power’s control, you cannot collect income. A power cannot lend or give IPCs to another power, even if both powers are on the same side.



WINNING THE GAME

At the end of the United States player’s turn, check to see if either side has won the game based on the victory city conditions you set at the start of the game.

Default Condition	“Standard Victory”	9
Optional Condition	“Total Victory”	12

UNIT PROFILES

This section provides detailed information for each unit in the game. Each entry provides a quick statistical reference about that unit’s cost in IPCs, its attack and defense values, and the number of territories or sea zones it can move. Each unit type also has unit characteristics, which are summarized below these statistics.

LAND UNITS

Infantry, artillery, tanks, and antiaircraft artillery can attack and defend only in territories. Only infantry, artillery, and tanks can capture hostile territories. All but industrial complexes can be carried by transports. Industrial complexes cannot move, be transported, or attack.

Infantry

Cost: 3
Attack: 1 (2 when supported by artillery)
Defense: 2
Move: 1

Unit Characteristics

Supported by Artillery: When an infantry attacks along with an artillery, the infantry’s attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery unit. If your infantry outnumber your artillery, the excess infantry units still have an attack of 1. For example, if you attack with two artillery and five infantry, two of your infantry have an attack of 2 and the rest have an attack of 1. Infantry are not supported by artillery on defense.

Artillery

Cost: 4
Attack: 2
Defense: 2
Move: 1

Unit Characteristics

Supports Infantry: When an infantry attacks along with an artillery, the infantry’s attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery unit. Artillery does not support infantry on defense.

Tanks

Cost: 6
Attack: 3
Defense: 3
Move: 2

Unit Characteristics

Blitz: Tanks can “blitz” by moving through an unoccupied hostile territory as the first part of a two-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. By blitzing, the tank establishes control of the first territory before it moves to the next. The second territory can be friendly or hostile, or even the space the tank came from. A tank may not blitz through a territory that contains an enemy unit, even if the unit is an antiaircraft artillery or industrial complex.

Antiaircraft Artillery

Cost: 5
Attack: —
Defense: —
Move: 1

Unit Characteristics

Limited Move: Normally this unit can be moved only during the Noncombat Move phase. An antiaircraft artillery unit cannot move during the Combat Move phase (other than being carried on a transport if the unit was loaded on a prior turn).

No Combat Value: It can, however, be taken as a casualty. If a territory containing AAA units and no combat units is attacked, the AAA units are automatically destroyed. AAA units may never attack.

Air Defense: An Antiaircraft artillery (AAA) unit can fire only at an air unit when that unit attacks the territory containing that AAA unit. AAA units fire only once, before the first round of combat. Each AAA unit in the territory may fire up to three times, but only once per attacking air unit. In other words, the total number of air defense dice rolled is three times the number of AAA units, or the number of attacking air units, whichever is the lesser. Once the number of air defense dice is determined, the dice are rolled. For each “1” rolled, the attacker chooses one air unit as a casualty. These casualties are removed immediately, and will not participate in the remainder of the battle. This AAA attack is made immediately before normal combat occurs in the territory containing the AAA unit. AAA units do not defend industrial complexes against strategic bombing. Industrial complexes have their own “built in” air defenses (see Industrial Complexes, below).

Industrial Complexes (Cardboard Counter)

Cost: 15
Attack: —
Defense: (Self-defense antiaircraft ability)
Move: —

Unit Characteristics

Cannot Attack, Defend, or Move: An industrial complex cannot attack, defend, or move. It cannot be transported. It is not placed on the battle strip.

Factories: Industrial complexes are the point of entry for all purchased air, land, and sea units (except, of course, industrial complexes). Newly purchased industrial complexes can’t be placed on newly captured territories. Newly purchased combat units can only be placed on a territory you control that has an industrial complex. All newly purchased units are placed on the map during the Mobilize New Units phase.

You can’t place your new units at an industrial complex owned by a friendly power. Even if you liberate a territory with an industrial complex in it, you can’t use the complex; the friendly original controller can use it on his or her next turn. If you capture it, not liberate it, you can use it on your next turn. You can use an industrial complex that you controlled at the beginning of your turn.

Air Defense: Industrial complexes can defend against a strategic bombing raid. Before bombers can attack a targeted industrial complex, they will be fired on by the built-in air defenses of the industrial complex. The industrial complex’s controlling player rolls a die for each attacking bomber. Each roll of “1” scores a hit and eliminates one bomber.

Damaged Factories (industrial complexes): Bombers can damage industrial complexes directly. Plastic chips are placed under the targeted industrial complex. For each plastic chip that is under a given industrial complex, that factory can mobilize one less unit. Total damage to an industrial complex cannot exceed twice the IPC value of the territory on which the factory is located. Industrial complexes cannot be destroyed. They can be heavily damaged, however, and can be damaged to the point where they have at least as many damage markers as they have production capacity. In this case, no new units can enter the game through that factory until it is repaired.

The plastic chips, each representing a damage point, can be removed at a cost of 1 IPC each. These repairs are paid for (and the chips are removed) during the Purchase Units phase of the turn.

Subject to Capture: If a territory is captured, an industrial complex there is also captured. The capturing player can use it on the turn after it is captured, but any existing damage markers (chips) remain under the industrial complex.

AIR UNITS

Fighters and bombers can attack and defend in territories. Both can attack in sea zones. Fighters stationed on carriers can defend in sea zones. Both can land only in friendly territories or (in the case of fighters) on friendly aircraft carriers. Your air units cannot land in territories you just captured, whether they were involved in the combat or not. Air units can move through hostile territories and sea zones as if they were friendly. However, they are exposed to antiaircraft fire during combat whenever they attack a hostile territory that contains an antiaircraft artillery unit.

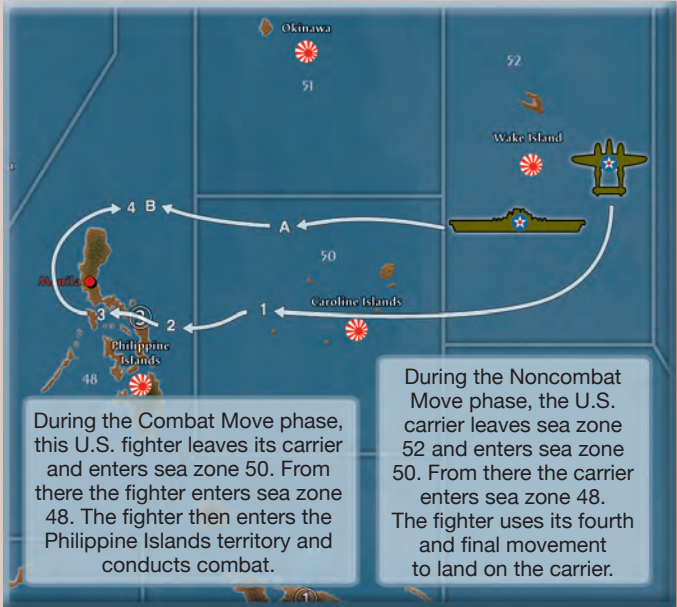
To determine range, count each space your air unit enters “after takeoff.” When moving over water from a coastal territory or an island group, count the first sea zone entered as one space. When flying to an island group, count the surrounding sea zone and the island group itself as one space each. (An island is considered a territory within a sea zone; air units based on an island cannot defend the surrounding sea zone.) When moving a fighter from a carrier, do not count the carrier’s sea zone as the first space—your fighter is in that sea zone already. In other words, each time an air unit crosses a boundary between spaces, whether territories or sea zones, it uses one movement point. To participate in combat, a fighter must take off from its carrier before the carrier moves, otherwise it is cargo.

You cannot deliberately send air units into combat situations that place them out of range of a place to land afterward. In the Combat Move phase, prior to rolling any battles, you must be able to demonstrate some possible way (however remote the possibility is) for all your attacking air units to land safely that turn. This could include a combination of combat moves. It could also include noncombat moves by a carrier or the mobilization of a new carrier. If it does include a noncombat move by a carrier, then the carrier cannot move in the Combat Move phase.

In order to demonstrate that an air unit MAY have a safe landing zone, you may assume that all of your attacking rolls will be hits, and all defending rolls will be misses. You may NOT, however, use a planned retreat of any carrier to demonstrate a possible safe landing zone for any fighter. Once possible landing spaces for all attacking air units have been demonstrated, you have no obligation to guarantee those landing zones for air units in the course of battle. For example, aircraft carriers may freely retreat or be taken as casualties, even if this leaves air units with no place to land after combat (such air units will be destroyed at the end of the Noncombat Move phase). However, during noncombat movement you must provide for safe landing of as many air units as remains possible after all combats are resolved.

If you declared that a carrier will move during the Noncombat Move phase to provide a safe landing zone for a fighter moved in the Combat Move phase, you must follow through and move the carrier to its planned location in the Noncombat Move phase unless the fighter has landed safely elsewhere or has been destroyed before then, or a combat required to clear an intervening sea zone failed to do so. Likewise, if you declared that a new carrier will be mobilized to provide a safe landing zone for a fighter, it must be mobilized in that sea zone unless the fighter has landed safely elsewhere or has been destroyed.

Air units can hit submarines only if a friendly destroyer is in the battle. Whenever a round of combat starts and there is no enemy destroyer, submarines cannot be hit by air units.



Fighters

Cost: 10
Attack: 3
Defense: 4
Move: 4



Unit Characteristics

Land on Aircraft Carriers: Fighters can be carried by aircraft carriers. Up to two fighters can be on a friendly aircraft carrier at a time. A fighter must be launched from the carrier’s initial position to participate in combat this turn. However, it can land on a carrier in the Noncombat Move phase (even if retreating) or during any other noncombat move. (A fighter cannot land on a carrier during the carrier’s movement.) Your aircraft carrier can move to a sea zone where one of your fighters has ended its move (and in fact, it must do so if it is able) but cannot move any farther that turn.

A fighter based on a defending carrier must land on the same carrier if possible after the battle. If that carrier is destroyed in combat, it must try to land elsewhere. It must land on a different friendly carrier in the same sea zone, move 1 space to a friendly territory, island, or aircraft carrier, or be destroyed. This movement occurs during the Noncombat Move phase, before the acting player makes any noncombat movements. Carrier-based fighters are always considered to be defending in the air, even if only submarines are attacking.

Each of your fighters based on your attacking carrier launches before combat (even if it is not participating in combat) and can retreat to a friendly territory, island, or carrier within range if it survives combat. If any fighter is not in an eligible landing space by the end of the Noncombat Move phase, it is destroyed. (Note that an eligible landing space can include a sea zone in which a new carrier will be placed in the Mobilize New Units phase, as long as there is a landing space available on it.)

Bombers

Cost: 12
Attack: 4
Defense: 1
Move: 6



Unit Characteristics

Strategic Bombing Raids: A bomber can either participate in normal combat or make an economic attack against an enemy industrial complex. During the strategic bombing raid step of the Conduct Combat phase, bombers that survive any antiaircraft fire can attack the industrial complex. Roll one die for each surviving bomber. The bombers will cause a number of points of damage to the industrial complex equal to the total rolled on the dice. The maximum total damage strategic bombing raids can inflict on an industrial complex is twice the territory’s IPC value.



SEA UNITS

Battleships, aircraft carriers, cruisers, destroyers, transports, and submarines move, attack, and defend in sea zones. They cannot move into territories. For the sake of these rules, the following are surface warships: battleships, carriers, cruisers, and destroyers. Transports are not part of the group called warships. Submarines are warships, but they are not surface warships.

All sea units can move up to two sea zones. They cannot move through hostile sea zones. If enemy units other than transports or submarines occupy a sea zone, the sea zone is hostile and your sea units end their movement and enter combat. Submarines are an exception: They can pass through a hostile sea zone without stopping, unless there is an enemy destroyer present (see Destroyers, next page).

Some sea units can carry other units. Transports can carry only land units. Aircraft carriers can carry only fighters.

Battleships



Cost: 20

Attack: 4

Defense: 4

Move: 2

Unit Characteristics

Two Hits to Destroy: Attacking and defending battleships require 2 hits to destroy. If a battleship is hit once, even by a submarine’s Surprise Strike, turn it on its side to mark its damaged status. In the case of a defending battleship, do not move it behind the casualty strip unless it takes a second hit in the same combat. If a battleship survives a combat having taken one hit, return it upright to the game board.

Offshore Bombardment: Your battleships and cruisers can conduct offshore bombardment during an amphibious assault. These battleships and cruisers must be in the same sea zone as the offloading transport in order to conduct this bombardment. Each battleship and cruiser fires against enemy units in the territory being attacked prior to land combat. Battleships and cruisers cannot conduct offshore bombardment if they were involved in a sea combat prior to the amphibious assault and cannot conduct more than one bombardment per turn. The number of battleships and cruisers that can bombard during an amphibious assault is limited to one ship per land unit being offloaded from the transports in that coastal territory. During bombardment, battleships hit on a die roll of “4” or less.

Aircraft Carriers



Cost: 14

Attack: 1

Defense: 2

Move: 2

Unit Characteristics

Carry Fighters: An aircraft carrier can carry up to two fighters, including those belonging to friendly powers. Fighters from friendly powers can take off and land from your carriers, but only during that power’s turn. Any fighters belonging to the aircraft carrier owner move independently of the carrier. These fighters can make a combat move from the carrier’s original sea zone, or they can remain in the original sea zone until the Noncombat Move phase. Fighters belonging to friendly powers on attacking carriers are always treated as cargo, because it is not their turn. Your aircraft carrier can move to or remain in a sea zone where one of your fighters will end its noncombat move (and in fact, it must do so if it is able).

Fighter Defense: Whenever a carrier is attacked, its fighters (even those belonging to friendly powers) are considered to be defending in the air and fight normally, even if only submarines are attacking. (However, a fighter cannot be chosen as a casualty from a submarine hit, because submarines can attack only sea units).

Cruisers



Cost: 12

Attack: 3

Defense: 3

Move: 2

Unit Characteristics

Offshore Bombardment: Your battleships and cruisers can conduct offshore bombardment during an amphibious assault. These battleships and cruisers must be in the same sea zone as the offloading transport in order to conduct this bombardment. Each battleship and cruiser fires against enemy units in the territory being attacked prior to land combat. Battleships and cruisers cannot conduct offshore bombardment if they were involved in a sea combat prior to the amphibious assault and cannot conduct more than one bombardment per turn. The number of battleships and cruisers that can bombard during an amphibious assault is limited to one ship per land unit being offloaded from the transports in that coastal territory. During bombardment, cruisers hit on a die roll of “3” or less.

Destroyers



Cost: 8

Attack: 2

Defense: 2

Move: 2

Unit Characteristics

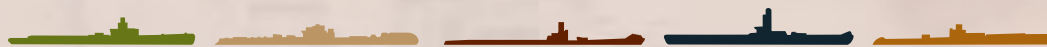
Anti-sub Vessel: Destroyers are specially equipped for anti-submarine warfare. As a result, they have the capability of cancelling many of the unit characteristics of enemy submarines.

A destroyer cancels the Treat Hostile Sea Zones as Friendly unit characteristic of any enemy submarine that moves into the sea zone with it. This means that the submarine must immediately end its movement, whether combat or noncombat, upon entering the sea zone. If a submarine ends its combat movement in a sea zone with an enemy destroyer, combat will result.

If a destroyer is in a battle, it cancels the following unit characteristics of all enemy submarines in that battle: Surprise Strike, Submersible, and Cannot Be Hit Be Air Units. Note that destroyers belonging to a power friendly to the attacker that happen to be in the same sea zone as the battle do not actually participate in it; therefore, they do not cancel any of these characteristics of defending submarines.



Submarines



Cost: 6
Attack: 2
Defense: 1
Move: 2

Unit Characteristics

Submarines have several unit characteristics. Most of them are either cancelled or stopped by the presence of an enemy destroyer.

Surprise Strike: Both attacking and defending submarines can make a Surprise Strike by firing before any other units fire in a sea battle. As detailed in step 2 of the General Combat sequence (pg. 16), submarines make their rolls before any other units, unless an enemy destroyer is present. If neither side is eligible for a Surprise Strike, there is no step 2. Players move directly to step 3 of the General Combat sequence.

Submersible: A submarine has the option of submerging. It can do this anytime it would otherwise make a Surprise Strike. The decision is made before any dice are rolled by either side (the attacker decides first) and takes effect immediately. When a submarine submerges, it’s immediately removed from the battle strip and placed back on the map. However, a submarine cannot submerge if an enemy destroyer is present in the battle.

Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy units, either in combat or noncombat movement. However, if a submarine enters a sea zone containing an enemy destroyer, it must end its movement there. If it ends its combat move in a hostile sea zone, combat will occur.

Does Not Block Enemy Movement: The “stealth” ability of submarines also allows enemy ships to ignore their presence. Any sea zone that contains only enemy submarines does not stop the movement of a sea unit. Sea units ending their combat movement in a sea zone containing only enemy submarines may choose to attack them or not. Sea units can also end their noncombat movement in a sea zone containing only enemy submarines.

Cannot Hit Air Units: When attacking or defending, submarines cannot hit air units.

Cannot Be Hit by Air Units: When attacking or defending, hits scored by air units cannot be assigned to submarines unless there is a destroyer that is friendly to the air units in the battle.



Transports



Cost: 7
Attack: 0
Defense: 0
Move: 2

Unit Characteristics

No Combat Value: Even though a transport can attack or defend, either alone or with other units, it has a combat value of 0. This means that a transport cannot fire in the attacking units’ or the defending units’ fire steps. Transports may not attack without being accompanied by at least one unit with an attack value, unless they are conducting an amphibious assault from a friendly sea zone that is free of enemy submarines. This lack of combat capability also allows enemy ships to ignore the presence of transports.

Doesn’t Block Enemy Movement: Any sea zone that contains only enemy transports doesn’t stop the movement of a sea unit. Air or sea units (other than transports) ending their combat movement in a sea zone containing only enemy transports automatically destroy those transports (unless they are ignoring them to support an amphibious assault instead). This counts as a sea combat for those sea units. Sea units can also end their noncombat movement in a sea zone containing only enemy transports.

Chosen Last: Transports can only be chosen as a casualty if there are no other eligible units. Normally this will occur when only transports are left, but it can also occur under other circumstances. For example, fighters attacking transports and submarines will hit the transports because they cannot hit the submarines without a friendly destroyer present.

Carry Land Units: A transport can carry land units belonging to you or to friendly powers. Its capacity is any one land unit, plus one additional infantry. Thus, a full transport may carry either two infantry or a tank, an artillery, or an anti-aircraft artillery unit plus an infantry. A transport cannot carry an industrial complex. Land units on a transport are cargo; they cannot attack or defend while at sea and are destroyed if their transport is destroyed.

Loading and Offloading: A transport can load cargo from one or two territories in or adjacent to friendly sea zones that it occupies before, during, and after it moves. A transport can pick up cargo, move one sea zone, pick up more cargo, move one more sea zone, and offload the cargo at the end of its movement. It can also remain at sea with the cargo still aboard (but only if the cargo remaining aboard was loaded in a previous turn, was loaded this turn in the Noncombat Move phase, or was loaded this turn for an amphibious assault from which the transport retreated).

Loading onto and/or offloading from a transport counts as a land unit’s entire move; it can’t move before loading or after offloading. Place the land units alongside the transport in the sea zone. If the transport moves in the Noncombat Move phase, any number of units aboard can offload into a single friendly territory.

Land units belonging to friendly powers must load on their controller’s turn, be carried on your turn, and offload on a later turn of their controller. This is true even if the transport remains in the same sea zone.

Whenever a transport offloads, it cannot move again that turn. If a transport retreats, it cannot offload that turn. A transport cannot offload in two territories during a single turn, nor can it offload cargo onto another transport. A transport cannot load or offload while in a hostile sea zone. Remember that hostile sea zones contain enemy units, but that for purposes of determining the status of a sea zone, submarines and transports are ignored.

A transport can load and offload units without moving from the friendly sea zone it is in (this is known as “bridging”). Each such transport is still limited to its cargo capacity. It can offload in only one territory, and once it offloads, it cannot move, load, or offload again that turn.

Amphibious Assaults: A transport can take part in an amphibious assault step of the Conduct Combat phase. That is the only time a transport can offload into a hostile territory.

During an amphibious assault, a transport must either offload all units that were loaded during the Combat Move phase or retreat during sea combat. It can also offload any number of units owned by the transport’s power that were already on board at the start of the turn.