

1939  
Production: 24  
Starting IPC: 52

v6.1

A. PARATROOPERS: These are special infantry units that attack at a +1 during the first round of combat when the unit is air-dropped by a bomber. After the first round, it acts like normal infantry. Both the paratrooper and bomber must begin their movement from an airbase in the same territory.

C. SS PANZER: Starting on turn 2, Germany can build up to 2 of these special armor units per turn.

E. WOLF PACK: German subs attack at a +1 if 2 or more are participating in the same attack. If at any time during the battle there is only one submarine left in the battle, the sub reverts back to normal attack value.

A. EASTERN FRONT: During the turn of the first German attack on Russia, Germany can pick one land territory to launch a surprise attack against. All German units attack at a +1 and all Soviets defend at a -1.

C. BLITZKRIEG: Germany can make a Blitzkrieg attack on their first turn only. This allows them to make up to 2 attacks per unit if they wish.

Territories		Ships	
Die Roll		Die Roll	
1-6	Becomes Vichy	1-2	Replace with German ship.
7-12	Becomes Free French	3-8	Ship is scuttled and removed
		9-10	Becomes Vichy and moved to nearest Vichy territory.
		11-12	Becomes Free French and moved to nearest Free French Territory.

+ 5 Production if Germany controls Denmark, Oslo, and Narvik while Sweden is neutral or under Axis control.

+ 3 Production if at least one German land unit is in Cairo.

# ITALY

1939

Production: 26  
Starting IPC: 23

ITALY															Order of Play					
TURIN	ROME	TARANTO	TRIPOLI	TOBRUK	ALBANIA	ETHIOPIA	ITALIAN SOMALIA	LAND	CYRENACIA	SEA ZONE 38	SEA ZONE 39 (TURI)	SEA ZONE 41 (TARA)	SEA ZONE 45	SEA ZONE 46 (TOBR)		1. Germany & Axis Minors 2. Russia, Comm. China 3. Japan	4. U.K., France & Minor Allies 5. Italy 6. United States, Nationalist China			
																UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
2	3	2	1	1	1	1	1	2								INFANTRY (w/ Artillery)	3	1	2(3)	4
																MECHANIZED (w/ Artillery or Armor )	4	2	2(3)	4
		1														ARTILLERY (w/ Mech.)	4	1(2)	3	4
		1														ARMOR (w/Tactical Bomber)	7	2	5(6)	6
1	1															AA GUN	6	1	0	2
1	1															FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
	1	1														TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
		1														BOMBER (SBR vs INT.)	12	6	8	2(1)
																AIRCRAFT CARRIER	17	2	0	4*
												1				BATTLESHIP	21	2	8	8
											1	1				CRUISER	12	2	6	6
											3	2	1			DESTROYER	8	2	4	4
									1	1	1	1	1	1		SUBMARINE	8	2	4	2
										1	1	1				TRANSPORT	8	2	0	1*
1	1	1														AIR BASE	15	0	0	AA
											1	1		1		NAVAL BASE	15	0	0	AA
1	1															INDUSTRIAL COMPLEX (Major)	30	0	0	0
																INDUSTRIAL COMPLEX (Minor)	12	0	0	0
				1												FORTIFICATION (2D12)	15	0	0	5
																BERSAGLIERI ELITE GUARD	3	1	3	3

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**SPECIAL UNITS:**

A. BERSAGLIERI ELITE GUARD: These special infantry units attack at a +1 when paired with an armor unit. Any number can be built in one turn.

**NATIONAL OBJECTIVES:**

1. + 5 Production if Axis powers control all of the following territories: Cairo, Greece, and Southern France.
2. + 5 Production if the Mediterranean Ocean is free of Allied surface warships (Italy must be at war to receive this NO).

## Order of Play

v6.1

ARGENTINA: Argentina has a fixed income of 3 production.

# JAPAN

JAPAN																			Order of Play				
TOKYO	FUKUOKA	KOREA	MANCHURIA	SHANGHAI	OKINAWA	MARIANINA ISLANDS	CAROLINE ISLANDS	FORMOSA	HAINAN	SHANGTUNG	SHANSI	SEA ZONE 91	SEA ZONE 95	SEA ZONE 106 (SHAN)	SEA ZONE 114	SEA ZONE 123 (PEK)	SEA ZONE 124 (FUKU)	SEA ZONE 125 (TOKY)					
6	4	2																	1. Germany & Axis Minors 2. Russia, Comm. China 3. <u>Japan</u> 4. U.K., France & Minor Allies 5. Italy 6. United States, Nationalist China				
UNIT TYPE																			COST	MOVE	ATTACK	DEFENSE	
INFANTRY (w/ Artillery)																			3	1	2(3)	4*	
MECHANIZED (w/ Artillery or Armor )																			5	2	2(3)	4	
1			1							2									ARTILLERY (w/ Mech.)	5	1(2)	3	4
	1																		ARMOR (w/Tactical Bomber)	7	2	5(6)	5
1	1																		AA GUN	6	1	0	2
1																			FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
	1			1															TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
	1																		BOMBER (SBR vs INT.)	14	6	8	2(1)
																	2		AIRCRAFT CARRIER	16	2	0	4*
																	2		BATTLESHIP	20	2	8	8
												2		2			2		CRUISER	11	2	6	6
												2	1	2			2	2	DESTROYER	7	2	4	4
												1	1	1	2				SUBMARINE	7	2	4	2
												2		2			2		TRANSPORT	7	2	0	1*
1	1			1	1		1	1						1	1		1	1	AIR BASE	15	0	0	AA
1	1													1	1		1	1	NAVAL BASE	15	0	0	AA
																			INDUSTRIAL COMPLEX (major)	30	0	0	0
																			INDUSTRIAL COMPLEX (minor)	12	0	0	0
																			FORTIFICATION (2D12)	15	0	0	5
			3	2				1	1	2	3								VETERAN INFANTRY	N/A	1	4	5
			3					2											VETERAN FIGHTER (SBR)	N/A	4	8(3)	7(3)
																			YAMATO CLASS BATTLESHIP	24	2	9	9
						1	1		1										NAVAL INFANTRY (SNLF)	6	1	3*	4*
																	2		NAVAL FIGHTER	11	4	6*	6
																	2		NAVAL TORPEDO/DIVE BOMBER	12	4	7*	4

**SPECIAL UNITS:**

A. NAVAL INFANTRY: Naval Infantry (SNLF) attack at a +1 during amphibious assaults. They also defend against amphibious assaults at a +1 during the first round of combat only. Japan can build 2 of these special infantry units per turn. These units use the combined arms rule for infantry. Naval infantry cannot be used in a Banzai attack.

**B. VETERAN UNITS:** Veteran Infantry are experienced infantry that have better morale and use proven tactics to defeat their enemies. These units use the combined arms rule for infantry. Veteran Fighters are experienced pilots that use advanced tactics to defeat their enemies. Neither of these units can be purchased. Veteran infantry cannot be used in a Banzai attack. Veteran fighters cannot kamikaze.

C. **KAMIKAZE FIGHTER:** Starting on Turn 10, 1 Fighter per turn may kamikaze. A Kamikaze fighter can move to maximum range (ignoring the rule requiring it to land in NCM) and hits on a roll of 8 or less. Veteran fighters cannot kamikaze.

D. NAVAL FIGHTER: This special fighter unit has a targeting capability against surface ships. It hits on a roll of 6 or less, but a roll of 1 allows it to choose the target it hits.

E. NAVAL TORPEDO BOMBER: This special tactical bomber has a targeting capability against sea units. It hits on a roll of 7 or less, but a roll of 4 or less allows it to choose the target it hits.

F. YAMATO BATTLESHIP: Starting on turn 4, Japan can build only 1 of these special battleship units per turn. It takes 3 hits to sink instead of the normal 2. Japanese Yamato class battleship costs 1D6 production to repair 1 hit, 2D6 production to repair 2 hits. Consult the table below for how damage affects these units.

- (No Damage) Attack: 9 Defend: 9 Shore bombard at 6.
- (1 Damage Point) Attack: 6 Defend: 6 Shore bombard at 4.
- (2 Damage Points) Attack: 0 Defend 3 Shore bombard at 0.

**SPECIAL RULES:**

1. BANZAI: Regular infantry can make 3 banzai attacks per turn. Up to 2 infantry per battle may attack at a +1 for the first round of combat but cannot retreat. Infantry using the banzai attack do not get the +1 attack for being paired with artillery for the entire battle. Veteran and naval infantry cannot be used for banzai attacks.

2. DUG-IN DEFENSE: All Japanese Infantry units defend at a +1 in all original territories. This includes naval and veteran infantry.

3. SNEAK ATTACK: Japan gets a sneak attack that has to be used before the start of turn 8.

**NATIONAL OBJECTIVES:**

1. + 5 Production for each major Allied victory city Japan controls in the Pacific (Singapore, Calcutta, and/or Sydney).

2. + 5 Production if all of the Dutch East Indies are under Japanese control and Japan controls all of its original territories.

1939  
Production: 48  
Starting IPC: 15

[illegible]

A. ELITE GUARDS: These are infantry units that attack at a 3 or less and defend at a 5 or less in original Soviet territories. Russia can build up to 2 of these special infantry units per turn. These units use the combined arms rule for regular infantry.

**SPECIAL RULES:**

- NATIONAL OBJECTIVES:**

1. + 5 Production if Russia is at war with Germany/Italy, Archangel is controlled by the Russians, and there are no Allied units in original Russian territories.
2. +6 Production for each original German territory controlled by Russia as long as Russia controls all of its original territories.

1939  
Commonwealth:  
Production 33  
Starting IPC 35  
Canada:  
Production 10  
Starting IPC 10

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A. **COMMANDO:** These special infantry units attack at a +1 during amphibious assaults and airborne drops. U.K. can build 2 of these special infantry units per turn. These units use the combined arms rule for infantry.

1. **FINEST HOUR:** Infantry defend at +1 while defending Great Britain (London, Liverpool, Scotland, Belfast). Fighters defend at +2 while defending Great Britain (does not include scrambling to defend sea zones).
2. **CALL TO ARMS:** On the turn that Great Britain (London, Liverpool, Scotland, Belfast) is attacked by any Axis land units, U.K. infantry cost 2 Production for that round only.
3. **THE EMPIRE:** If Axis units occupy London, the Commonwealth loses all of their Production Certificates to the bank instead of to the enemy player, but can move the capitol to either Ottawa or South Africa and continue to fight.

1. + 5 Production if Germany has no submarines in the Atlantic Ocean (does not include sz50, sz54, or sz60).
2. + 5 Production if the U.K. controls all of its original territories in North America, Europe, Africa, and the Middle East. Canada receives +3 Production if the U.K. has this national objective.
3. + 3 Production in Canada when the U.S. declares war on any Axis power.

# FAR EAST COMMAND & ANZAC

1939

**Far East Command:**

Production 23

Starting IPC 16

**ANZAC:**

Production 10

Starting IPC 10

FAR EAST COMMAND										ANZAC										Order of Play						
CALCUTTA	BURMA	SINGAPORE	HONG KONG	SEA ZONE 66 (MADR)	SEA ZONE 67 (MADR)	SEA ZONE 68 (CALC)	SEA ZONE 70 (SING)	SEA ZONE 91 (H.K.)	SEA ZONE106 (H.K.)	SYDNEY	NEW ZEALAND	NEW GUINEA	SINGAPORE	SOUTH AFRICA	SEA ZONE 89 (N.AU)	SEA ZONE 90 (W.AU)	SEA ZONE 99 (SYDN)	SEA ZONE 101	1. Germany & Axis Minors 2. Russia, Comm. China 3. Japan				4. U.K., France & Minor <u>Allies</u> 5. Italy 6. United States, Nationalist China			
3	2	2	1							3	1	1	1	1						UNIT TYPE	COST	MOVE	ATTACK	DEFENSE		
																				INFANTRY (w/ Artillery)	3	1	2(3)	4		
										1										MECHANIZED (w/ Artillery or Armor )	4	2	2(3)	4		
																				ARTILLERY (w/ Mech.)	4	1(2)	3	4		
																				ARMOR (w/Tactical Bomber)	7	2	6(7)	6		
1										1										AA GUN	6	1	0	2		
										1										FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)		
																				TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)		
																				BOMBER (SBR vs INT.)	12	6	8	2(1)		
																				AIRCRAFT CARRIER	16	2	0	4*		
				1																BATTLESHIP	19	2	8	8		
				1													1			CRUISER	11	2	6	6		
				1	1			1							1					DESTROYER	7	2	4	4		
															1					SUBMARINE	8	2	4	2		
					1			1									1			TRANSPORT	7	2	0	1*		
1										1	1									AIR BASE	15	0	0	AA		
				1	1	1	1	1	1						1	1	1	1		NAVAL BASE	15	0	0	AA		
																				INDUSTRIAL COMPLEX (major)	30	0	0	0		
1										1										INDUSTRIAL COMPLEX (minor)	12	0	0	0		
		1																		FORTIFICATION (2D12)	15	0	0	5		
																				COMMANDO	5	1	3*	4		

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**SPECIAL UNITS:**

A. COMMANDO: These special infantry units attack at a +1 during amphibious assaults and airborne drops. FEC can build 1 of these special infantry units per turn. ANZAC can build 1 of these special infantry units per turn. These units use the combined arms rule for infantry.

**SPECIAL RULES:**

1. COLONIALS: The industrial complex in Calcutta can produce 3 infantry and 3 other units each turn. The 3 infantry must be purchased first. However, no capital ships can be built in Calcutta or Sydney.

2. CALL TO ARMS: On the turn that Great Britain (London, Liverpool, Scotland, Belfast) is attacked, FEC infantry cost 2 Production for that round only. On the turn that Australia and/or New Zealand are attacked, ANZAC infantry cost 2 Production for that round only.

**NATIONAL OBJECTIVES:**

1. + 5 Production for FEC if they are at war with an Axis power and still control Hong Kong, Singapore, and Calcutta.
2. + 5 Production for ANZAC if Allied powers control Dutch New Guinea, New Guinea, Rabaul, and the Solomon Islands.

# FRANCE

1939

PRODUCTION: 20

STARTING IPC: 10

FRANCE													Order of Play									
PARIS	NORMANDY	REIMS	MARSEILLES	FRENCH MOROCCO	TUNISIA	SYRIA	NORTHERN ALGERIA	SEA ZONE 24 (NORM.)	SEA ZONE 37	SEA ZONE 38	SEA ZONE 45 (TUNI)	SEA ZONE 53	1. Germany & Axis Minors 2. Russia, Comm. China 3. Japan					4. U.K., France & Minor Allies 5. Italy 6. United States, Nationalist China				
													UNIT TYPE					COST	MOVE	ATTACK	DEFENSE	
2	1	6	2			1							INFANTRY (w/ Artillery)	3	1	2(3)	4					
1													MECHANIZED (w/ Artillery or Armor )	4	2	2(3)	4					
1		1	1										ARTILLERY (w/ Mech.)	4	1(2)	3	4					
		1											ARMOR (w/Tactical Bomber)	6	2	6(7)	6					
1													AA GUN	5	1	0	2					
2													FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)					
1													TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)					
													BOMBER (SBR vs INT.)	13	6	8	2(1)					
													AIRCRAFT CARRIER	17	2	0	4*					
								1					BATTLESHIP	21	2	8	8					
								1	2				CRUISER	13	2	6	6					
								2	2				DESTROYER	8	2	4	4					
								1		1	1		SUBMARINE	8	2	4	2					
								1	1				TRANSPORT	8	2	0	1*					
1	1												AIR BASE	15	0	0	AA					
								1			1	1	NAVAL BASE	15	0	0	AA					
1													INDUSTRIAL COMPLEX (major)	30	0	0	0					
													INDUSTRIAL COMPLEX (minor)	12	0	0	0					
		1											FORTIFICATION (2D12)	15	0	0	5					
				2	2	3							FOREIGN LEGION	N/A	1	3	4					

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A. **FOREIGN LEGION:** The Legionnaire unit cannot be purchased. These special infantry units attack at a 3 and defend at a 4. When rolling for Vichy territories, Legionnaire units that are in Vichy territories are moved to an adjacent Free French territory. If there is no adjacent FF territory then the unit is destroyed. These units use the combined arms rule for infantry.

**SPECIAL RULES:**

1. LA RESISTANCE: When the territory of Paris is liberated the first time only, France places 4 infantry in Paris at no cost.



1939  
U.S. :  
Production 80  
Starting IPC 20  
CHINA :  
Production 12  
Starting IPC 12

**UNITED STATES**  
**SPECIAL UNITS:**

A. AIRBORNE INFANTRY: These are special infantry units that attack at a +1 during the first round of combat when the unit is air dropped by a bomber. After the first round, it acts like normal infantry. Both the paratrooper and bomber must begin their movement from an airbase in the same territory. These units use the combined arms rule for infantry.

**B. MARINES:** Marines attack at a +1 during amphibious assaults. They also defend against amphibious assaults at a +1 during the first round of combat only. Starting on the turn the U.S. is at war, they can build 2 of these special infantry units per turn. These units use the combined arms rule for infantry.

C. **NAVAL FIGHTER:** This special fighter unit has a targeting capability against surface ships. It hits on a roll of 6 or less, but a roll of 1 allows it to choose the target it hits.

D. NAVAL TORPEDO BOMBER: This special tactical bomber has a targeting capability against sea units. It hits on a roll of 7 or less, but a roll of 4 or less allows it to choose the target it hits.

E. SUBMARINES: At the beginning of the war, stockpiles of the Mark 14 torpedo were woefully unreliable. Submarines attack on a roll of 3 or less until after turn 9.

**SPECIAL RULES:**

1. **CALL TO ARMS:** On the turn that the U.S. is attacked, infantry cost 2 Production each for that turn only.
2. **LIBERTY SHIPS:** While the U.S. is at war, transports and destroyers only cost 7 Production.
3. **IOWA CLASS:** Starting on turn 10, all U.S. battleships attack and defend on a roll of 9.
4. **CAUGHT OFF GUARD:** If Japan attacks the U.S. using the sneak attack, the U.S. may not defend on the first round of combat and all ships suffer a -2 to defense for the rest of the battle. All other units defend as normal starting on the second round of combat.
5. **ALLIED LEND/LEASE:** The U.S. may attempt to lend money to any Allied power that is at war and that can build units. The U.S. may only make one attempt to each country per turn and may never spend more than half of its production on lend/lease. All lend/lease money is subject to Axis Intervention. To simulate this, one Axis player rolls 1d12 for each player receiving lend/lease.

Roll of 1: All Production Certificates are captured by the Axis.  
Roll of 2-4: All Production Certificates are lost and returned to the bank.  
Roll of 5-7: Half of the Production Certificates are lost and returned to the bank.  
Roll of 8-12: All Production Certificates are transferred safely.

**NATIONAL OBJECTIVES:**

1. + 20 Production if the U.S. controls Washington, New England, and San Francisco while at war.

## CHINA

**SPECIAL UNITS:**

A. FLYING TIGERS: The American fighter plane in China attacks/defends at a +1. It can only attack if the Burma Road is open. Cannot be replaced or attack any sea-zones.

**SPECIAL RULES:**

1. **DECENTRALIZED MILITARY:** China can place purchased units in any original Chinese territory held since the beginning of the turn. However, they are restricted to a maximum of 3 units per territory in the Mobilize New Units phase.

**NATIONAL OBJECTIVES:**

1. + 5 Production if the Burma Road is open. This also allows them to purchase artillery.

## PRO-NEUTRALS

\*For all Pro-Axis and Pro-Allied neutrals, armies increase by 1 Infantry every 2 turns if not activated. These extra infantry are placed in the capital territories of each neutral country.

Pro-Allied						Dutch							Poland				Pro-Axis								
YUGOSLAVIA	SEA ZONE 40	LIBERIA	RECIFE (BRAZIL)	IRAN	GREECE	SEA ZONE 42	HOLLAND	JAVA	SEA ZONE 75	SEA ZONE 88	CELEBES	DUTCH NEW GUINEA	SUMATRA	WEST POLAND	EAST POLAND	WARSAW		SIAM	VEDIMA (ARGEN.)	IRAQ	UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
5		1	3	2	4		3	2			1	1	2	5	3	2		2	3	1	INFANTRY (w/ Artillery)	3	1	2(3)	4
																					MECHANIZED (w/ Artillery or Armor )	4	2	2(3)	4
1					1		1							2	1						ARTILLERY (w/ Mech.)	4	1(2)	3	4
																					ARMOR (w/ Tactical Bomber )	6	2	6(7)	6
																1					AA GUN	5	1	0	2
1														1		1		1			FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
																					TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
																					BOMBER (SBR vs INT.)	12	6	8	2(1)
																					AIRCRAFT CARRIER	16	2	0	4*
			1			1						1							1		BATTLESHIP (Coastal)	20	1	4	6
												1									CRUISER	12	2	6	6
1						2						1						1	1		DESTROYER	8	2	4	4
												1									SUBMARINE (Coastal)	7	2	4	2
			1									1									TRANSPORT	7	2	0	1*
1														1		1		1			AIR BASE	15	0	0	AA
									1	1											NAVAL BASE	15	0	0	AA
																					INDUSTRIAL COMPLEX (major)	30	0	0	0
																1					INDUSTRIAL COMPLEX (minor)	12	0	0	0
																					FORTIFICATION (2D12)	15	0	0	5

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## STRICT NEUTRALS

1939																													
DENMARK	SEA ZONE 17	OSLO (NORWAY)	SEA ZONE 7		STOCKHOLM ( SWEDEN )	GOTEBORG ( SWEDEN )	SEA ZONE 18		PORTUGAL	SEA ZONE 32	MOZAMBIQUE ( PORTUGAL )	MADRID ( SPAIN )	BARCELONA ( SPAIN )	SEA ZONE 36		ISTANBUL ( TURKEY )	ANKARA	SEA ZONE 42	SWITZERLAND	BALTIC STATES		BUYANT-UHAA ( MONGOLIA )	OLGIY ( MONGOLIA )						
1		1			2	2			2		1	3	4			4	2		6		2		2	1					
					1				1			1				1													
												1																	
																	1		1										
													1																

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Chart 1						
	Advanced Artillery Tactics	Rockets	Radar	Advanced Mechenized Tactics	Advanced Infantry Tactics	Heavy Tank Gun
Germany	14	18	18	24	20	35
Russia	18	18	20	24	20	35
Japan	18	22	20	24	24	40
Commonwealth	14	22	8	24	20	40
Italy	26	22	24	24	20	35
U.S.	18	24	12	24	20	40
Chart 2						
	Jet Fighters	Long Range Aircraft	Heavy Bombers	Improved Factories	Improved Shipyards	War Bonds
Germany	24	30	55	30	36	40
Russia	30	30	50	30	40	40
Japan	30	30	55	30	32	40
Commonwealth	28	24	48	24	28	35
Italy	32	35	60	30	36	40
U.S.	28	24	40	24	26	30
						v6.1