

An aerial, sepia-toned photograph of a city, likely during a conflict. A large, bright white explosion or fireball is visible in the lower right quadrant, with smoke and debris rising. The city's layout, including streets and buildings, is clearly visible.

The World at War  
**EUROPE**

**Rulebook**

Game design by  
*Gonzalo Santacruz*



Headquarter

## 1. Introduction

The World at War: Europe is a game that covers World War II in Europe. The campaign game covers the entire war, while other minor scenarios serve to learn to play or play something shorter. The campaign begins with the German invasion of Poland and lasts until either side wins the war or the last game turn ends, whichever comes first. The main idea of the game is to be able to play the entire campaign in a short time and offer an easier point of view to learn and play to non-regular players of wargames.

## 2. To learn the rules

Since the rules have no great difficulty, they can be read in a short time. The best way to learn the game is to start playing one of the short scenarios just reading the rules sections specific to the scenario and later playing the entire campaign.

## 3. Game scale

Each game turn lasts approximately three months of real time.

## 4. Game components

### 4.1. Components inventory

Each *The World at War: Europe* game contains the following components:

- A game board
- Six double sided country boards (Eng.-Spa.)
- A playbook
- A rulebook
- Two double sided player aid charts (Eng.-Spa.)
- Two and a half countersheets
- 6 six-sided dice (and three outcomes) and one 10-sided dice
- Almost 200 wooden cubes (not including spare parts)

### 4.2. Map

The game map covers all the countries in Europe, North Africa and the Middle East that were involved in WWII around the European area.

The map is divided into areas through which units move.

Countries are represented by one or more areas on the map, and colored the same color for each country (so for example France will be blue, Germany dark gray, the USSR red, etc...).



The main cities are represented on the map with gray circles or with stars if they are capitals.

Some fixed fortresses are represented on the map. These types of fortresses do not need to be built. As examples we have: Gibraltar or Malta. Other places like Tobruk, Sevastopol, the Maginot Line in France can start the game with or without markers depending on the scenario.

There are some terrains represented on the map, such as mountains, arctic forest, or marshes.

The sea is divided into regions and in marine areas. The regions are colored a different blue to differentiate them. Marine regions are divided in marine areas by white lines. **Movement between regions is only allowed to sides who control both sides of the straits (see Gibraltar or Istanbul) or Copenhagen.**

Map areas are controlled by the country that occupies them with units or if the area is contained in a controlled country.

When a country surrenders to a major country, all its areas become controlled by the latter.

### 4.2.1. Stacking

A certain number of units may be present in an area of the map, depending on their type.

- By default all areas can contain 8 land units plus 2 elite units
- The fortress islands 1 land unit, 1 elite unit, 1 naval fleet and 1 air fleet
- Swamp areas 4 units and 1 elite unit
- Rest of areas: a number of units indicated in them, 1 elite unit and 2 air fleets

4 air or naval units may be present in all areas except fortress islands or areas with a printed value (as described above).

Air fleets cannot occupy the Pripet Marshes area.

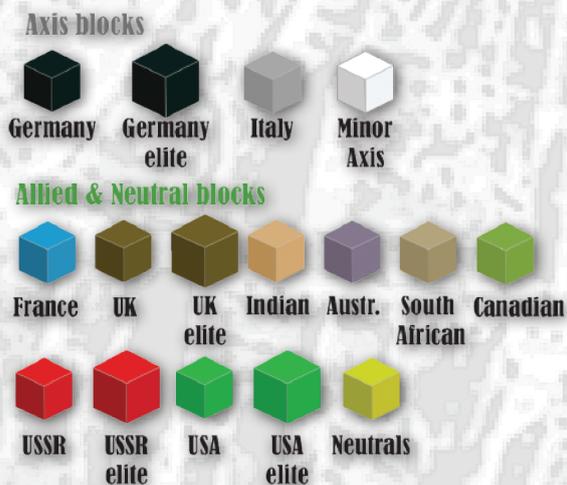
Any excess over the indicated must be moved to another adjacent friendly area if possible, otherwise the excess units are eliminated.

## 4.3. Game Units

### 4.3.1. Land units

Land units are represented by small colored wooden cubes.

Some countries like Germany, UK, USSR or USA have two types of units taking into account the quality.



The regular units are smaller and in some cases lighter in color. Large units are elite.

Each wooden cube roughly represents an army corps or an army, depending on the country.



### 4.3.2. Naval units

Naval units are represented by two-sided circular counters in the color of the nation. Each unit represents a fleet made up of many types of ships.

Naval units are used for naval invasions, intercepting enemy naval operations, escorting convoys, or denying supply routes. Some units have an airplane symbol to represent aircraft carriers (optional rule).



### 4.3.3. Air units

Air units are represented by double-sided counters, one active and one inactive.

Air units are used to carry out combat support, attack enemy naval or air units, or also intervene in strategic warfare.

Air units can also attack other enemy air units by moving where they are deployed. In that case a combat is resolved.

Air unit combat modifiers may change due to technological advancements in their country. The initial values are shown on each major country board.

### 4.3.4. Fortress



Fortress units are used to improve defenses in any area of the map. Some areas already contain a fortress or are fortresses themselves (such as Gibraltar or Malta).

Fortress units value count as equal number of units in combat, but if they are alone in an area and an

enemy unit moves in that area, then the fortress marker is removed without combat.

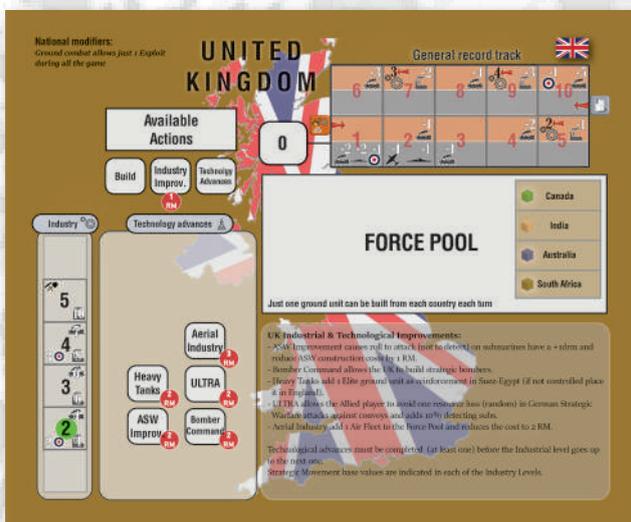
As long as a fortress marker is present in a combat, the defender is not required to retreat as a result of a combat.

#### 4.4. Country boards

The country boards are used by the players to manage all the important information for each major country present in the game.

Each country board shows the country's unit reserves, industrial level, available resources, technological advances, and a general track where other values are counted, such as strategic movement, oil reserves, submarines, ASW, or damage from strategic bombing.

The actions played by each country are also indicated on this board.



### 5. Unit movement

Unit movement is of two types: Tactical and Strategic Movement. A unit can first use tactical movement and then strategic movement. Details about the movement are described later in the rules.

### 6. Economy

Major power economy is a main feature in the game. You must manage it carefully, improving as much as possible, since it is vital to win the war and the game.

The economy is based on resources (raw materials and oil) and on the country's industry. Players control map areas where there are resources to gather them.

The factories are represented in each major country in an abstract way with the industrial level value.

All resources controlled by the major countries are collected at the beginning of the economic phase. Note that strategic warfare can affect that amount.

In order to obtain the resources captured from a conquered country, the country's capital must be occupied by land units. In the case of a major unconquered country, a friendly land unit must occupy the area of the resource to obtain it.

Only active major countries can obtain resources in the Economic phase.

If a raw material or oil resource area has been conquered, that turn those resources will not be available and a "Raw material not available" marker will be placed.

Some major countries like the United Kingdom obtain most of their resources from overseas. These materials are represented on the map in boxes like those of Canada, India or South Africa. These resources are transported as convoys each turn "to the UK". Resources traveling along the convoy routes will be represented by convoy tokens (see "British Convoy Placement").

The United States and Asia / India resources have specific rules defined in each country or scenario sheet.

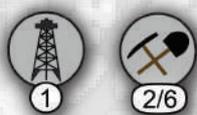
The United States begins some scenarios in an inactive state and is activated as soon as the American diplomatic state flag reaches the space "help UK" on the Diplomacy table. At that time the USA gets the resource value shown in the number to the left in the USA box. Once the USA is at war, it produces the right side value.

The UK starts the game with Commonwealth resources at full production. This can be lost when Japan declares war (Fall 1941 turn) if no garrisons are present.

The USSR raw materials production is defined in the “USSR Resources” map box and changes depending on the year or state of the country (war or peace), as indicated in the map box.

Germany or Italy can send 1 mineral resource if there is communication by land between the two capitals. This resource moves in the Strategic Movement phase and must be removed from one of the countries and added to the other.

The UK and the USA can send mineral resources to the USSR using convoys or the Persian route. The USA can also do it to the UK.



### 6.1. Resources

Resources are represented on the map with a pick and shovel symbol (raw materials) or as an oil well (oil).

Some resource icons are accompanied by a number if that location represents a larger amount of resources located there.

#### 6.1.1. Raw Materials (RMs)

Raw materials are absolutely necessary to produce anything. Raw materials allow a country to create units, improve industry, or advance technology.

#### 6.1.2. Oil



Oil is represented on the map by the oil well symbol and in some countries by the “oil reserves” marker. All major countries but the USA are affected by these rules and will have oil reserves marker, as well as low Oil Reserve effects in their general record track.

Oil reserves affect all these major countries with the restrictions defined on their country board. Your oil reserves marker will move up and down depending

on oil resources or how you spend them with operations.

The effects and restrictions for air, naval or strategic movements are detailed on the board of each country.

Oil production is detailed in the Economic Phase.

### 6.2. Factories



The factories are represented in a major country in their Industry track 1. This track indicates the industrial level of each country on your board.

A major country needs factories to use its raw materials and build units. The industrial level will affect the country's ability to produce new units (see Build Cost chart), the available actions or the Strategic Movement capacity. Factories points are the Industrial Level x 2.

Some countries will get more RMs by reaching higher industrial levels.

### 7. Actions



Each major country will have a number of actions available as indicated on its country board based on the current industry level value.

The decision to use the actions is optional to the player.

Only the the six major countries have actions. The USA starts using them as soon as it is active.

The player options that require spending actions are as follows:

- Operations
- Technology Improvements / Advances
- Industrial improvement
- Build

## 8. Supply



Supplies are needed to keep troops at optimum efficiency in campaigns. All units must trace a supply line from the combat unit area to the supply source.

Any city represented on the map is a supply source for a major country units and its allies. Any conquered city will not be a supply source for the conqueror's units. Therefore, if these units are surrounded by enemy units, they will be out of supplies even in a city area.

Only own nation cities will be valid supply sources. Exception to this rule: Cities in Norway and Africa will be limited supply sources for any units located there or for units capable of drawing a line from their area to those cities.

Units without supplies will be marked with an Isolated marker. The status of supplies is verified at the Operational phase.

### 8.1. Supply routes

A supply route will be an imaginary line from a combat unit to a supply source. Naval supply lines are those that cross marine areas to reach friendly ports from which Allied troops are supplied.

Naval supply routes are automatic unless an enemy naval unit is on the route during the Naval Supply Interdiction phase.

The troops supplied by naval route may not be more than 8 units in Europe and 4 in Africa/Middle East for each port under friendly control.

### 8.2. Effects of the absence of supplies

- Isolated friendly units marked "Out of supply", will be destroyed during the end of the current Operational phase. See the following exceptions.
- Units surrounded in fortresses in friendly or enemy country areas will not be able to move or attack with Operations until the supply route is restored. A number of units equal to the value of the fortress will be safe from elimination.

- Units separated from their supply source by enemy naval interdiction will have limited supply and will not be able to conduct Operations.
- Air units in an isolated area may move to a friendly area within range, even while inactive (2 areas away). They will be eliminated like the rest of the units if they cannot go to a friendly supplied area to restore their supplies.

## 9. Weather

The weather is represented with the seasons of the year by the calendar and turn table.

There are three possible situations with different effects, Spring and Summer that do not affect movement or combat in any way, and Autumn and Winter that affect Naval Operations and Invasions in the Baltic and Atlantic (*Exception: Africa and Middle East*).

- **Autumn:** only one exploitation allowed with -2 drm
- **Winter:** only one exploitation allowed with -1 drm. Naval invasions are not allowed in Baltic nor Atlantic.

### Seasonal effects on Operations (not Africa)



→ No exploit limitation, from 0 to 2 depending on nationality



→ Max 1 exploit -2 drm



→ Max 1 exploit -1 drm  
No sea invasions allowed on Atlantic/Baltic



## 10. Sequence of play

Each game turn is made up of the following phases:

**Admin phase** (both players)

**Operational phase** (one first then the other player)

- Naval interdiction (passive player)
- Operational movement
- Offensives
- Strategic movement

**Strategic Warfare phase** (both players)

**Economic phase** (both players)

- Industrial or technological improvements
- Unit construction

**Diplomatic phase** (both players)

The active player may intercept the inactive player with friendly air or naval units.

As long as naval or air units disrupt naval supply to friendly ports, units on the other side will not be able to conduct Offensive Operations, even with sufficient oil reserves.

Naval or air interdiction cuts off the supply route (see *Supplies section 8.1*). **Note:** an air unit active in Malta also cuts off the supply route through its marine area.

## 12.2. Tactical movement

The active player makes the tactical movement with as many units as he wants.

Even without oil reserves, all ground or air units can move. They can also enter empty enemy areas. Any number of units can be moved.

### 12.2.1. Tactical movement of ground units

Land units move one area. Elite units can move freely in naval invasions without affecting the capacity of fleets. *Exception to this rule: elite units of the USSR cannot participate in naval invasions.*

Land units that have moved by tactical movement may then conduct limited offensives or Operation attacks, including naval invasions if they moved by sea.

## 11. Admin phase

The admin phase is the first phase starting the game turn. The following steps are followed in strict order:

1. Remove all map markers that were used the previous turn and are not required.
2. Update the “no effect” markers in the Diplomacy container as indicated by the year.
3. Place major countries actions in the box “Available actions” for all of them.
4. All inactive air fleets are placed face up depending on the country oil reserves to which they belong to (see exceptions on the country board).
5. Place all the reinforcements (and inactive air fleets) or new units to force pools that are inside the turn space or described in the scenario.

## 12. Operational phase

### 12.1. Supply interdiction

The inactive player will be able to move naval fleets or place air fleets in marine areas to intercept enemy naval supply routes through that area.

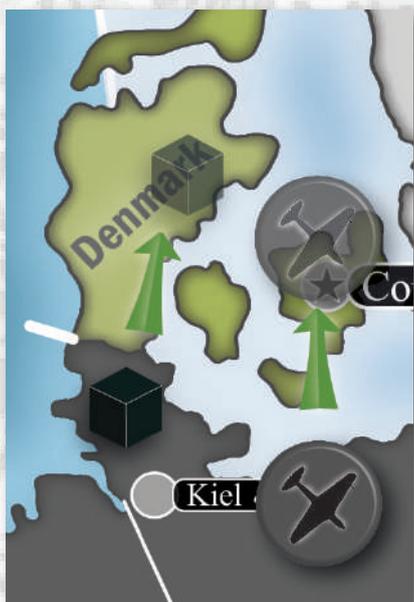


### 12.2.2. Ground Units Zone of Control

Ground units adjacent to other occupied enemy areas will not be able to move to other areas adjacent to enemy areas. In this way, ground units will not be able to move “across the front line.” To move from one “front line” area to another they will have to do so by strategic movement by first moving to an area not adjacent to another occupied enemy area (*See previous image*). *Exception: If an adjacent enemy area is empty, any unit may move into that area. Fortress, mountain, marsh, or forest areas will not be affected by this rule.*

### 12.2.3. Tactical movement of air units

Air units can move 1 or 2 areas while remaining active or move up to 4 areas and go inactive. They can move from one friendly area to another, including newly occupied areas.



Certain air movements over the sea are allowed. Those areas are marked on the map with an airplane silhouette in black and two arrows with a number indicating the number of movement points required for that movement. Any movement through marine areas marked with 2 points exceeds the capacity for movement or air support (*apply logic similar measures in cases not present*).

Air units moving by tactical movement may perform air support in limited offensives or operations attacks during the turn by moving less than 2 areas.

### 12.2.4. Naval tactical movement

Naval units can also move in this phase. They can move up to 5 marine areas within the same region.

Naval units only move from port to port or port to marine areas. The movement from port to port is actually a change of base. Entering a port counts as one movement point.

Following naval invasions, naval units may return to friendly ports within range after the offensive phase.

**For every 3 naval units that make an interception, 1 oil reserve point will be spent. If a major country has a oil shortage, this expense can cause effects as indicated on its sheet in the general track.**

The inactive player's naval units may intercept the active player's naval units. Any number of units can be used in this way. A successful interception causes a naval combat.

The active player's units will be able to embark ground units for a future naval invasion operation. Each naval unit may carry one unit.

In case of a possible interception, the moving units must do it area by area, giving the inactive player some time to decide where to intercept if they want to do so.

If the moving naval units begin in different ports of the same marine region, the movement will be understood as simultaneous, and the same rule described in the previous paragraph will be applied. So each group will move area by area allowing time for a possible separated interception.

### 12.2.5. Naval interception

Naval interception can take place when some units make any type of movement. At that moment the other player has the possibility to intercept the moving units. Interception can be made by naval units within range of the desired intercept area. Interceptions can only take place with units from the same naval region, so: in the Baltic, Atlantic or Mediterranean.

Units in Kiel or Gibraltar will be able to intercept in their two adjacent regions as the ports have access to both.

Any air unit adjacent to the intercepted fleet adds -1drm to friendly intercepting units.

**Interception Procedure:** The intercepting player decides which naval units to intercept and in which marine area. The player then rolls a d3 for each group of naval units intercepting. A group of units is made up of those units intercepting from the same port. If the interception is in the same area from which the force leaves port, it will succeed on a 1 or 2 roll. If it is in an area one step further, it will succeed on a 1. Interceptions cannot take place within 3 movement points of the port unless air fleets are also used to intercept.

If the interception is successful then the intercepting forces move to the interception area. A naval combat is resolved after all intercept groups have completed their attempts. Groups of failed attempts do not move.

**For every 3 naval units that make an interception, 1 oil reserve point will be spent.**

#### 12.2.6. Naval combat

Naval combat takes place when units from both sides are in the same marine area during an action after an interception has occurred.

**Combat procedure:** to resolve the naval combat, both sides count the number of naval units and roll d3 per rounds. Affecting the nationality and the number of units on the roll. Each side rolls one die per unit each round. Each result of "1" is a hit on the enemy fleet (therefore one of the units turns to the damaged side). For every two hits a unit will be destroyed. No units are destroyed before they are all damaged. The combat lasts until one of the two sides withdraws from combat or is eliminated. Results are applied per round simultaneously.

Italian and French units have combat limitations as described on their nation boards, therefore, depending on the circumstances, they will not fire in the first round.

Half (rounded down) of the damaged units will be out of play for a number of turns determined by a d3 roll, and will return to play as full strength reinforcements after that number of turns in any port in their home country. We will simply roll the die and place the unit on the turn table. The rest of damaged units will go back to friendly port.

Destroyed units will be placed in their nation's force pool and will only return to play if they are rebuilt.

*Example: 1 the British fleet moves two units to the Central Mediterranean to conduct 2 supply interdiction. The Italian player declares an interception 3 from Taranto. Being a port in the same area, the interception will be successful on*



a roll of 1 or 2. The Italians intercept with two units. The Italians roll 1d3 and manage to intercept the British naval units rolling a 1 **4**.

The Italian fleet has no navy upgrades so in the first set of fire rounds half (rounded down) of the Italian naval units do not fire.

The first British shot **1** rolls a "1" and a "2", so an Italian unit is damaged. Then the Italian shoots **2**, getting a "2", ending the first round.

Both sides decide to continue the fight.

In the second round, both sides can fire all their units. The British **3** rolls a "2" and a "1", so the British causes another damage and misses the other. The Italian **4** rolls a "1" and a "3" dealing damage to the British units.

The Italian decides to withdraw from combat before continuing with the 3rd round, since he has two damaged units and does not want to risk losing any. The combat ends **5** and now they roll for damage.

Only the Italian rolls 1d3 (half of the damaged rounding down) and gets a "3" so one of the units will return 3 turns later. The other Italian unit and the British damaged unit will be back to any in range friendly port, but damaged.

### Naval interception

Air units can intercept or attack naval units (without the need for an action) automatically if at 1 range area, or rolling a 1 or 2 if at range 2. They can attack alone or they can join a friendly fleet that is intercepting. In case of interception, units can attack. The other side may also use air units within range to fight the interceptor units. In that case a combat is resolved. During the interception resolution, any

surviving unit rolls a d3. The results apply as in naval combat (see also "Air sorties" optional rule in the Playbook). Interceptor units return to their home area "inactive" after resolution.

### 12.3. Offensives



The active player declares the attacks he is going to make this turn. The attacks can be of two types, limited offensive or operations. Operations require the use of a major country action, while limited offensives require none.

Any movement or attack on a neutral country is considered a declaration of war.

Attacks can be made against occupied areas or not.

Units advancing into a Marsh, Forest, or Mountain area stop and may not make any further attacks on adjacent areas.

During the offensive phase, each enemy area can be attacked only from one adjacent area. As an exception, they may be attacked more than once in case of exploitation if the initially attacked area is still occupied by the defender.

Air units can support any attack if they are located within 2 areas of the attacked area. The opponent will also be able to use active units in the same combat, being able to cause an aerial combat.

It will be indicated what type of combat modification applies to each assigned air unit.

The diagram illustrates the combat resolution process. It shows two rounds of combat. In the 1st round, British units roll a 1 and 2, damaging one Italian unit. In the 2nd round, British units roll a 2 and 1, damaging another Italian unit, while Italian units roll a 1 and 3, damaging two British units. The final combat result shows four units: two British units and two Italian units, all marked as 'Damaged'.

When the capital of a major country is occupied during the turn, it must declare an attack against such area to recapture it before declaring other attacks.

### Air combat

When two or more enemy air units support each other in combat or one of them is attacked in their area by enemy units, an air combat occurs. When the attacking side supports a combat in an area, the defending side can use available units to intercept.

The defending side will decide which units to intercept, and how many, then the attacking side can add more units for support if they have them. Each interception will be a combat.

All combats are separated by nationality and by type of support they carry out in combat (tactical or operational).

Both players roll a d3 die with the modifiers:

- -1 drm for nationality, if applicable
- +1 drm for each unit that exceeds the enemies

The highest total number wins the combat. In case of the same result there is a tie and both sides retire inactive.

Combat results (obtained from the difference of dice):

- Difference > 2: the losing side loses a unit and places it in the force pool, and if possible places another unit as an inactive reinforcement for the next turn (not activated in the Administration phase). The winner will place an inactive unit as a reinforcement for the next turn.
- Difference = 2: The losing side places an inactive unit as reinforcement. The winner retreats an inactive unit for the remainder of the turn.
- Difference = 1: The losing side retreats an inactive unit for the remainder of the turn. The winner has no casualties.

*Example: two German units support an attacked area, one unit in operational combat and the other in tactical combat. The Soviet player intercepts the German with a unit giving tactical support. The remaining German unit will be able to provide unopposed operational support. The combat is*

*resolved 1 against 1. If there had been 2 Soviet units, each unit could have chosen to attack a single German unit, resolving two battles or to attack with the two units only one of the Germans, resolving one.*



*Following the example, we resolve the only combat by rolling 1d3 for each side. The Soviet has a -1 drm. by nationality. The German and Soviet roll a 2. The Soviet player removes an inverted air unit. The two German air units support the tactical and operational unopposed.*

### 12.3.1. Limited offensive

They are used to carry out attacks that require fewer resources than operations but allow some damage to be done in the attacked area.

***This type of attack does not require oil reserves and does not consume any action.***

After resolving an attack, the attacker may advance into the attacked area if it becomes empty.

Only one air unit will be able to support these attacks.

To resolve an attack, the attacker will roll a d10 die. Then he will add or subtract modifiers and the result will be successful if it is equal to or less than the number of attacking units. The defender will have only one casualty in such case.

**Modifiers:**

- defender in fortress or any non clear terrain +1 drm
- supporting air unit will add -1 or +1 drm (to the attacker or to the defender)
- 1 drm for attacker or defender nationality (fixed neutrals)
- each unit in excess over the opposite will apply a -1 drm or +1 drm (elite units included)

*Example: three Polish units attack Warsaw occupied by four German units. After applying all the modifiers (+1 drm for nationality and +1 drm for one more defender), the Poles will deal damage on a roll of "1". The Poles will not be able to recapture Warsaw.*

**12.3.2. Operations**

The active player will declare the use of one or more actions as Operations. To mark such actions, he will place the Operation marker **1** in each area to be activated.

Operations are used to carry out major attacks in certain areas to not only displace the defender from them **2** but also to be able to carry out more attacks in the same turn. Up to three consecutive attacks **3** can take place per turn from an Exploitation area (see below).

The Operation marker activates all land units (and naval in case of invasion) that will take part in the Operation. The air units that support these operations will not require an activation with Operation in any case.

*Exception 1: In North Africa, operations allow only one further attack with exploit even to Germany.*

*Exception 2: at the start of the game, only Germans can attack up to three consecutive times. The rest of the major countries have limitations and will need to improve their technology to increase the number of attacks.*

Operations require an action and spend 1 oil reserve point for each activated operation on the map.

**Note:** France abstracts its oil production and has the same value as the United Kingdom. This means that France will have the same oil production as the UK if it has a valid supply route to oil areas or the UK. Italy will depend on its own resources or those sent by Germany. All operations (and limited offensives) are resolved in the same phase after the movement. Operation markers should be placed with the arrow indicating which area is the target. The active player decides which attacks to resolve first and in what order.

All or part of the units activated with the Operation marker will be able to attack.

After a successful Operation attack, the attacking player may remain in the area and not continue attacking, or may continue attacking other adjacent areas from the newly occupied area.

Units that advance and continue to attack must leave at least one unit in newly occupied areas. **4**

Successful operations may continue to attack unless they enter an area with mountains, forests, or marshes, in which case the Operation ends.

Each subsequent Operation attack will have a negative modifier indicated on the Exploit marker, so



the second attack will have a -1 drm and the third a -2 drm.



**Note:** from areas with Exploitation (1 or 2) the forces can be divided into multiple attacks, as can be seen in the 3rd image of the previous example.

Only three attacks maximum are allowed to units activated with Operation (*Exception: Operations in Africa and Russian Winter rule for Germany*).

### Operations combat resolution

There are two parts to an Operation combat, Operational and Tactical.

The result of Operational combat comes from using one or two dice per side and obtaining their difference after applying modifiers.

In operational combat, only the normal dice, one or two, will be taken into account, not the elite dice.

The result of Tactical combat comes from individually pairing and comparing the dice rolled for Operational combat and elite dice if they are used.

In tactical combat all of them will be taken into account, giving priority to the elite one if it is used (since in case of casualties it applies to that unit), or if only one is rolled, only the elite one is used.

To resolve the Operational combat, the following steps are followed:

1. Both sides add the units present. Any elite unit allows the optional use of a dark die for tactical combat
2. If a fortress is present, they are added to the defending side.
3. The defending side chooses the number of dice to use: 1 (only with 3 units or less) or 2
4. The defender rolls his d3 dice and then the attacker.
5. If the defender uses 1 d3 only, he has a +1 drm

6. The totals are compared with the modifiers, obtaining the result of the Operational combat.

### Combat modifiers:

- Nationality modifier: -1 when applicable or neutrals (apply to greatest force)
- Modifier for exploitation, -1 or -2
- The side with the highest number: +1, +2 if double or +3 if triple
- Defender Terrain Modifier: +1 for Marsh, Forest and / or Mountain, -2 for Straits
- Modifier for air support: +1 per plane (optional)

The side with the highest score is the winner. If both are equal there is a tie.

In Tactical Combat, the dice are compared one by one. One or two dice are used.

### Procedure:

1. Sort the dice of both sides by value
2. Any die greater than another wins the other side
3. Each winning die causes an enemy casualty
4. The elite die always wins ties to the normal dice. They are always compared to other elite dice if both sides have used them.
5. Apply the results after any new roll caused by air units present.

If a friendly air unit is present for Tactical Support, the owner **may** use it to reroll any friendly or enemy die. First the side with the fewest air units or the attacker in the event of a tie. Options must be selected before rolling any die, even for the same die.

When the attacker loses the combat he cannot advance into the attacked area and there is no exploitation.

When the combat ends in a tie, nothing happens except the possible effects of the tactical combat.

When the attacker wins the defender may be forced



the operational result.

Withdrawals follow this order:

1. to an area not adjacent to occupied enemy areas
2. to an area adjacent to occupied enemy areas.

Active air fleets change area if their area is occupied by enemy units. Inactive fleets are removed from the map as reinforcements for the next turn

When one or more nationalities are present in a combat, casualties are applied equally, starting with the nation with the most units, unless one of the nationalities only has one unit, in which case the player chooses.

If fortresses are present on the defender's side, one fortress step is removed for every two casualties.

If the German decides to exploit the operation he will be able to attack with some of his troops to other adjacent areas. Assuming he decides to go ahead and attack Warsaw, the procedure will be the same but applying the modifier of the exploitation marker to German attack.



### 12.3.3. Naval invasions

Naval invasions are a special type of operation. They work in the same way as a normal operation but with the difference that they take place from a marine area next to a coastal area.

Invasions can only occur in coastal areas with a beach symbol. The rest of the areas without this symbol are inaccessible for invasions. Invading units cannot exceed the number indicated by the beach symbol.

To start an invasion, the active player declares an operation in the marine area from which the invasion will take place. This area will have to be an area with naval units and land units that will carry out the invasion, and adjacent to the area to be invaded.

*Example: Germany attacks Poland in September 1939. Starting the game Germany has enough oil reserves to do any number of operations. The German player executes an Operation attack on the area west of Warsaw ① declaring the operation in the German area. The German also uses an air unit to tactically support the attack. The Polish forces have 4 units in the area against the 8 Germans. The German has the following modifiers: +2 for numerical superiority. He chooses to roll two dice d3, a "1" and a "3", and the Pole also rolls two dice with a 3 and a 1 and a -1 for nationality. The German can use his air fleet ② to reroll a die, and gets a "2" instead of the previous "1". So the total is 7 for Germany and 3 for Poland. The Polish lose the operational ③ combat by losing one unit and withdrawing another. In addition there is a loss added by tactical combat ④ since the German "2" wins the Polish "1". The Polish withdraw ⑤ as half of their forces have been eliminated or have withdrawn. The German loses a unit ⑥ (half of the loser's losses), advances and captures the area after combat. He then can continue the operation ⑦ with an exploitation of -1 drm.*



When a naval invasion takes place the active player must control the marine area from which it takes place. Therefore, that area must be clear of enemy naval units.

The naval invasion attack is resolved just like an operation, with the following differences:

- Invading units may be supported by friendly naval units participating in the invasion.
- Each naval fleet can carry one land unit. An elite unit from the USA, UK or Germany will be able to participate without transportation cost (they represent airborne units).
- All land units will be temporarily stationed alongside the naval fleets until the combat is resolved.
- The defender can avoid retreating as long as there are fortresses or mountains in the area even if he loses the combat. Casualties will affect fortress as it happens with land operations.
- If the combat is won by the defender, the surviving units must retreat to a friendly port within range, if possible to the port from which they moved.
- If the attacker wins the combat, he may continue the invasion combat, like other operations, with an exploitation marker of -1 or -2 later, even with defenders still present.

#### **Combat modifiers:**

- Nationality of the attacker or defender: -1 if applicable (apply to greatest force) or fixed to neutrals
- Air units supporting: + 1 / -1 each
- Defender in Forest, Marsh, or Mountain: +1
- Attacker: -1 fixed per invasion
- Each defender's fortress: +1
- Naval units in support: +1 for every two. Odd fleets are not counted. Damaged fleets count as half.
- The side with the highest number: +1, +2 if double or +3 if triple

## **12.4. Strategic movement**

The active player can carry out strategic movement with all his units.

Each nation has a strategic movement level (indicated on its board) which will correspond to the number of units that can move in this phase. This number may increase or decrease depending on the industrial level or industrial & logistical damage.

### **12.4.1. Ground units strategic movement**

All land units in a major country can move in this phase based on oil reserves and industrial & logistical damage. Ground units will be able to move through marine areas by using friendly naval fleets in the departure port. One naval unit is required for every two land or air units moving through marine areas. Once on the other side, units must stop at a friendly port.

The active player will be able to move in this way only through marine areas not occupied by enemy fleets. If there are active air fleets adjacent to the marine area it is moving through, the active side will spend an additional strategic movement point.

The UK will be able to move between Great Britain and North Africa through Gibraltar/Malta for 1 strategic movement point (with naval fleets present in Gibraltar), and more through the Red Sea (*see map*).

### **12.4.2. Air units strategic movement**

When moving air units by strategic movement, if they were active they will turn to the inactive side. It will be possible to move them through marine areas as long as the destination area is a maximum of 4 areas away (*Exception: the Red Sea area*). Otherwise they will need naval transport just like the land units.

Air units will be able to move over marine areas occupied by the enemy.

Air units will be able to move in this phase even if the country has low oil reserves.

### **12.4.3. Naval units strategic movement**

Naval units will be able to move in the strategic movement phase even if the nation has low oil reserves.

#### 12.4.4. Mineral resources strategic movement

Mineral resources (RMs and Oil) may move by strategic movement between two major countries which have communication by land.

Mineral resources may move also between the USA, the UK and the USSR using the Persian Route or by sea using convoy routes.

#### 12.4.5. Allied convoys strategic movement

The USA or UK materials coming from overseas will be represented by convoys placed in the "To UK" and / or "To USSR" box (if the USSR is at war). These tokens will be placed face down by the friendly player at the end of the strategic movement phase.

Those tokens will stay there until they are attacked by Germany in the Strategic Warfare phase.

The USA must spend 1 strategic movement point for each convoy placed in these boxes on the map. The placement of UK convoys is free of charge if they are going 'to the UK'.

The Allied player will be able to add convoys with materials from the USA when the USA diplomatic state flag reaches the "aid UK" box on the diplomacy table, and can also send them to the USSR as soon as the USA enters the war.

The number of convoys allowed to be sent from the USA to UK will be indicated by a convoy symbol and a number in the Diplomacy table.

The Allied side will also be able to send "War Materials" to the USSR. The allies will use the token with the text "War Materials". Only one convoy of this type per country can be sent each turn to the USSR.

During this phase the Allied player may also move naval units from any port in the Atlantic to the convoy routes. These units will be added to the ASW (anti-submarine warfare) value as 10% each.

#### 12.4.6. Persian route



The Allied may send raw materials or war materials to the USSR (once at war) via Persia. To do this, the player has to open the route by spending a RM in the diplomatic phase and having previously occupied Persia with ground troops. Once opened, in the next

turn strategic movement phase, the Allied player will be able to place raw materials from the USA or the Commonwealth in the "Persian Route" box. One strategic movement point will be spent for each token.

### 13. Strategic Warfare Phase

**Germany:** The German player can attack UK convoy routes and also UK and French factories or raw materials with their air fleets. Such air fleets may be intercepted by the Allied player with his air units. Once the USSR enters the war, Allied convoys to the USSR may also be attacked by Germany.

**Allied:** Allied nations can attack German factories and raw materials with strategic bombardment.

#### 13.1. Allied convoys

First of all the Allied has to deploy its convoys "to the UK" and / or "to the USSR" during the strategic movement phase. Once the convoys are in place the German will be able to attack them with the submarines.



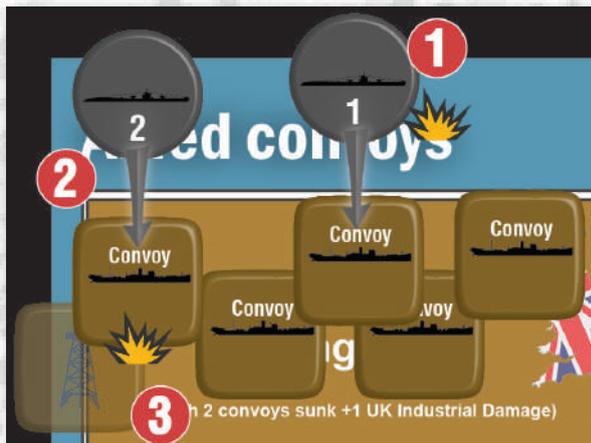
The Allied player will have a variable number of convoys and of different types depending on the resources that move.

*Example: the British has 2 raw materials and 2 oils coming from the colonies. The Allied player places the 4 convoy counters face down to hide them to the German.*

#### 13.2. Submarine attacks



When Germany attacks the convoy routes, the German player do not know what each convoy (oil, RMs or war material) is transporting from the Commonwealth or the USA to the UK, or from the USA or UK to the USSR (if the USSR is at war). the convoy markers are placed face down and only shown to the German player at the end of the attack.



Suppose 3 german submarines attacking in two groups of 1 and 2 submarines (Germany has developed “Pack of Wolves” with “Submarines” technology).

The allied player tries to locate the german attackers first, we suppose an ASW value of 2, which gives them a 20% of success. He rolls a d10 die for each attacking group, getting a 4 and a 2. The lone **1** submarine is detected and the allied player rolls one d10 for attack. He gets a 6 and destroys the submarine. Now the other group (value of 2) **2** attacks with a -1 drm, the german rolls a 1d3 and gets a 2, which will turn into a 1 and therefore the convoy's sinks. **3**

The German player can choose to attack the convoys “to the UK” or “to the USSR”. He selects which convoys he wants to attack with his submarine forces by placing the attacking submarine markers on top of the convoy. If a German naval force (only one) is located in Bergen or Narvik, or German air fleets are located in Norway, first they can be used to intercept and attack any convoy “towards the USSR” or Allied forces located there. Place them in the box after a successful detection roll.

German fleets can be intercepted and attacked by Allied naval units if they are present in the box “towards the USSR”. If the optional “Carrier” rule is being used, carrier fleets may also combat against Axis air fleets attacking convoys. In such a case, an air combat takes place. If the German side wins the combat, it will be able to continue the attack on the convoys (see *Arctic interception chart*). If Axis naval forces are detected by Allied naval forces, naval combat takes place.

Submarine attacks are resolved as follows: first of all, if the Allied has antisubmarine points (ASW) in any of the Allied nations (USA and UK are counted together), the Allied will resolve the antisubmarine defense. Anti-submarine points are counted as % detection. So a d10 die will be rolled for each submarine attack. On a result equal to or less than the ASW value the submarine will be attacked. The % will increase by 10% for each submarine above 1 present in the same attack. Any Allied naval fleet located in the route box will add 10% detection value.

After this roll, if the subs attack is detected, a new roll of d10 > 5 will destroy a submarine.

Later, the German side will resolve their attacks.

Before resolving and placing the submarine attack,

if the German fleet intercepts a convoy (with a d10 < 3, and -1 to the die if there are friendly air units), a d3 is rolled, on a result of “1” or “2” the convoy will be destroyed. If a German air fleet intercepts a convoy (with a d10 < 4), the German will discover one of the convoys (flip the counter). Then he will roll a d3 and on a roll of “1” the convoy will be destroyed. Interceptions in Winter are reduced to a die d10 < 2 and d10 < 3 respectively.

For each submarine group attacking we roll a d3 die. On a roll of “1” the selected convoy is destroyed. Any other result is a failure. If two or more submarines attack the same convoy, apply a -1 to the die (as a total modifier).

**If two convoys are sunk in the current Strategic Warfare phase, one ASW point is subtracted. If no ASW but fleets acting as it, damage one fleet.**

**For every two convoys sunk going “to the UK” a point of “industrial and logistical damage” is added to the UK economy.**

All sunk oil, RMs or war materials are not added to the reserves of the UK or the USSR.

### 13.3. Strategic bombing

To carry out strategic bombardment the attacker will have to have controlled areas within reach of the targets to attack.



Allied strategic bombers are within reach of German

factories if they can reach Germany from any friendly controlled area at range 4 from there. The same applies if the USSR attacks. The German fleets (Germany does not have strategic bombers) will have to be in range of their air fleets to attack the United Kingdom, or in Germany to attack France.



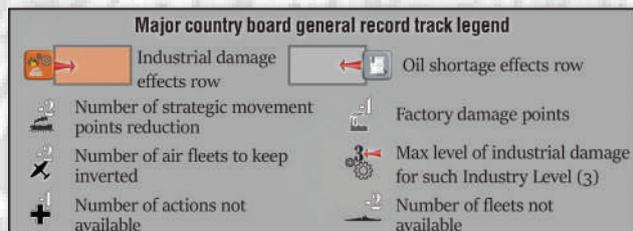
Strategic bombardment is resolved in a similar way to submarine attacks, except that the attacker will indicate how many bomber points he uses and the defender will use interceptor points. Added to these, both sides will be able to use air fleets within range.

To resolve the bombardment, the defender first rolls for the interceptors with a number of dice d3 equal to the number of interceptors. Every "1" rolled destroys one strategic bomber point. Half of the bomber casualties are applied to interceptors (rounded down).

Once destroyed bombers are removed, the survivors will damage industry and / or mineral resources.

**Each bomber point will cause one point of "industrial and logistical damage".** The attacked country will move the damage marker on the general track of the country from 1 to 10 as many spaces as damage points. **No more "industrial damage" will ever be assigned each turn than the country's industrial level.** The attacker can apply up to half of the excess damage points to mineral resources in range (rounded down). To do this, the "resource not available" marker will be placed on the affected area. The first damage will go to RMs, subsequent damage will be assigned to oil.

The country general track will show additional effects of the damage, such as loss of strategic movement and industrial capacity. These effects will be applied based on the industrial level as indicated on the board of each country, as indicated by the industry icon. When the damage marker reaches the current industrial level slot, no more damage can be applied.



*Example: If Germany is attacked with an industrial level of 4, the industrial damage cannot exceed box number 8. The German strategic move will be 3 (the current 7 minus 4) and the factories value to manufacture units will be 6 (the current 8 minus 2 indicated in box 7). See previous image.*

If the defender has active air units over the attacked country, he may apply an added interceptor roll for each fleet. Later they will become inactive.

If the Allied has active air fleets in the attack areas, it may negate an interceptor roll for each fleet, or add a bombardment point. Then they will become inactive.

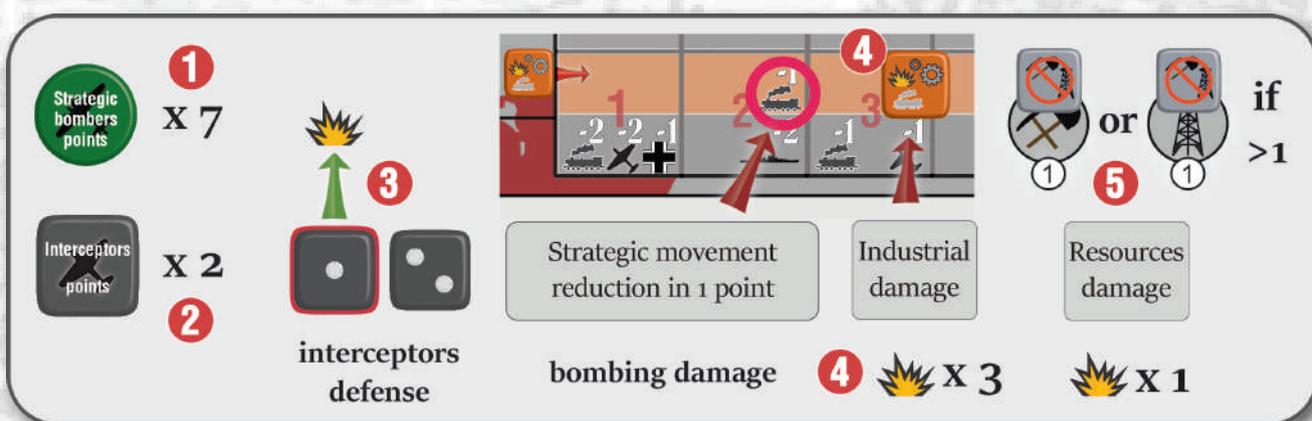
If the attacking Allied country has "Aerial Industry" completed, it will negate an additional intercept point and interceptor losses will round up.

If Germany develops "Jet Engines", it will apply an additional Interceptor roll and always round its casualties down.

Factory damage affects the build capacity of the turn.

*Example: Looking at the previous image. Germany is attacked at industrial level 4. Allied strategic bombers cause enough industrial damage to place the marker on box 8. Box 7 indicates 2 fewer points of factories. In the Economy phase, Germany will be able to build with 6 factories instead of 8 corresponding to industrial level 4.*

Damage to industry can be recovered in the economic phase by spending RM points. The damaged country will be able to spend as many points as its current industry level. Each RM spent recovers one point of



damage. Damaged mineral resources are recovered in the Administration phase of the next turn.

*Example: (see next image) Germany is attacked with 7 bombers ① and defends with 2 interceptors ②. Germany rolls a 1 and a 2 ③ (it has no “jet engines”) so the German player successfully destroys 1 bomber. No interceptor is destroyed (round down). After that Germany suffers 3 points of damage ④, since its industrial level is 3. Therefore those points are indicated in the general track, and the remaining points ⑤ are applied to any mineral resource within reach. We assume that the resources of Germany and France are in range, so the remaining damage (1 when rounding down) will apply to any of the areas with mineral resources.*

### 13.4. German attacking with air fleets

When Germany attacks the UK with air fleets, each fleet is equal to one strategic bomber point. UK can defend itself with active air fleets.

When Germany attacks France with air fleets, the Allied can defend itself with active Allied fleets in France.

Instead of rolling a d3 for each air fleet, an air combat is resolved. Any surviving units inflict one point of “industrial and logistical damage” to the UK or France.

## 14. Economic phase

After the Strategic War phase, all countries obtain resources (RMs and oil).

We will move oil reserves based on oil production according to the number of oil-producing areas or convoys of this type of resource that arrive in the

country. If the score reaches 10 it will not add more.

Italy does not produce oil initially, it must control an area of said resource or obtain oil from Germany via strategic movement.

During the economic phase, players will assign their action markers to the following options: Build, Upgrade Industry, and Technology Advances. Each will require spending an action marker on it.

### 14.1. Unit construction

Major countries will be able to build new units each turn by spending an action on the “Build” box. They may build any unit they have in their Force Pool.

*Exception: The United Kingdom may build one British and Commonwealth (each nation) units each turn.*

A major country has a reserve of initial forces that can be built during war (also while neutral). The country will have “starting” forces but reserves may increase depending on the scenario, technological advances or reinforcements.

Players will be able to build any available or previously destroyed units that are in the Force Pool. Once all units have been built, no more can be built unless there are new combat casualties.

All new units built in one turn must be placed in their home country. The naval units will be stationed in ports of their country.

The cost to build is detailed in the Build chart.

Certain units will require more or fewer factory points added to the RMs required to build them. The number of factories corresponding to each country is twice

the industrial level indicated by its marker.

Some units will be placed directly on the map as reinforcements while others will be placed on the turn table, depending on the number of turns required (*see naval or air fleets for example*).

The Allied player may also build War Materials convoys. This token will be used like any other convoy. If these convoys are not destroyed, the UK or USSR will be able to exchange them for one ground unit free of charge. The only requirement will be to have that unit in the Force Pool.

Only one elite unit can be built per turn.

Other units such as ASW points, submarines, strategic bombers, interceptors, fortresses, events or diplomatic efforts can be built. Some of them will be counted in the major country general track.

**Fortress construction:** fortresses can be built by all major countries with specific limitations:

- France can only upgrade the Maginot Line if the event is available and in play
- The USSR may build fortresses only in cities in the USSR
- Italy can only build the 2 level fortress of Ethiopia
- UK can only build any level in the metropolis of Great Britain or Tobruk with level 1
- Germany may build any level in any controlled area with a beach or in areas of Germany with a city

The USA is not allowed to build fortresses



#### **Diplomatic efforts and events:**

Both sides can buy diplomatic efforts to try to win allies among the neutral minor countries, as well as buy available events.

Only the UK and Germany have the option to buy diplomatic efforts.

The maximum number of diplomatic efforts that can be purchased is equal to the industrial level of the country.

Diplomatic efforts are represented by tokens with the flag of the target country. For example, if Germany wants to influence Romania, it will take the token with the Romanian flag. The allies will be the same but with a brown background.

Each minor country will cost 1 RM, and USSR or USA will cost 2 RMs (only available to the UK).

The maximum number of flags allowed in each purchase is 1 per target country.

At the same time that diplomatic efforts are purchased, some events can also be purchased. The cost of the event is also 1 RM.

Events and diplomatic efforts will be placed in the same opaque container.

**Play note:** Players must keep secret the diplomatic efforts that they have bought in this phase and in this case indicate only how many they put in the container at the end of the phase. This will improve the fog of war.

#### **14.2. Technological improvements**

The technology of a major country can be improved with the action of Technological Improvements. Each major country will have its tech tree available on its board. All upgrades require a specific industry level, the expenditure of an action chit and the RMs indicated with a red circle above each one.

Each country will have different advances. Such advances will be organized by groups or individually. Advances provide some benefits such as quality of troops, technology for air fleets, more advanced weapons or even the atomic bomb.

If the player plays this action, he will spend the RMs required by the selected upgrade once for each turn he performs the action. Note that he will be able to attempt more upgrades at the same time with a single action if he has the RMs available.

Each attempt to advance in the upgrade is paid for

by reducing the reserves of available RMs from the general track of the country, and subsequently a d10 die is rolled.

Depending on the industrial level of the country, one result or another will be obtained as shown in the Industrial/Technological Improvement chart.

After rolling the dice, we will look at the table and cross the industrial level with the roll of the dice, applying the result obtained as % improvement, which will be marked on the general track with the technology marker.

Once the technology token reaches the last space (10), the upgrade will be completed and the advantage described on the country board will be applied immediately.



### 14.3. Industrial improvement

A major country has an initial industrial level value depending on the scenario. Its level can be improved with a player action. For the Campaign game the initial values are marked with a green dot.

The player can use this action once per turn. Note that once a specific level is reached, the player will only be able to improve it again once all the required technological advances of that level are completed, as described on each country board.

To upgrade the industrial level, the player will pay 1 RM and spend an action in the "Industrial Improvement" space. After that, he will roll a d10 die and follow the same procedure described for technological improvements.

You will mark the progress with the industry "in progress" token as indicated on the playbook back.

Once the upgrade has been completed, the next level will allow the country new technological advances. On the other hand, the new level will also grant new strategic movement values and perhaps some new action marker or added RMs production.

Newly purchased markers can be used as soon as they are obtained.

If a major country does not improve the industry, it will not be able to acquire new technological improvements and vice versa.

## 15. Events and diplomacy phase

The last phase of the turn is the diplomatic phase. In this phase, some or no diplomatic efforts or events purchased in the economic phase will be revealed when they are removed from the opaque container.

Players purchase events and diplomatic efforts, but the opaque container also contains "No Event" markers. The number of markers that are placed in the container depends on the year in play.

Next to the turn table there is a number indicating the number of markers to be placed in the container. New markers will be added when necessary.

So for example, initially in 1939 there are 2 markers placed on the container. When 1941 begins, 3 "No event" markers are indicated, so a new one will be added.



The number of tokens drawn each turn from the container is indicated next to the diplomatic table depending on the "No event" markers in play.

*Example: it is 1939 and just 2 "No event" tokens are in play, so just 2 chits are drawn from the Diplomacy container. Later in the game, 1941 starts and the Turn track states that 3 "No event" tokens have to be in play. As we get the third token from the availables next to the Diplomacy table, the "3" space on the "Chits to draw" is free and visible, so we will draw 3 chits each turn in 1940.*

To resolve the diplomatic phase, proceed by extracting the indicated number of chits.

If a "No event" is extracted, it will be placed back in the container in the next Administration phase.

If a flag is drawn from a country at war, conquered, already on a side or deactivated, its flag will be placed on one side and another will be drawn in its place until the total number of chits to be drawn is completed.

Note that the number of chits to be drawn can be events or diplomatic flags.

Events are resolved as specified in the Playbook and diplomatic flags will move the country's War Status marker as many spaces as flags are drawn.

Once a minor country reaches a space that changes its diplomatic status, this change will take effect immediately. In some cases it will mean the permanent neutrality of the country or it may join itself with Allies or Axis.

*Example: two diplomatic tokens have been extracted, one Allied to influence the USA, and one Axis to influence Romania. Therefore, each of these flags will advance one position towards Allied or Axis allegiance.*

*If the USA flag reaches the USA action space on next turns, the Allied will gain one USA action chit to use starting next turn.*

*On the Axis side, with the Romanian flag in the current space, the Axis player will gather Romanian oil resources for free starting next turn. If the Allies have diplomatic success in any following turn with Romania, they will be able to negate the oil resources to the Axis player, by moving the Romania flag to the previous position.*

Chits to draw	U.S.A.	U.S.S.R.	Turkey	Spain	Minor Pro-Axis	Minor Neutrals	Vichy France
2							
No effect			Permanently Neutral	Permanently Neutral	Permanently Neutral		Permanently Disabled
No effect							
No effect							When created

DIPLOMACY CHART

← Allied friendly (free access)

← Axis friendly (free access)

No return spaces

Certain events move the diplomatic status of the USSR or the USA towards the state of war as indicated in the Diplomatic events table. Likewise, some events will affect some minor countries.

These changes will be applied at the end of the diplomatic phase.



## 16. Victory

Victory conditions are checked at the end of the scenario or at the end of any turn. Each scenario has its own victory conditions.

## 17. Credits

**Game design:** Gonzalo Santacruz

**Art:** Game art by Gonzalo Santacruz and gamebox picture by Lidia Santacruz

**Rules review:** "Santi", Dave Deitch, John Durkee, Raknomyai and other volunteers

**Testing:** Miguel Santacruz, Sergio López, Philippe Thibaut, Angel Agüeras, Dave Deitch, Arnaldo, Eduardo, Schluiffen and other friends and volunteers that helped a lot...

**Images:** All historical images come from the National Archive: <https://www.archives.gov/>

We want to thank the help and support of all the people who have collaborated in the project in one way or another. Without all of you it would not have been possible to make it happen!

Gonzalo Santacruz

© Headquarter





© HQ Wargames 2021  
[www.hqwargames.com](http://www.hqwargames.com)

