



Strategic bombing:

1. Axis interceptor roll d3 equal to interceptor points.
2. Each "1" result is a destroyed strategic bomber point
3. Half bomber losses are interceptor losses (rounding down)
3. Each surviving bomber will cause an "industrial damage" not > than Industry Level
4. Excess damage is applied to resources within range
5. Active defender air fleets apply an additional roll, then go Inactive
6. Active attacker air fleets negate one interceptor roll or are added as bomber, then go Inactive.

Allied "Aerial Industry" negates one interceptor roll and destroy interceptor points rounding up.

Germany "Jet Planes" apply an additional die roll and interceptor losses are always rounded down.

Naval combat:

1. Both sides fire for each present fleet in a fire round
2. Apply national modifiers to reduce die roll numbers (Fr, It & neutr.)
3. Each "1" in the die is a hit. Two hits destroy a unit
4. No unit can be destroyed before all present fleets are damaged
5. Repeat a new fire round if no side retreats
6. Half of the damaged fleets (rounding down) will be out for a number of turns determined by a d3 roll. The rest of the fleets, damaged or not, will return to friendly port

France and Italy initially have negative effects in naval combat, see specific effects on their country board

For Carrier battles and sorties rules refer to the playbook as this rules are optional

Submarine attacks:

1. The Allied side rolls for ASW detection a d10 based on ASW % and naval fleets present in the sea box. Add +10% for each sub if more than 1 are present
2. If detection happens, the Allied side rolls a d10 for ASW attack. If d10 > 5 destroys a submarine point
3. The Axis side rolls one d3 for each submarine attack group. A convoy will be destroyed on a roll of "1". If "U-Boats" technology is developed and 2 or more submarines are attacking, apply a -1 drm for the attack group
4. UK takes one "Industrial and logistical damage" point for each 2 destroyed convoys inside the "To UK" box

Arctic interception/attacks:

Interceptor	Winter/Autumn	Other seasons
Enemy naval units located with		
Naval fleet (*)	d10 < 2	d10 < 3
Carrier fleet (*)	d10 < 3	d10 < 4
Air fleet	d10 < 3	d10 < 4

*(-1 drm if air units present in Norway)

Game dice:

Axis Regular Axis Elite

Allied Regular Allied Elite

Technological and Industrial Improvements
ASW and limited offensives

Weather effects:

(not in Africa)

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

Au → Max 1 exploit -2 drm

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

Diplomatic events:

France surrenders:

1 up U.S.A. and U.S.S.R.

UK surrenders:

2 up U.S.A.

USSR invaded:

1 up U.S.A. and 1 down all Minor Pro-Axis

Balkan country invaded by Germany:

1 up U.S.S.R. and 1 down all Minor Pro-Axis

Two minor Pro-Axis join Axis:

1 up U.S.S.R. and 1 down Yugoslavia

Ribbentrop-Molotov pact not signed:

1 up U.S.S.R.

Autumn 1941, Japan attacks U.S.A.:

1 up U.S.A.

U.S.S.R. declares Winter War on Finland:

1 down Finland

Each winter diplomacy phase:

1 up U.S.A.

Allied attacks neutral country:

1 down U.S.A. (exception Winter War on Finland)

Axis adjacent to Leningrad:

1 down Finland

(*) - Diplomacy Table: Possible Yugoslavia coup, roll 1d3; 2 or 3 Yugoslavia goes to "Allied friendly" space

Diplomatic cost: **1 RM any minor country, 2 RM USSR or USA**