



The World at War
EUROPE

Playbook

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Headquarter

Content index:

1. Scenarios	2
2. Campaigns	2
3. Special and optional rules	4
4. Glossary	5
5. Some design notes	6
6. Player notes	7
7. Extended example of play	8

1. Scenarios

The game provides some learning scenarios to make the learning curve easy. Each of the scenarios will allow the players to advance learning some additional rules.

There are the following scenarios:



1.1. Learning scenario - The Poland Invasion

Historical context: September 1st 1939. Germany attacks Poland. The World War 2 just started. The operation was known as Fall Weiss. The fight lasted until October 6th of same year. Some Polish soldiers escaped to other fronts to continue fighting against the Germans.

This scenario is proposed to learn the basic rules such as movement and combat, that's all. In this scenario the player can forget the following rules: Diplomacy, Research, Industry, Unit construction, Naval rules and Strategic Warfare.

Sides: One player plays Germany and the other player plays Poland.

Special rules: as an exception, don't apply the Fall effect on combats. Play the turn as in Spring/Summer.

Map: Just use Poland and Germany areas.



Length and deployment: The game lasts only one Operational phase, and it starts on Autumn 1939 turn on the German Offensives phase. Poland deploys first.

Victory conditions: The German player wins if he controls Warsaw by the end of the turn. Any other result is a Polish win.

GERMANY

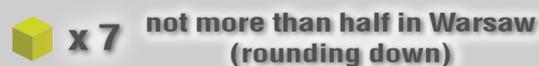
at start units:



Germany country board is not used in this scenario.

POLAND

at start units:





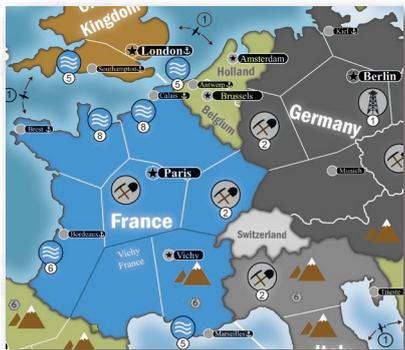
1.2. France 1940

Historical context: *The Battle for France was known by the Germans as Fall Gelb. It was a battle against France, Belgium, Luxemburg and Netherlands. It lasted since May 10th to June 25th in 1940. France was helped by the UK with their British Expeditionary Force but they were lately defeated at Dunkirk. The Maginot Line didn't helped the French army to defend their frontiers as the Blitzkrieg rushed through Belgium fields towards the heart of France.*

This scenario is proposed to increase the player knowledge with the game rules, with unit building, air combat and strategic movement. In this scenario the player can forget the following rules: Naval rules, *oil rules*, Industry and Strategic Warfare, or Diplomacy. Optionally Research rules can be used if players want to use France Option "A" deployment.

Sides: One player plays Germany and Italy, and the other player plays the UK and France.

Map: Just Low Countries, UK, France, Germany and Italy areas are used for this scenario. Germany counts with all his resources in homeland areas plus one from Poland.



Length and deployment: The game lasts only two turns, and it starts on Spring 1940 with German Offensive phase. Allied player deploys first.

Victory conditions: The German player wins if he controls Paris by the end of the scenario. If he wins on the first turn that's a German Decisive Victory, on the second turn it's a German

Strategic Victory, but if France stands against the Axis, then is an Allied victory.

Special rules: The Allied player doesn't use the UK country board. UK actions are not used. Oil reserves rules are not applied. France has two deployment options to choose. Paris garrison cannot move if not adjacent to German units.

GERMANY

at start units:

 x 5
  x 13
  x 1
 x 2 in Kiel
  München
 Next to Belgium

allowable builds:

 x 17

3 actions, Ribbentrop Molotov pact in play, Industry Level 3, 6 SM points.

Germany controls Poland.

ITALY

at start units:

 x 1
  x 4

allowable builds:

 x 1
  x 8

1 action, Industry Level 1, 3 SM points.

FRANCE

at start units:

Option "A"

 x 2  x 3  x 12

 **Strasburg** **Garrisons:**
1 Paris

At least 3 units in the Maginot Line area and 1 in Paris and "Army Modernization" improvement is in progress at 60%.

Option "B"

 x 2  x 3  x 16

 **Strasburg** **Garrisons:**
1 Paris

At least 3 units in the Maginot Line area and 1 in Paris. No improvement "in Progress"

allowable builds:

Option "A"  x 4

Option "B"  x 0

France has 2 actions, Industrial Level 2, Strategic Movement 3 and Strasburg fortress level 4, next to Germany. The rest of markers are not used in this scenario.

UNITED KINGDOM

at start units:

 x 2  x 6  x 3

2 units in Calais in France
and 1 unit in UK

MINOR ALLIES

at start units:

Belgium **Netherlands**

 x 2  x 1

1.3. Barbarossa 1941



Historical context: Operation Barbarossa was the name for the invasion of the USSR in 1941. It started in June 22nd 1941. Germany crushed the unprepared soviet forces which lose great amount of troops and terrain in short time. By December, the German forces were at the gates of Moscow where they had to fight against the Russian Winter "general". They were unable to beat the Red Army at that time and the war in the east lasted for four more years until the fall of Berlin.

This scenario continues with the rules learned with the Poland and France scenarios but adding some rules giving the players the option to increase the strategic view of the game.

Sides: One player plays Germany and minor Axis allies and the other plays the USSR.

Map: Use Poland, East Prussia, Hungary, Romania, Baltic States, Finland and all the USSR areas. The Finish "Winter War", Bessarabia, East Poland and Baltic Stares areas are controlled by the USSR player.



Length and deployment: The game lasts three turns, starts in Summer 1941 with German Offensive phase, and lasts until

the end of the next Winter turn. Soviet player deploys first.

Victory conditions: The German player wins with Decisive Victory if he surrenders the USSR by controlling Moscow, Leningrad and Sevastopol cities by the end of the last turn. The German player wins with Tactical Victory if he controls Leningrad and Moscow.

If these conditions are not met then the USSR player wins the game.

Special rules: During the Winter turn the following effects will apply (use the marker on the calendar to remember it):

Only -2drm exploit allowed

Air fleets could only support at 1 area range

On the Winter Allied turn, the USSR player receives the Siberian reinforcements defined in the USSR country board (1 Air fleet, 1 elite unit and 3 ground units).

The Italian unit can be built as any other German unit with Germany RMs, as Italy country board is not in play in this scenario. Italian unit is deployed in Hungary. The German economy produces 7 RMs each turn (the rest is supposed to be used for other theaters, industry improvement, etc...but not for the USSR invasion. The USSR economy works as in the Campaign scenario.

Finish units cannot attack USSR units until any German unit is adjacent to Leningrad area.

Germany Production: count with Germany free "Build" action on the Economy Phase. Germany can spend up to 6 RMs on his units. Remember, just one Elite unit can be built each turn.

GERMANY

at start units:



Air fleet x 5 **Ground units** x 23 **Elite units** x 3

Finland x 4 **Hungary** x 2 **Romania** x 6

1 in Helsinki 1 in Budapest 1 in Bucarest

At least one German unit on each area adjacent to USSR controlled areas

allowable builds:



x 2 x 2 x 1

Germany has 3 actions (the 4th action is supposed to be used on other theaters or tasks during the turn), Industry level 4, 6 SM points (the 7th point is used on the rest of the map). Oil reserves are not used nor technological improvements. Discard the rest of not mentioned markers.

USSR

at start units:



Air fleet x 2 **Fortress** x 2 **Sevastopol** **Red cube** x 18

Leningrad

Garrisons:
1 Sevastopol, 1 Kiev, 1 Leningrad and 2 in Moscow

Garrison units cannot move until adjacent to German units.

Ground units deployed within the USSR territories (including East Poland, Baltic States and Bessarabia). At least 2 units in each area adjacent to German Poland controlled areas.

allowable builds:



x 12

Siberian forces:



x 1 x 3 x 1

Arrive as reinforcements starting Admin phase of Winter turn.

The USSR player can build fortress counters or upgrade the existing.

2 actions, Industry level 3, 6 SM points, improvements not used. 7 RMs on the General Track.

USSR has 2 actions, Industrial Level 3, Strategic Movement, 6, 7 RMs in the general track. The industrial/technological improvements are not used, nor the oil reserves rules. Optionally you can play with Partisans.

2. Campaigns

2.1. Overlord - 1944 campaign game



Historical context: June 1944, the Allied forces were determined to launch a major offensive to invade France. At the same time the Red Army was launching its Summer offensive called Operation Bagration which destroyed the German Army Group Center on the East Front. The Allies invaded by Normandy where they were not expected by Hitler and after a hard fight, by mid August the Allied forces finally broke the German defenses and advanced towards Paris. Although the war was not going to finish by Christmas.

This scenario is a short campaign game covering the end of the war. It starts with the landings at Normandy and Operation Bagration in June 1944 to the end of the war (May 1945 or later).

Sides: One player or team plays Germany and the other player or team plays the Allied powers (USA, UK and USSR).

Map: The scenario uses the whole map.



Length and deployment: The game length depends on the war outcome; it starts in Summer 1944 and can last until Spring 1945 or sooner if certain victory conditions are met. Game starts with the Allied Tactical Movement phase. The German player deploys first.

Victory conditions: The Allied player wins if Germany surrenders at the end of any turn previous to Spring 1945. Any other result is a German minor victory (in any case it's supposed they lost the war at the end).

Special Rules: Italy has surrendered and no units are on the map. Italian resources (place a 1RM marker) are under German control. Skip the Diplomacy phase as all the countries are at war, defeated or permanent neutral (Spain and Turkey). The Allied or USSR partisans can be placed on the initial deployment.

Design Note: even though Finland didn't surrender to the USSR until September 1944 (little time after the scenario start date), the design assumes that the "Continuation War" was finished by the time of this scenario just for simplicity. For the same reason some front line areas have been placed into German control, as Rome which was captured by the Allies starting June.

The German occupied territories are Germany, France, Low Countries, north and Rome areas of Italy, Denmark, Norway, Hungary, Yugoslavia, Romania, Greece, Bulgaria and USSR area north of marsh area.

GERMANY

at start units:

 x 4	 x 38	1 in Norway and each of the fortified areas or frontline areas, the rest freely within German controlled areas
 x 2	 x 5	
in Kiel	 Rome	 x 5
Hungary	 Marseille	
 x 3	 Bourdeaux	 x 4
1 in Budapest	 Brest	
Romanie	 Calais	Bulgaria
 x 5	 Antwerp	 x 1
1 in Bucarest		in Sofia

allowable builds:

 x 2
  x 1
  x 2
  x 2

Germany has 5 actions, Industrial Level 5, 6 SM points (due to industrial damage), Rockets at 60%, the rest of technological improvements completed but the Atomic Bomb and Carriers, 4 Industrial damage points and 7 oil reserves.

allowable builds:

 x 9

USSR has 3 actions, Industrial Level 5, 8 SM points, Oil reserves 8, all technological improvements completed but Strategic Bombers. resources near Kiev halved. Discard Russian Winter marker.

UNITED KINGDOM

at start units:

 x 3
  x 8
 2 carriers
 2 fleet in Med.

 x 6
 1 in Italy, 1 Sicily and the rest UK

 x 1
  x 1
 in Italy

 x 1
  x 1
  x 1
 in UK

 x 6
  x 2
 


allowable builds:

 x 1
  x 3
  x 1
  x 1

Persian Route opened, oil available in Persia/Iraq.

United Kingdom has 3 actions, Industrial Level 4, 7 SM points, 10 oil reserves, all technological improvements but Aerial Industry. 1 Industrial damage point. All event markers are discarded.

USA

at start units:

 x 4
  x 6
 2 Carriers
 2 fleets in Med.

 x 14
 3 in Italy and 4 in Sicily,
 the rest in UK

 x 2
 in UK and Sicily

 x 4
  x 4

allowable builds:

 x 1
  x 2
  x 3

USA has 4 actions, Industrial Level 5, 8 SM points, all technological improvements completed but Atomic Bomb and Rockets (at 20%).

2.2. Full campaign game

**WORLD WAR II
EUROPEAN
THEATER**



Historical context: The World War 2 in Europe lasted from September 1st 1939 to May 8th 1945. During the war Germany invaded most of Europe and just UK was able to defeat them in the air during the Battle of Britain. Later the Germans attacked the USSR where they had initial

great success but were unable to finish the war in the East before the USA joined the Allied side. Ending 1942, after the battles of Stalingrad and El Alamein, the winds of war changed against the Axis, but the war still lasted more than two years.

This campaign scenario is the complete game covering all the rules in the game. It covers the whole Europe war from September 1939 to the end of the war (May 1945 or later if the game lasts more than the historical one).

Sides: One player or team plays Germany, Italy and their allies and the other player or team plays the Allied powers (UK, France, USSR and USA) and their allies.

Map: The scenario uses the whole map.



Length and deployment: The game length depends on the war outcome; it starts on Autumn 1939 and can last until Spring 1945 or certain victory conditions are met. Game starts in the German Offensives phase. Allied player deploys first.

Victory conditions: The Allied player obtains a major victory if he controls Berlin by the end of any game turn. The German player obtains automatic major victory if he surrenders France and UK, and the USSR is not in the war by the end of any game turn; or if he surrenders France and the USSR; or if he surrenders France and additionally he controls Iraq oil resources and the Allied doesn't control any area in Africa nor in Middle East, then peace can be offered to the Allied player giving a Strategic Victory to Germany. The USSR surrenders if Moscow, Leningrad and Stalingrad are controlled by Germany on any turn. Any other result by the end of Summer 1945 is German minor victory.

Special rules: As an exception, Fall effect on combats is not applied during the first Fall turn in 1939. Play the turn as Spring or Summer. Finland, Romania and Hungary, as minor Axis allies are the only ones allowed to invade the USSR and they are limited by the grey lines on the map that limit their

movement.

GERMANY

at start units

 x 4
  x 16
 2 maximum can be deployed in East Prussia, 4 units must be deployed in the French front
 x 2
 Submarine points x 1
 München
 Next to Belgium
 in Kiel

allowable builds:

 x 1
  x 18
 6 more added on Spring 1943
 x 1
  x 1

Industry Level 3, 6 SM points, 10 oil reserves and 3 available actions. Place the following markers inside Germany Force Pool: Irak revolt event, Ribbentrop-Molotov pact, Industry "In progress" and Interceptor points. The rest of the units and markers are placed aside out of the mapboard. Industrial Damage or Raw Materials set to 0.

ITALY

at start units:

 x 1
 x 4 in Tarento
 x 7
 3 in Lybia, 1 permanent garrison in Rome and 1 garrison in Albania - see Italo Greek War event -
 Ethiopia
 x 1
 Tobruk

allowable builds:

 x 1
 x 1
 x 7

Industry Level 1, 3 SM points, 7 oil reserves and 1 available action. Place the following markers inside Italy Force Pool: Industry "In progress" and Interceptor Points. The rest of units and markers are placed out of the map. Industrial Damage and Raw Materials set to 0.

POLAND

at start units:

 x 7 **not more than half in Warsaw (rounding down)**

FRANCE

at start units:

 x 2  x 3  x 12

 **Strasburg (with 3 units)** **Garrisons: 1 Paris, 1 Tunis and 1 in Levant**

allowable builds:

 x 6

France has 2 actions, Industry Level 2, 3 Strategic Movement 3 and Oil Reserves 10. Place the Industry “In progress” marker inside France Force Pool.

UNITED KINGDOM

at start units:

 x 2 **1 in Egypt**  x 6 **1 carrier**

 x 4 **2 in UK, 1 in Egypt and 1 in Transjordan Palestine**

allowable builds:

 x 1  x 3 **1 carrier**  x 1

United Kingdom has 2 actions, Industry Level 2, Strategic Movement 3 and 10 Oil Reserves. Caribbean Oil available to buy. Place the following markers in United Kingdom Force Pool: Industry “In progress”, ASW points, Strategic Bomber points, Persian route, Italo-Greek war event and Yugoslavian coup, until they can be used by the Allied player. The rest of markers out of the mapboard. Industrial Damage and Raw Materials are set to 0.

Place one convoy marker on each Commonwealth box with such type of resource, visible on the map. *Example, RM convoy in Canada.*

Add the following units to force pools by date:

- Spring 1940: 3 Commonwealth units to build in: India/South Africa and Australia (one for each force pool)
- Spring 1941: 1 Canadian unit and 1 UK unit
- Spring 1942: 1 Indian unit and 1 UK unit
- Spring 1943: 1 UK unit, 1 Free French if France has fallen.
- Spring 1944: 1 UK unit

Add Partisan markers to the Force Pool as soon as  for Yugoslavia surrender to the Axis side.

USSR

at start units:

 x 2  x 2 **1 in Sevastopol and 1 in Leningrad**

 x 15 **Garrisons: 2 Moscow 1 Leningrad 1 Kiev 1 Sevastopol**  **Sevastopol**

USSR has 1 action, Industry Level 2 and Strategic Movement 4. Place the other in the “WAR” box in the Diplomatic chart. Reserve the Strategic Bomber marker until they become available through technological improvements. The 2 Partisan units will be available as soon as any USSR area are under Axis control. Reserve Russian Winter marker until the rules applies.

allowable builds:

 x 15

USA



at start units:



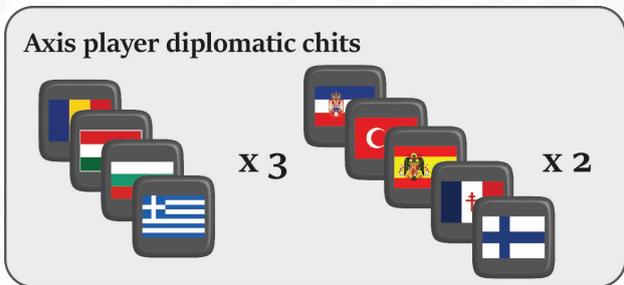
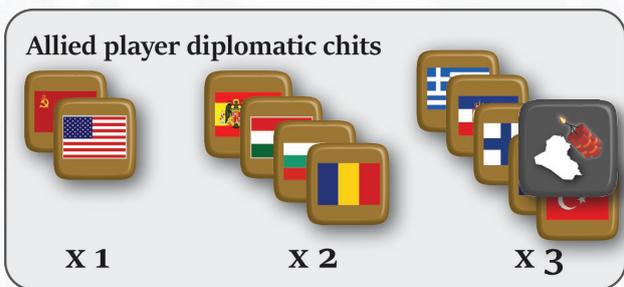
allowable builds (starting 1942):



USA has 0 actions while inactive, Industry Level 3 and Strategic Movement 4. Place one in the “aid to UK” and the other in the “WAR” box in the Diplomatic chart.

Reserve the Strategic Bomber points marker until available through Technologic Improvement.

Diplomatic setup: Place all the minor and major countries in the Diplomacy chart as described on it in the map. Following that, place 2 “No effect” chits inside an opaque cup used for the Diplomacy. The rest of the “No effect” chits are placed to the left of the Diplomacy chart on the “Chits to draw” track, one on each of the last two spaces. Following that draw the following diplomacy markers to each player (more chits are included in the game as optional):



3. Special and Optional rules

The basic rules that form the Rulebook are improved with the following special rules described in the Playbook. The following rules give more historic detail or improve the game play.

3.1. Anglo - French cooperation

The UK air fleets can only be used to support combats with French forces if there are also UK ground units present. UK units cannot stay in Paris alone.

3.2. Atomic bomb

The atomic bomb is the latest and greater strategic weapon that can be researched by some major countries. To be able to research the A-Bomb improvement the allowed major country needs to have completed some of the previous improvements. Such improvements are linked to the A-Bomb by a line and are required. If the required improvement is not completed, then that major country will not be allowed to research the A-Bomb.

Once a major country has completed the A-Bomb he is allowed to buy one of them in the Economy phase with an available action. That means that if a major country completes the A-Bomb with some free actions remaining, he can place such action in the “Build” action place to build an A-Bomb. Of course he will need the required Industry Level and the RMs to do it.

Once a player has built an A-Bomb he can use it against any enemy map area. The objective area must be at Strategic Bomber range or within Air Fleet range. The A-Bomb attack spends an action as an Offensive operation.

The attack results and effects are the following:

- if resources are present in the area, one is destroyed permanently, attacker choose
- if air, naval or ground units are present in attacked by the A-bomb, the attacker selects what are destroyed: one naval or air, or two ground units (or regular).



3.3. Caribbean oil

The Allied player can buy or activate the Caribbean oil marker by paying 1 RM on the Diplomacy phase. Once done, he can use the oil convoy marker **during the on-going turn like with any other convoy marker. In future turns their use will depend on if the Axis sink or not the convoy.**

If it's sunk, United Kingdom will have to buy it again on next turn by paying 1 RM.

3.4. German Invasion of Spain



If Germany invades Spain before the German Minor Allies (Romania, Hungary and Bulgaria) join the Axis, then the Allied player places one of each of these countries diplomatic effort (if neutral) in the Diplomacy opaque cup.



3.5. Gibraltar & Malta

Gibraltar and Malta fortress can only be attacked by 1 ground unit either from a sea invasion (or from Spain if Gibraltar). This exception doesn't apply to elite units, which can be added as always. Both islands have an intrinsic fortress (defense) value of 1.

Meanwhile Gibraltar is Allied controlled no Italian naval fleet can exit the Mediterranean sea.

3.6. Iraq revolt

If at any time the German player wants to play the Iraq revolt event, some requirements must be met to use it.

- Iraq capital must be free of Allied units
- Iraq oil wells must be occupied by the Allied player (mandatory to be used by UK)
- Germany must spend 1 RM to play the event

Once bought, place the event marker on the Diplomacy & Events opaque cup. This event can be bought just once in the game.

If the event enters play with Levant as Vichy France, then one minor Axis cube is placed on Baghdad.

If the event is drawn from the cup the Allied player cannot use the Iraqi oil resources until Baghdad is occupied by Allied units.

As soon as the Allied player occupies Baghdad using an Operation (mandatory even if empty), the Iraq Revolt event finishes for the rest of the game.

Iraq is a limited supply source for Axis forces. If the revolt has not been already played, once one Axis unit enters Iraq, one Iraq minor Axis unit is deployed on Bagdad.

3.7. Italian Ethiopia

The Italian player starts the game controlling his african colony. The game starts with one white ground unit representing the colonial army.

The Italian player can buy fortresses up to level 2 in order to block the Red Sea movements by any enemy naval units. Therefore if the fortification is built, the Allied player will not be allowed to move units through the Red Sea to Egypt via Strategic Redeployment. This fortress can be built just after Italy declares war on the Allies.

In such a situation the Allied player needs to occupy the Italian Ethiopia and that way destroy the fortress. Note that this fortress affects just the Strategic Redeployment but not to any combat on the Ethiopia area. **As soon as the Allied capture Ethiopia the fortress is destroyed.**

Offensives are allowed between Egypt and UK territories on Ethiopian box. Although tactical movement is not allowed, just Strategic Redeployment.



3.8. Italo - Greek war

The Allied player can buy this event to force Italy to start the war with Greece. Once the event is in play Greece is at war with Italy and the Allied side can move Greek units against Italy (note that this event do not changes Greece to the Allied side nor Italy goes into the war with Allies).

Note that this event doesn't change Greece to the Allied side, but move Greece diplomatic status marker one position towards the Allied side.

Italian garrison in Albania is now fully activated and Italy must spend one action on Operation against Greece from

Albany. If Italy loses or draws the combat it will not continue the offensive into Greece, but if it wins it must keep attacking. Apply the same in the following turns.

3.9. Leningrad & Moscow captured

The first turn that Leningrad or Moscow cities are not controlled by the USSR, on the Economic phase the USSR loses one 1RM and 1 Factory production point for each city in such situation. This is a one time effect.

3.10. Minor countries forces

Spain: 7 - 1 Naval (damaged), Turkey: 7 - 1 Naval (damaged), Greece: 2, Norway: 1, Belgium: 2, Netherlands: 1, Yugoslavia: 3, Poland: 7, Finland: 4, Romania: 6, Hungary: 3 and Bulgaria: 2.

When deploying minor countries, half of the forces (rounding up) can be deployed on their capital city area.

Minor countries not allied in either side but at war with any Major country (Example: Finland at war with USSR with Winter War or Greece at war with Italy but neutral), can rebuild one unit per turn, without exceeding their initial forces.

Note: Spanish or Turkish fleets are represented with a “damaged” fleet unit to represent less capable naval units. Is the only case in which a “damaged” unit it’s on the map



3.11. Partisans

The Allied or USSR player can buy Western Partisans or Soviet Partisans chits. It costs 1 RM to the buying major country for each counter bought. Just one counter can be bought each turn and only if counters are available on the UK or USSR Force Pools.

The partisan unit is placed on the map at the end of the Economic phase. **Only one marker per area.** The soviet partisan can be placed in any USSR area and West partisans in any area in France or Yugoslavia.

If the area contains enemy ground units, one of those units is placed on the marker and cannot participate in any combat nor move from there. In case of combat retreat, that unit also

retreats. No Strategic Redeployment movement can be done through areas occupied by partisans.

Air fleets cannot be alone in partisan occupied areas friendly units.



Partisan units are eliminated from the map at the end of the Strategic Warfare phase if there are enemy unit over it.

If no enemy unit is on the partisan marker, the Axis player loses whatever resources are available in that area.

The Allied player can remove partisan counters from the map if desired or move them to an adjacent occupied area within the same country. This removal or movement is done at the end of the Operational phase.

3.12. Russo-Finish Winter war

The same turn that the USSR occupies the Eastern part of Poland and the Baltic States, it can declare the Winter War against Finland, **even this possibility is independent on the Ribbentrop-Molotov pact.**

The USSR in such a case will have one turn to occupy the marked area in Finland territory without affecting the Diplomacy chart (this case does not affect the USA position). If one Operation attack is won, then Finland offers peace to the USSR and the USSR adds that “Winter War” map area to the USSR territory. If the combat result is a Finnish won then the USSR fails, then the USSR fails the Winter War and will not have another possibility to invade Finland unless Finland is the Axis later.



If the USSR wins the first turn Operation and Finish peace offer is not accepted, then he will be allowed to continue the invasion of Finland but this will imply a 1 space to the left to USA War Status marker (use the back side if on the initial space).

In any case, move the Finland diplomacy marker one space towards the Axis side.

Finish forces don't receive the -1 drm (as the rest of minor countries) when fighting in Finland. This rule applies always, not only in the Winter War.

3.13. Russian Winter

The first Winter in which the USSR is at war against the Axis, the following effects will apply (use the marker on the calendar to remember it):

- Only -2drmm exploit allowed
- Air fleets could only support at 1 area range

3.14. Surrender of Italy

The Italian regime collapses and Italy surrenders if the Allied side controls the areas described in either of these two cases:

- Sicily and one area of the Italian homeland are under Allied control.
- Industrial area of Milan and Rome

All Italian units on the map and their force pool reserves are removed from the game, except for a d3-1 result, which remains in play as friendly German ground forces. For naval fleets the same procedure applies but with a result of d3-1 the result is the number of fleets left in play. If the number of surviving units prior the surrender are less than the result of the roll, only the surviving units continue the game. This rule does not affect air fleets, which are removed. The possible raw materials accumulated by Italy are lost.

The German side can use those units freely but cannot rebuild any of them. Once eliminated in combat any unit is eliminated for the rest of the game.

Half of the Italian resources are available for the German side. Use resource markers to adjust it on the map.

3.15. Surrender of Minor Axis countries

The minor Axis countries that fight with the Axis player but later are conquered by the Allied side surrender and remove all their remaining units on map.

Eliminate all his forces from the Axis force pool and from the map, with priority over minor Axis units in the areas of this country (*See section 3.10 to calculate*).



3.16. Sweden resources

Sweden resources are sent to Germany via the Baltic Sea each turn but the Winter turns. If Germany controls Norway and the Narvik area the resources can reach Germany through the North Sea.

The Allied player can block these resources on Winter turns if he controls Narvik or if he blocks any North Sea marine area with naval or air fleets during the Naval Interdiction phase.

3.17. USA - United Kingdom cooperation

If USA and UK ground units join in the same offensive, both spend one Offensive chit.



When the USA starts aiding the UK (when it gets an action chit on the Diplomacy chart), just one convoy can be sent to the UK. Next spaces on the Diplomacy chart indicate how many convoys are allowed each turn. Once the USA enters the war, it will be allowed to send any number of convoy counters up to their Strategic Movement capacity (and counters provided by the game).

3.18. UK off-map Pacific colonies garrisons

The United Kingdom starts the game with resources marked on the Asia/India Commonwealth off-map box. One oil resource and one raw material.

The UK can keep units there to avoid resource losses by Japanese attacks when Japan enters the war. These units can be removed via Strategic Redeployment at any time, but if they are not present on the resources box when Japan enters the war, then the UK can lose the resources.

Each turn marked with a Japanese flag means that the German player must roll for the Japanese effect on UK forces/resources in the Pacific. If an Allied unit is present apply a +1 to the die roll (*unique modifier*). The German player must roll a d3 die, if a modified "1" or "2" is rolled the Allied player must apply the damage in this order: first to fleets then ground units, if not, over one resource (first the Oil).

So if only one ground unit is on the box and a "1" is rolled, it will destroy the unit to the Force Pool. If a naval unit is present and a "1" is rolled the naval fleet becomes damaged (before than the ground unit) and the Allied player will roll a d3 to know the numer of turns damaged. After that, the fleet will

return as reinforcement.

If the Oil resource is damaged, then the Allied player will not be allowed to place troops inside that part of the box (mark it with an Axis Control marker).

India resources can be recovered if Allied troops are present and a “3” is rolled.

This roll is applied until Japanese flag is not present on the turn space. The first turn a -1 drm is applied.

3.19. Vichy France

The Vichy France state is created once France is surrendered to Germany. Read the following procedure:

Add one diplomatic chit to the diplomatic cup for each of the Balkan Minor countries friendly to Germany: Romania, Hungary and Bulgaria.

Roll the die for the colonies as described on the France board. After that reduce the French army.

One third of current French forces form the Vichy France force. The naval fleets will stay on those ports where they are unless deployed on France Atlantic ports, in which case they are moved to Marseille. The 2 fixed French garrison units initially present in their colonies (Levant and Magreb) will stay there in case those territories become Vichy controlled, being eliminated in other case. The Allied player also keeps one of the French forces as Free France unit and will be added to United Kingdom Force Pool as reinforcement in 1943.

Destroyed French forces will not become part of Vichy Force Pool. If France would be later liberated/reconquered by the Allied player during the game, France is not restored as major country and their resources will not be part of the reconquering country.

Once the Vichy state is created its diplomacy counter is placed on the “at start” within the Vichy track. Both sides would now be able to influence Vichy France diplomatic status. If it's influenced by Germany, it could be activated as an Axis minor ally. If it's influenced by the Allied side, it could be deactivated as a state, in which case all the Vichy forces are removed from the game. At that time both sides are free to invade or occupy all the Vichy territories.

If Vichy moves one space towards the Axis side, the Allied player is free to invade any colony owned by Vichy without

causing any additional effect on the Vichy diplomatic status. On the other hand, if the Allied side invades any Vichy France colony, the Axis player will place one Vichy France Diplomacy marker into the Diplomacy cup. If half or more of the colonies are in Allied hands (between those 4 colonial countries initially controlled by France), the Axis side will be able to move (including by SR) through any Vichy not Allied territory and automatically remove all Vichy French forces.

If France is liberated/retaken by the Allied side (Paris controlled by the Allied), Vichy France, in case of still being neutral, becomes disabled and its forces are retired from the game. The Vichy territory until this moment becomes in some way “neutral” and not controlled by any side.

3.20. Yugoslavia coup

The Allied player can buy this event to force a military coup in Yugoslavia.

Once the event is played, the Allied player rolls a d3 die. If 2-3 is rolled, Yugoslavia is an Allied friendly minor country (its diplomatic marker goes to the “friendly” space on the Diplomacy chart. If the Allied player plays a diplomatic flag successfully on Yugoslavia, then Yugoslavia becomes a minor Allied.

In case Yugoslavia reaches the “*” space on the Diplomatic Table, this same rule will be applied as with the event.

3.21. Carriers and Air Sorties (Optional)

Some countries have naval fleets with an air symbol. These are the carrier units used if this rule is applied.

When carrier units are used in naval combat they need to know how many air sorties they have. This also applies to air fleets intercepting enemy naval units.

The players with air fleets or carrier units will roll a d3 to know how many air sorties they will have in the combat. Air sorties for carriers will be d3 result. Air sorties for land based air fleets will be d3 + 1.

This roll is done after any possible air combat. Air fleets or carriers losing this combat will have a -1 drm on the sorties roll, therefore losing carriers will roll d3 - 1 and losing air fleets d3. **Exception: if air fleets on both sides apply air combat results as always.**

Then, any surviving carriers or air fleets will attack the enemy fleets by rolling a d3 for each of the air sorties. Any “1” will be a hit on enemy naval units.

After the attack flip any air fleet to the inactive side.

Once this attack is resolved proceed normally if there is naval combat. **Don't apply sorties for Arctic convoys.**

3.22. French Maginot Line extended (Optional)

France can buy the “Extended Maginot Line” event on the Diplomacy and Events phase. If bought, just place the event marker on the Diplomacy & Events opaque cup paying 1RM.

Once the event is played France can continue building fortifications in the area next to Belgium and with the event also receives 1 Fortress marker for free.

4. Glossary of terms

Actions: The options that can be chosen by the major countries each turn to perform military activities or improvements (**industrial, technological or build units**) on the major country board.

ASW: Anti Submarine Warfare. Is the Allied capacity to locate and destroy submarines in the Strategic Warfare Phase. ASW points can be built by the UK and the USA and be used at the same time.

Diplomacy container: The opaque cup to be used to store diplomacy chits or events bought by both sides (Allied or Axis).

d3: Six sided die with 3 results (Elite or Regular).

d10: Ten sided die with 10 results, from 1 to 10.

drm: Die Roll Modifier. Any kind of modifier applied to procedures that need the die to be rolled.

Elite die: Dark coloured die used for elite units. Black for German units and dark blue for Allied units.

Elite units: Those ground units larger than the regular ones and with special treatment and modifiers in combat.

Exploitation: Markers that are placed in any area of the map and allow more attacks in the same turn after they are resolved

and the initial fights have been won.

Factory points: Are double the actual industry level of any major country. They are used to build units as required and described on the Unit Construction table.

Force pool: Is the space in each country board to store those units available to be built.

Garrisons: Some initial scenario deployments mention the term "garrison". Units deployed as garrisons in any scenario are those units fixed to the mentioned area in the scenario setup, unless that something is written on the contrary or until another rule specify that those units become free of movement (Example: Kiev USSR garrison, can move as soon as Axis units become adjacent to it).

Interception: The naval or air action performed to interrupt an enemy naval movement within friendly naval or air forces range.

Not available raw material: Are those spaces with any kind of raw material marked with a “not available resource” piece.

Oil reserves: Oil points marked in the General Track of major countries like Germany, UK, Italy, France or USSR.

Operations: Those action chits used for military actions.

Regular dice: Those clear colored dice used for Operational Combat. Light Grey for Axis and Light Blue for Allied.

Regular units: Those ground units without special treatment or modifiers in combat.

RM: Raw Materials used in the game to build units by major countries.

Strategic movement: The long range movement performed by ground, naval and air units in the Operational phase after the Offensives phase is resolved.

Tactical movement: The basic movement action performed by ground, naval and air units in the Operational phase.

War materials convoy: Special Allied convoy unit to send war materials to a friendly major country that can be converted into a regular ground unit.

Zone of Control: the influence that any enemy unit causes into other side controlled areas. This rule avoids ground units to move from one “front line” area to another next “front line” area.

5. Some design notes

The game project was born initially as a digital game for tablets, and I still believe that it would be a great game for these kinds of platforms...maybe in the future...who knows.

Aside from this, years ago I was a huge fan of the Avalon Hill 3rd Reich game. This game has great initial inspiration in that design. When I started its development I wanted to make a game about the European conflict, but with less complexity than AH's game.

As part of that decision to make a less complex design, I also made the decision of it being a game without usual military units (I mean cardboard units with various combat or movement factors printed on them). I opted to replace them with wooden cubes, greatly simplifying the options and the design. Along the same lines, even the naval forces were in the initial design wooden discs like the ones we can find in multiple eurogames. Was this a certain nod to non-wargamers? Maybe yes, it was an idea, to make an easy design to treat it as an introductory game. So far few non-wargamers have approached the game or have tried it, but it has been the case, and the experience was good.

At the same time I found the idea of actions as main engine mechanic, that in some way seems to be oriented towards non-wargamers. There are even those who have compared it to eurogames "worker placement", but nothing could be further from my original intention.

To be part of that simplification in the mechanics the map also had to be simple, and combined with the combat mechanics that I designed, so I opted for an area map.

The combat system design also has some heritage from the AH 3rd Reich, having a limited combat type, much like the existing "attrition" combat in the AH game. And similarly, a type of military operation in which you have to invest resources in a similar way to the 3R offensives where you had to pay BRPs to activate a front. However here it focuses on activating areas. Areas that subsequently allow multiple activations in subsequent operations (if applicable). The Exploit mechanic solved the need to be able to carry out multiple attacks and movements in the same turn, and thus be able to represent the German Blitzkrieg and the historical offensives.

Despite that, I must say that combat has been the most complex game concept of the entire design, since it achieved a good balance between its results, the casualties of both sides, the historical results it sought to represent, etc ... all these things together represent the biggest design challenge in the game.

Another complex but at the same time very interesting part has been everything related to the technological trees of the major countries, as well as the industrial level and the interaction between both. Usually the strategic games that contemplate research or technology options do not have this close relationship with the industrial level and the factories of the country in question. I wanted to force both concepts to be linked to each other to somehow force the player to involve resources in both. This in a way guarantees that certain aspects or details of the design take place in the game, but without closing the options to the players, thus allowing variants that did not happen historically.

Along these lines is the Diplomatic phase, where I wanted to take into account the power to influence the neutral countries that had or could have had the greatest influence on the conflict. Initially, each side could support any country, later I decided to channel the possibilities of each side a little towards certain countries more related to each side. Players may optionally agree to use one number or another of diplomatic flags to play with this option.

Both in diplomacy and in the industrial or technological actions of the major countries I fervently urge the players to use some type of screen that facilitates the fog of war, not being visible to the opposite side what actions are spent in each country, being hidden and adding a lot of uncertainty to the game.

Also comment that as the design progressed I was adding "chrome" to the rules and game book to give more historical flavor to the game. The playbook contains a large number of special rules, events and optional rules that make this a game with a great historical flavor.

I hope players enjoy playing it as much as I have enjoyed designing it.

Lastly, I want to thank all those who have collaborated over the years as well as those who made the KS campaign go ahead for the help.

And dedicate this, my first board game, to my mother, who followed it with interest but never saw it come true.

6. Player notes

The first time you play a game on the Campaign scenario, you will probably notice many details that must be taken into account when playing on each side and that can greatly influence the outcome or development of the game. Or perhaps you have not taken into account some specific aspects

to get the best performance, for example on offenses, and in general at turns.

In *The World at War: Europe*, it must be taken into account that the turns are quarterly and the actions are limited, so there is not always time to do everything one would like.

Axis Player

The first turns are decisive. If you do not plan well the attack on Poland and France, your plans during the following years of war could be truncated or greatly complicated.

Calculate the use of your air forces with maximum precision, as they will give you the key to make the most of the offensive and win fights with the fewest possible casualties. Air superiority is the key.

Your oil reserves are limited and until you have the Romanian oil these reserves may decrease if you make more than one offensive per turn.

The first turns you will also have to calculate in detail which units to build in order to face the battle in France with superiority, but not only that, at that point it is the key moment to see what to invest your technological actions in and decide how you are going to plan the evolution German weapons development. Will you focus on building a large submarine fleet? How about supporting that fleet with a naval augmentation or even developing aircraft carriers? All of that may be aimed at doing a lot of damage to UK industry, perhaps getting it to surrender or aiding a clear victory in the Mediterranean.

If your objective is the USSR then perhaps you will have to set your war calendar to conquer all possible mineral resources and Axis allies to have a great industrial superiority over the Soviets.

Winning the battle against the USSR in three turns is a difficult task, but if in the first year you manage to capture important objectives such as Leningrad or Moscow, the USSR will be very weakened for a war in the medium or long term. The following Summer will be decisive.

Let's talk now about Italy. Italy is an ace up the German player's sleeve. You can count on her on any turn without the Ally waiting for you, the decision is yours. But you have to take into account some important aspects.

First of all, the Italian industry is very weak at the beginning of the game. It will be critical to get the second chit of action in order to progress in your industry and technology but at the

same time be able to start helping Germany in the war. You should seriously consider waiting to go to war once you have both actions. That means raising your industry level to 2 first of all. Later you will be able to assess whether to improve the army or the Regia Marina to face the British army in Africa. Remember also that Ethiopia is a second front for the United Kingdom, if you manage to build the fortress that cuts the Red Sea you will generate many problems for the Allied in Egypt.

Allied Player

The Allied player has a hard time at the start of the war. Everything will consist of defending and holding out until the US enters the conflict. It will be complicated.

Try to diplomatically support the minor countries that Germany intends to influence, but if you can also the USSR or the USA, since this way you may get them to go to war earlier than expected. Also remember that you have some events at your disposal that can contribute to unbalance the plans of the German player, such as the Italo-Greek War, or a coup in Yugoslavia.

Keep the Axis in the Mediterranean under control once Italy enters the conflict. Malta will be key to this. If you manage to maintain an air unit in that base and a strong naval presence, the Axis will have a difficult time reaching the Suez Canal, since it will only be able to use limited attacks.

France has much difficulties to survive the German offensive, but it is not impossible, if you concentrate the maximum number of Allied air forces and do not abandon the defense by the BEF, and if the fighting favors you, there are possibilities to resist. In the worst case, the longer France endures, the worse Germany's future plans will go.

The UK convoy system is its umbilical cord, if the Germans destroy it, the rest will be affected as they will cause industrial damage. Reinforce your Anti-Submarine Warfare points or use the Royal Navy as an escort. When the United States enters to support the United Kingdom, you will have more convoys that will facilitate your survival. If you also develop strategic bombers, you will force Germany to develop interceptors or leave an air fleet protecting its factories.

The USSR has a great role in winning the game, initially it is weak industrially and in terms of troops, but if it holds out the first year it will progressively catch up with Germany. It will not be able to win the war on its own, but it will force the Axis to the greatest resource cost attrition on that front. At the beginning of the possible German invasion, calculate

the casualties you will have in each combat according to the defense, that will be key, not only for your economy, but also to see how many casualties you can cause to the contrary. Siberian reinforcements should stop the Axis if all goes well. Also take into account the Allied War Materials, since each one means a free unit for the USSR and does not count in the production limit of its factories. Develop army upgrades as soon as possible to remove those negative modifiers that will do so much damage at the beginning.

The United States is the great ally that can definitely turn the tables. Initially it comes into play with limited actions without being part of the Allied side, it will only help by providing convoys to the United Kingdom. Meanwhile, its industrial development or slow construction of units will begin. The US has a large number of elite units and air fleets, which will be essential to defeat the Axis in the Mediterranean and in Europe. You will have to develop those capacities to the maximum to be able to create the 2nd front with guarantees. Remember that ports are the base of an invasion.

General concepts

Good use of the air force is a very important point in the game. Both sides must choose well when to support a combat and what type of support to perform, Operational or Tactical, do you want to guarantee positive modifiers and win the combat? Or should you focus on being able to provide better runs and minimize casualties? The option to reroll a die in tactical combat doesn't always work ...

Operations in the Offensives phase are the center of the game's military operations. You will have to get the most out of it, and for this you have to be able to concentrate the maximum number of units according to the stacking capacity of each area on the map. The Control Zone rule will have to be taken into account, mainly on the Eastern Front, where it affects the most.

Actions are limited in turn, and we will always have the natural tendency to build new forces or focus on making offensives, but we must not forget to improve the industry and technology, they are essential for the long-term game.

7. Comprehensive example of play

This game example starts in Autumn 1939 turn. Germany is at war with France, UK and Poland. German player starts on the Offensive Phase. Polish are deployed mainly in the West area next to Germany. The German player concentrates its army in front of them. 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 being double. He chooses to roll two d3 dice, a "1" and a "3", and the Polish also rolls two d3 dice with a "3" and a "1" and a -1 for nationality. The German decides to 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 Poles lose 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.



Next, the Germans continue their offensive using the

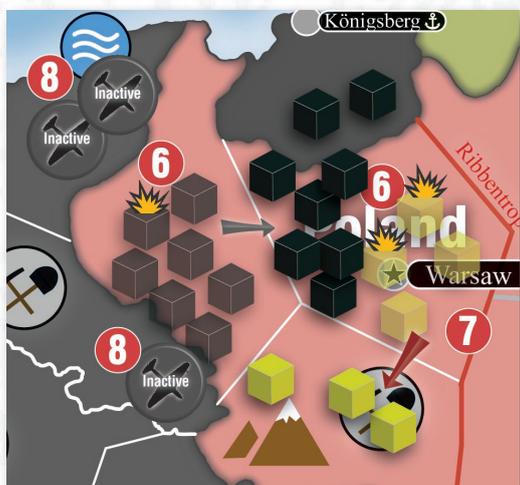
Exploitation option trying to capture Warsaw this turn.

Germany has 2 air fleets ready to use and 7 ground troops. The Polish just have 4 at Warsaw.

Germany uses its -1 drm Exploitation to assault Warsaw. The combat is as follows: Germany 7 vs 4, so +1 drm for numeric superiority, the German player uses his two remaining planes, one 1 in Operational Support and the other 2 as Tactical Support. So +1 drm for the plane and -1 drm for the exploit. The Polish have just a -1 drm for nationality. Both roll 2 d3 dice.



German player gets 3 “2” and “2” and Polish gets 4 a “1” and a “3”. As the German has a Tactical Support plane he chooses to roll again 5 the Polish “3” and fortunately for him now gets a “2”. Adding the rolls to the total modifiers we get a “5” for Germany and a “2” for Poland in the Operational combat. Polish lose it, but in the Tactical Combat they also lose 1 unit as any German “2” beats the “1”. This means 2 losses for the Polish and half of them rounding down for the Germans. The Polish also retreat 2 units (1 because of Operational Combat and the other because at half or less of the initial units were lost).



Germany has won the combat and could use the -2

drm exploitation marker to continue attacking, but this just would cause them additional losses not needed as Warsaw is now controlled and Poland can attack just with a limited offensive with his remaining 3 units.

Now, it's the Strategic Movement phase for the Axis. He moves some units from Poland to the West front with France. Starting the game the Axis player decided to pact with the USSR to share Poland territory (well known as “Ribbentrop - Molotov pact”) so they just need to keep a minor garrison in Poland and East Prussia areas next to soviet territory. So they leave there 5 units as Poland still can do his limited offensive. The rest are moved strategically. Germany moves 3 units and 1 air fleet to the West (they can move up to 6). Suppose that the Polish limited offensive it's not successful (we will see an example later).

Therefore now it's the Allied turn on the Operational phase. The Allied player decides to do nothing but move some units. But we will continue the game example advancing in the game until the end of 1939 Winter turn. Suppose we are now in the Economic phase. Germany has 5 raw material areas plus 1 oil, and the USSR gives them 1 additional RM.



They lose the Sweden RM because in Winter these resources have to transit through the North Sea from Narvik. The UK naval fleets are deployed in their route to intercept them and the German navy prefers to stay at port this time (see previous image).

We suppose that the UK has no losses on their convoys, so they gather a total of 5 RMs and 1 oil. France gets 3 RMs and also 1 oil (simplified the same as UK), USSR gets 4 RMs and 2 oils but has to give 1 RM to Germany for the pact, and finally Italy gets 2 RMs and no oil at all.

Germany has bought 1 Elite unit and 2 units for 4 RMs using 1 factory and a half from their current 6 factories (Level 3 doubled), and reserves the last 2 RMs to develop “U-Boats” spending the last 2 RMs. They roll one d10 to see the progress achieved on them, and they roll a “5” 1 getting a 40% of progress. Italy spends 1 RM on their Industry. They achieved a 50% last turn and now they roll a

"5" **2** adding a 30%. They will need a third turn to advance to level 2.

The UK spends some RMs in one unit and the ASW technology, getting a 40% with a "7" **3** (UK rolls on Level 2 row).

Industrial/Technological Improvement chart:										
Indus. Level \ d10	1	2	3	4	5	6	7	8	9	10
5-6	20	30	40	50	60					
4	20	30	40	50	60					
3		30	40	50	60					
1-2	10	20	30	40	50					

Now we advance to the Diplomatic phase. Germany and UK spent secretly 1 RM each, so we have in the diplomacy cup 2 "No effect" chits and "2" efforts (1 Axis and 1 Allied). We draw 2 chits from the cup and we get:



Romania advances one space **1** towards the Axis side and Germany gets freely the Romanian oil by diplomatic agreement. Germany still has no access to Romania.

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
1							
2							

Note also that the USA **2** also advances 1 position towards the War status, this happens each Winter turn.

Now it's Spring 1940. The Admin phase starts by placing the major countries' spent actions as "Available actions" on their boards. Next all inactive fleets are flipped to their active side, and finally the new reinforcements units are placed. In this case we suppose that the UK and Germany receive each 1 air fleet. The rest of the ground units bought in the Economic phase are placed at that time.

The battle for France is about to start!

After the initial German attack on the Low Countries, the situation shows the German army occupying Belgium ready to continue their assault on France.



Germany has lost 1 unit taking Bruxelles but still has air superiority and an elite unit while France has a -1 drm modifier even with the British units, but this advantage is lost by the -1 drm coming from the exploit marker.

The German player will use 3 air fleets, 1 for Operational Support and two for Tactical Support. The Allied players sends all his air units against the Germans, 2 British vs the two Germans in Tactical and 2 French vs the Operational. German player still has 2 air fleets in reserve that can be used. He decides to use one of them against the British.

Operational support combat

vs

modifiers:
-1 drm for nationality but +1 drm for number

die rolls:
 and

result:
equal result, so both sides finish the combat "inactive"

France planes fight the first combat against the Germans with numeric superiority but less quality, both roll a "2" so this is a draw and both sides finish the combat "inactive", neither fleet gives any modifier in the combat.

Now we proceed to the Tactical Support combat resolution. The German player decided to add one unit to cause some losses to the British player, so he will have a +1 drm for numerical superiority. There are no national modifiers.

Tactical support combat

 vs 

modifiers:
 +1 drm for number for Germany

die rolls:
 and 

result:
 =2 result, so British player retreats one unit as "inactive" next turn reinforcement and German player one unit "inactive"

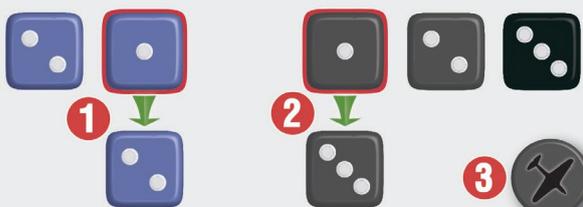
Germany rolled better and with the +1 drm gets a result of "2" which causes one British unit to retreat as next turn inactive reinforcement. One German unit will leave the combat as "inactive", so the Tactical Support will have 1 British air fleet and 2 German air fleets.

Now we will resolve the combat in Calais area. Both sides roll 2 dice but Germany also uses its elite die.



Germany rolls a "1" and a "2" with regular dice and a "3" with the elite one. Allied player roll a "1" and a "2". The modifiers right now are as follows, Germany: -1 drm (exploit) Allied: -1 drm (nationality). The combat would be a draw, but with the Allied losing two units on the Tactical Combat (Germany uses the elite one plus the best regular die and both beat the Allied dice). But the air support can change this. First the Allied player as he has less units, then the German.

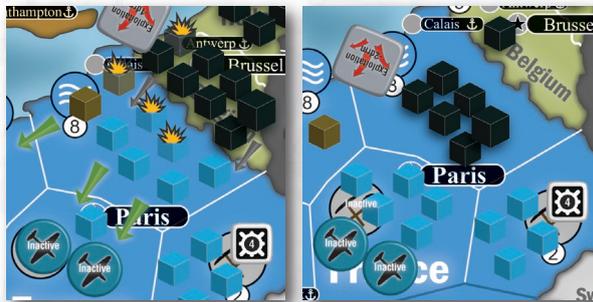
Combat resolution



The Allied player chooses to reroll their "1" die **1** and therefore have some possibility to win the battle and the German choses one for the "1" die **2** and the other

reserved **3** for the Allied dice (in case a "3" is obtained).

The German player wins the combat by 1 point and finally destroys 3 Allied units (one for the Operational win and two for the two dice used in the Tactical combat).

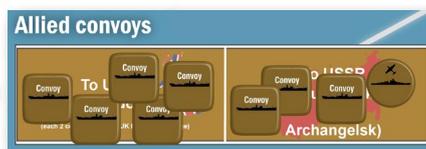


The Allied retreats 1 unit as he lost the combat. Given the Allied forces still in the area are half of the initial ones, the remaining forces also retreat to Paris.

Note that the British unit cannot retreat with the French units into the Paris area. Now the German player has a -2 drm exploit option. He just has 6 units (with the Elite one) as 1 must be left in Belgium as a newly captured area. But he still has a remaining air fleet to try the last attack into Paris.

Suppose that the German player won the war against France and the game play advances to the end of 1941. The USSR it's in the war and the Allied player helps them through using Arctic convoys.

We are in the Winter 1941 Strategic Warfare phase, with the Allied player sending some convoys to the USSR and UK from the Commonwealth and also from the USA, helping their not yet allies.



Germany has developed "Submarines" and the UK has 2 ASW points. Germany has deployed 1 naval fleet and 1 air fleet in Norway. It will try to use them to intercept the convoys to the USSR. If both sides naval forces intercept the enemy, naval combat will take place. For this example we use the Carriers, their air combat and Arctic detection.



Germany deploys the submarine points in both convoy areas, 3 vs the UK convoys and 2 vs the USSR convoys. The forces in Norway can attack only vs the USSR convoy box.

First of all we roll for the interception rolls; first the German player, then the Allied one. We are in Winter, so we use the column for the Winter season detection.

Axis naval fleet needs to roll less than 2 with a -1 drm for the air fleet presence in Norway. They roll a “2”, so one convoy is detected and the German naval unit is placed into the box near a convoy unit. Next the air fleet rolls a “2” and also detects a convoy with some luck.

Now the Allied player uses its Carrier unit, defending against the attacking Axis air units. Combat takes place without detection as the Carrier escorts the convoy units.

ASW resolution in “To USSR” box

 vs  die rolls:  

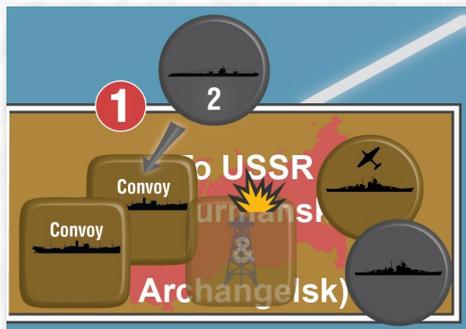
Allied carrier wins and tries to detect the Axis fleet:

   Allied rolls a 3 so it fails

    Axis fleet rolls a “2” and sinks a convoy unit

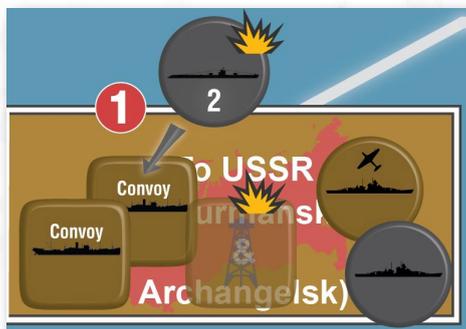
Neither the Allied carrier nor the Axis air unit had success attacking any of the enemy fleets, but at least the carrier CAP avoid any damage coming from the air units. On the other hand, the German naval unit sank one convoy, but was “useless” (USSR don’t need it) as it was an oil convoy used as “decoy”.

Now the submarines attack the remaining 2 convoys.



Germany decides to attack with their 2 submarine points deployed into the “To USSR” box against the same convoy. This will give them a -1 drm to hit it, so “1” or “2” and the convoy will sink! On the other hand they will be more exposed to the ASW detection (adding a 10%). The UK will have 20% for ASW points + 10% for the carrier unit + 10% for the “wolf pack”. Any roll equal or less to 4 will detect the 2 attacking submarines, but only one could be destroyed in such a case.

We first resolve the Allied detection roll with the % described previously. The Allied players roll a d10 and gets a “3”. Now he rolls for the attack on the subs. Any roll greater than “5” destroys one submarine point. He rolls a “6”, so one of the 2 attacking subs is destroyed.



Now the German launches his attack with the remaining submarine point **1** against the second convoy unit. A “1” is rolled and the convoy is destroyed. The German player then reveals the convoy content **1** (below). It was a RM convoy, so not a bad result for him.

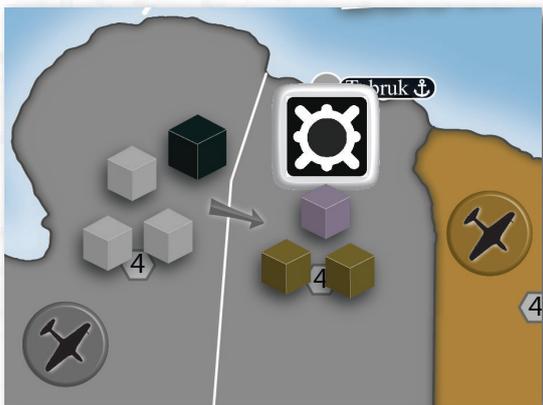


We finally reveal the rest of the convoy markers **2** and we see that the last convoy was a “War Materials” one

that will give a ground unit to the USSR.

Although the Allied player lost 2 convoys in this box attacks, no Industrial Damage is added to the UK but 1 ASW point is destroyed. This ends the Strategic Warfare phase and the remaining convoy content arrive at their destination.

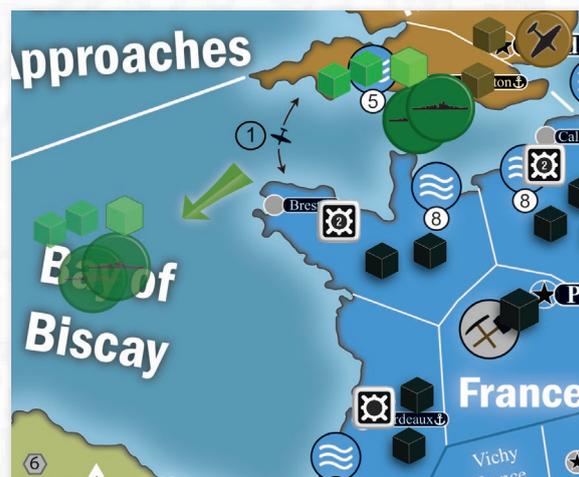
The war continues and on the next turn we advance up to the Offensive phase in the North Africa theater.



The Axis player is suffering a supply blockade in the Central Mediterranean sea by the Allied forces deployed there during the Supply Interdiction subphase. This means that the Axis player cannot perform any Operation and just Limited offensives are allowed (although not expending any oil reserve).

The Axis player uses his air fleet and so do the Allies. Both add +/-1 drm but no air combat happens in this case as an exception. The Axis units are 1 more than the Allied troops so they will have a -1 drm, but most of the units are Italians, so they also get a +1 drm as we suppose that the Italians didn't develop yet the Army Modernization. The Allied also adds a +1 drm for the fortress, so finally we have a +1 drm and the Axis needs a result less than or equal to "4" to hit the enemy. They roll a d10 getting a "4" so they fail because the +1 drm applied by the Allied.

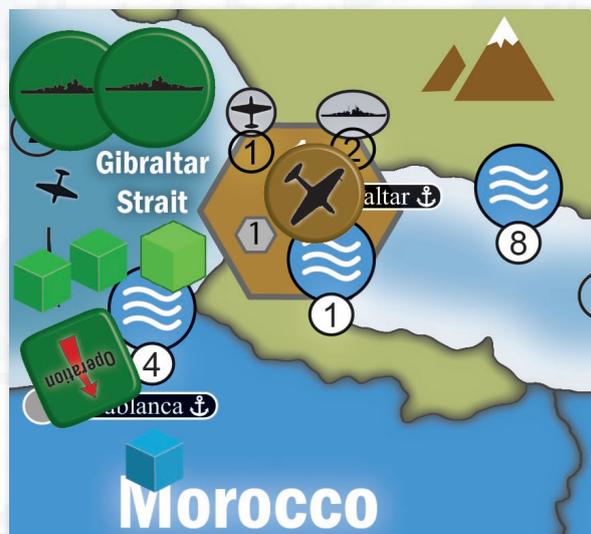
For the next example we will advance the war until some turns after the USA enters the war. The Allied player has been sending some US troops to UK metropoli in order to invade Vichy colonies in North Africa.



The US units move on the Tactical Movement phase from their bases in the UK to the Bay of Biscay, and from there to the Gibraltar Strait marine area, next to Morocco.

Each naval unit can carry a regular ground unit. The elite unit moves freely.

Once on the Offensive phase, the Allied player places his Operation chit to declare the attack and activate the marine area units for the naval invasion.



Note that there is a British air unit based in Gibraltar that could support the invasion even if the Operation chit is from the USA. Only when ground units from both countries are activated against the same area two Operation chits would be needed. If British units would have been transported by the US naval units to be part of the invasion, then two chits have been used.

The operation is resolved with the following modifiers for Vichy France: -1 drm for nationality and +1 drm for mountain, and for the US units: -1 drm for invasion, +3 drm for being triple, +1 for the two naval units bombardment support.

The French side must roll 1d3 as there is only one unit present in the combat, but they will get a +1 drm for it. In this situation the Allied player will roll 2 regular d3 for the Operational combat plus 1 d3 for the elite unit (if they want to use it). Suppose that the USA player uses the elite unit die.

We also suppose that the Allied player decides to not use the air unit, as there is enough superiority to win the combat.

Invasion combat

France modifiers:
 -1 drm for nationality
 +1 drm for 1 die
 +1 drm for mountain

USA modifiers:
 -1 drm for invasion
 +3 drm for being triple
 +1 drm naval support

die rolls:

result:
 France wins the tactical combat but loses the operational part

As you can see, the Allied player rolls are enough to win the Operational combat (even with two "1" had won with such modifiers), but loses the Tactical combat with the elite unit and this eliminates it. The French unit is also eliminated as losing the Operational combat.



As you can see the use of the British air fleet would have been critical to improve Allied rolls.

After the combat the US units cannot proceed with an exploitation 1 because the area contains a mountain and they must stop here. The naval units can return to

England or stay based in Casablanca port. A new Vichy France Axis diplomatic flag 2 is added to the cup as a result of this invasion.

If the Allied player don't deactivate Vichy France before the existing diplomatic Vichy France chits move the status to the Axis side they will create an Axis allied nation. To do that the Allied needs to occupy more than half of the Vichy colonies territories.

We hope these examples help to understand quite well most of the game mechanics. Enjoy!

Gonzalo Santacruz

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General markers

 1 resource	 Out of Supply	 Current Phase
 Not available resources	 Russian Winter	 Turn
 Oil resource	 USSR offmap resource	 Molotov Ribbentrop pact
 Axis control	 Allied control	 USSR +1 resource reminder

Country board markers

 Industrial & Logistical damage	 Country Industrial Level	 Oil reserves	 Partisans
 Technology completed	 Technology to complete	 Strategic Movement capacity	 Industrial Improvement in progress
 +1 ASW construction	 Interceptor points	 Submarine points	 Strategic bombers points
 UK ASW points	 Country Raw materials	 Country Action chit	

Combat units and markers

Axis blocks

 Germany	 Germany elite	 Italy	 Minor Axis
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Allied & Neutral blocks

 France	 UK	 UK elite	 Indian	 Austr.	 Sth. African	 Canadian
 USSR	 USSR elite	 USA	 USA elite	 Neutrals		

 Fortress (4 points)	 1 Axis sortie	 Operation chit (USA)	 Exploitation chit (-1 drm)
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 Carrier naval fleet	 Naval fleet	 Damaged Naval fleet
 Inactive Air fleet	 Air fleet	 A-Bomb

Diplomatic markers

 Game event	 No event/diplomatic effect chit	 Persia route opened	
 Country diplomacy status	 Axis diplomatic effort	 Allied diplomatic effort	 Diplomacy chit unknown side

Strategic Warfare markers

 War Materials convoy	 Caribbean oil convoy	 Raw Materials convoy	 Oil convoy
 Submarine asset	 Convoy unknown side		

