



The World at War  
**EUROPE**

**Rulebook**

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## 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 (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 **continuous** white lines, being **dotted lines** those that divide marine areas into aerial interception areas. **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 regular land units plus 2 elite units and 4 air fleets
- The fortress islands (Malta) 1 land unit, 1 elite unit, 1 naval fleet and 1 air fleet (values printed on the map)
- Natural fortress (Gibraltar) 1 land unit, 1 elite unit, 2 naval fleets and 1 air fleet (values printed on the map)
- Swamp areas 4 units and 1 elite unit

**Rest of areas:** determined number of land units as printed on the map with a little hexagon with a number inside, 1 elite unit and 2 air fleets.

Up to 4 air fleets can be stacked in any area but fortress islands, natural fortress or areas with a printed stacking number (as described in the previous paragraph).

Up to 4 naval fleets can be stacked in any map area with a port but those that have a printed value (as described previously).

Exception: when we place air or naval fleets in an invasion area to give air/naval support or carry out the invasion, we can overstack them over the usual limit.

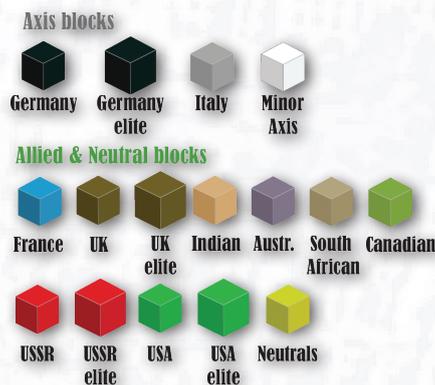
Air fleets cannot occupy the Pripet Marshes area.

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.



The correspondence of colors and nations is as follows: black Germany, gray Italy, white Minor Axis Allies, blue France, dark brown United Kingdom, natural brown India, violet Australia, orange South Africa, light green Canada, red USSR, green USA and yellow for Neutral or Minor Allied Allies.



**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).

**Malta and Gibraltar have an intrinsic 1 combat point b/c of their fortress as long as UK controls them.**

Fortress units (or markers) combat value counts as one combat unit provided they are occupied by an equal number of friendly units, but if they are alone in an area and an enemy unit moves in that area, then the fortress marker is removed without combat.

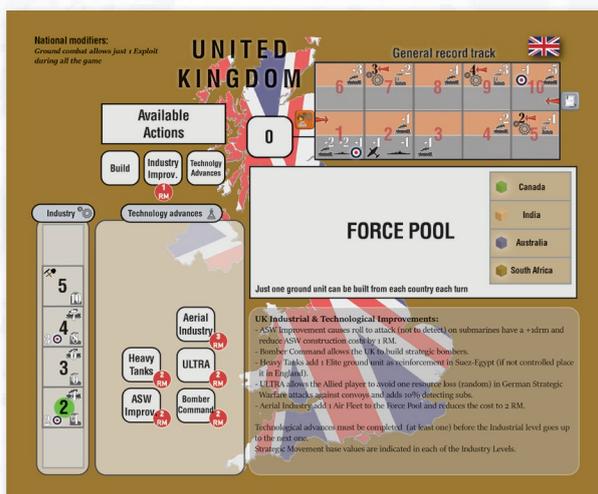
As long as a fortress marker is present in a combat, the defender is not required to retreat as a result of a combat, with exceptions (see Operational Combat section).

#### 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). Initially, from year 39 to 40, the number of RMs it produces is 1 and for this we put in the box the marker corresponding to 1 RM above the raw material resource printed on the map. In year 41 it will produce 3 RMs and 5 in 42. In case the USSR enters the war and it has not already reached the value of 5 RMs, the current production at that moment will be altered in time only using a marker. In this way, it will add +1 RM every 2 turns. To do this we will place the “reminder” marker on the turn track, two turns later. Once the state of war is applied, the economy will no longer be improved in a fixed way depending on the year (3 or 4 RMs for 41 or 42).

*Example: it is the Winter turn of 1939 and the Axis attacks the USSR. We will place the reminder marker to add a resource to the USSR industry in the turn sequence, two turns after the current turn. In Summer 1940 the USSR will have 2 RMs in the Off Map Resources box, indicated by a 2 RM marker.*

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.

In the track that sets the industrial level of the 6 major countries, the Raw Material symbol at higher industrial levels indicates that reaching that level earns an additional RM point during the Economy phase. If this icon is repeated, one more point is received, being able to get up to 2 additional points.

### 6.3. Industrial damage and oil reserves - Effects

The general record track of the major country boards contains a series of icons associated with the position of the Industrial Damage and Oil Reserves marker of each country (Exception USA).

As the Industrial Damage marker advances from the 0 box, the effects indicated in the orange strip of the general register will be applied (see legend below). On the other hand, as the oil reserves are depleted from their initial value at the beginning of the scenario towards the position of 0, the effects related to those reserves will also be applied.

The indicated values will be cumulative between Industrial Damage and Oil Reserve, so that if the first indicates (-2 SM) and the second (-1 SM), they will mean a total of (-3 SM), being SM Strategic Movement.

Leyenda del registro general del tablero de potencias mayores			
	Fila de efectos del daño industrial		Fila de efectos de reservas petrolíferas
	Número de puntos de movimiento estratégico perdidos		Puntos de daño en factorías
	Número de flotas aéreas que no se recuperan en ese turno		Máximo nivel de daño industr. para nivel industrial actual (3)
	Número de acciones posibles		Número de flotas navales no disponibles

The icon corresponding to “number of possible actions” indicates unusable action chits for the duration of the effect.

## 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 and depending on the scenario.

The decision to use the actions is optional to the player. Only the six major countries have actions. The USA starts using them as soon as it is active.

The action chits grant the possibility of playing them on different options during the turn, such as the following:

- Operations (reverse of the action during the Operations phase, played on the board as described in the Operations section).
- Technology Improvements/Advances (It is played on the Technological Advances space on the board of the major country, to indicate the technological improvement attempt action. See the Technological Improvements section for more details).
- Industrial improvement (It is played on the Industrial Improvement space on the board of the major country, to indicate the industrial improvement attempt action. See the Technological Improvements section for more details).
- Build (played on the Build space of the major country board, to indicate the unit build action. See the Unit Build section for more details).

## 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.

Naval units are always in port at the start of their turn, so they are always in supply.

### 8.1. Supply sources

Any city represented on the map is a potential 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 the home cities of a major power will be valid supply sources for their units or their minor allies. **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 active player’s supply status is checked at the start of their own Operational phase, after conducting the Naval/Air Supply Interdiction phase.

### 8.2. Supply routes

A supply route will be a line drawn from a supply source to a combat unit. A land line must pass through friendly areas until it reaches the combat units. Naval supply lines are those drawn from friendly ports and across naval areas to friendly ports from which friendly troops are re-supplied via land line.

Naval supply routes are automatic unless the route has been blocked during the Naval/Air 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. **Exception:** Suez allows supply of up to 8 units in Egypt.

Zones marked on the map as invasion areas that do not contain a port can only supply a number of units equal to half the beach’s capacity rounded down.

**Special case:** Allied forces in Egypt may additionally obtain supply via the Red Sea/Indian Ocean (*see Ethiopia rule in the Playbook*).

**Note:** Capitals of minor or major countries reconquered by one side do not make them unlimited supply source (*example: liberated Paris*).

### 8.3. Effects of the absence of supplies

- Isolated friendly units marked “Out of supply”, will be destroyed during the end of the current Operational phase. They will not be allowed to move or attack.
- 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:

1. **Admin phase** (both players)
2. **Operational phase** (Axis player first, then Allied player)
  - Naval interdiction (passive player)
  - Operational movement
  - Offensives
  - Strategic movement
3. **Strategic Warfare phase** (both players)
4. **Economic phase** (both players)
  - Industrial or technological improvements
  - Unit construction
5. **Diplomatic phase** (both players)

## 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. Update the values of Strategic Movement, Available Actions and active naval forces based on oil reserves and industrial damage. **Note:** We recommend flipping naval units that cannot be activated for this reason to the “damaged” side.
6. 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 (First Axis, then Allies and USSR).

## 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.

The active player may intercept the inactive player with

friendly air or naval units.

In the event of a positive intercept resolution by the active player, an air/sea combat will be resolved.

In the event that there is no interception by the active player, the naval area will be marked with the an “Out of Supply” marker to indicate that the supply path through that area has been interrupted.

**Special Case:** If the Allied interdicts Sweden’s raw material route through the North Sea and it is not countered by the Axis, it will be marked with an “Out of Supply” marker and those raw materials will not be used at the end of the turn in the Economic phase.

The presence of these markers in naval areas causes Limited Supply and therefore the inability of the active player to carry out Operations, regardless of their 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.

Air units involved in this phase will only be flipped as a result of possible air combat.

**Once at least 2 naval units do this type of interdiction, 1 oil reserve point will be spent.**

## 12.2. Tactical movement

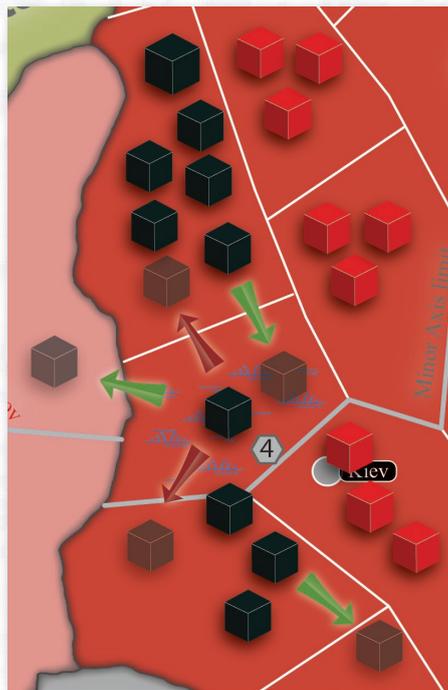
The active player makes the tactical movement with as many units as he wants.

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 (regular or elite) move one area. Elite units can move freely in naval invasions without affecting the capacity of fleets. Only one elite unit per nationality can be transported in an invasion. **Exception to this rule:** elite units of the USSR cannot participate in naval invasions.

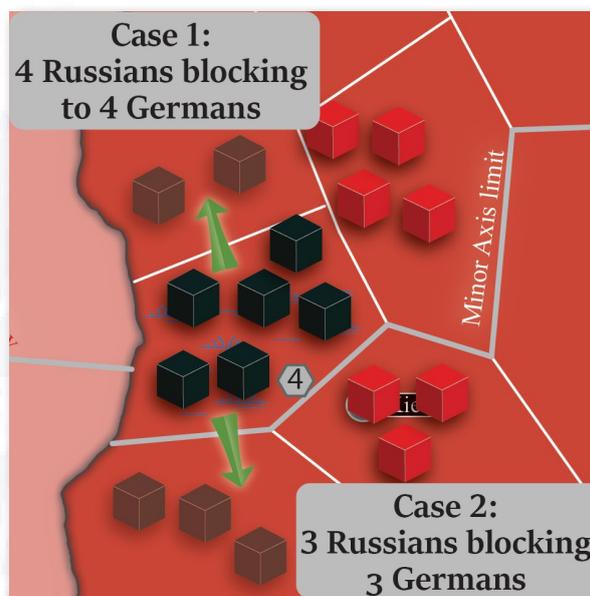
Land units that have moved by tactical movement may then conduct limited offensives or Operation attacks, including naval invasions if they moved by sea.



### 12.2.2. Ground Units Zone of Control

Ground units adjacent to other occupied enemy areas will not be able to move freely to other areas adjacent to enemy areas. In this way, enemy units will block opposing units in a 1:1 ratio. Those units that outnumber the opposing units in any adjacent area will be able to move normally. Apart from that, 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.



Air units can move over naval areas, as long as they can reach another land area at the end of the movement, or during a support or interception action.

Movement costs over sea are indicated on the map by a silhouette of an airplane and two arrows, along with a number in a circle. The number indicates the cost of that naval area. Take into account that not all areas of the map have been marked with this symbology, therefore the player must see the closest symbology or the comparison with other similar areas if it is not indicated (see also "Air Distances Chart" provided at the end of this document).

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.

Air units will also be able to move 3 or 4 areas (even over naval areas), but they will be inverted.

Air units engaged in combat or supporting ground combat may change bases at the end of that action.

### 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, unless that side controls the Straits of Gibraltar or Kiel/Copenhagen, in which case they can cross to another region in the same move.

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 moving one sea area.

The movement to naval area is only valid in invasions. Naval units then return to a friendly port within movement range at the end of the offensive phase.

**When at least 2 naval units make naval movement, 1 oil reserve point will be spent. This expense will not apply to naval units that are part of an invasion, since that point is spent with the operation.**

If a major country has few oil reserve points, it may suffer the negative effects indicated on its board 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. It does not become inactive unless as a result of combat.

**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.

**When at least 2 naval units make an interception, 1 oil reserve point will be spent.**

### 12.2.6. Air-naval interception

Air units can intercept or attack naval units (without the need for an action) automatically if at 1 range area, **provided they are in the air unit interception zone**. 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). So a “1” result will damage a naval fleet.

Interceptor units return to their home area “inactive” or not after the resolution of the interception depending on the outcome of a potential air combat. If they only performed an air-naval interception, they are not inverted.

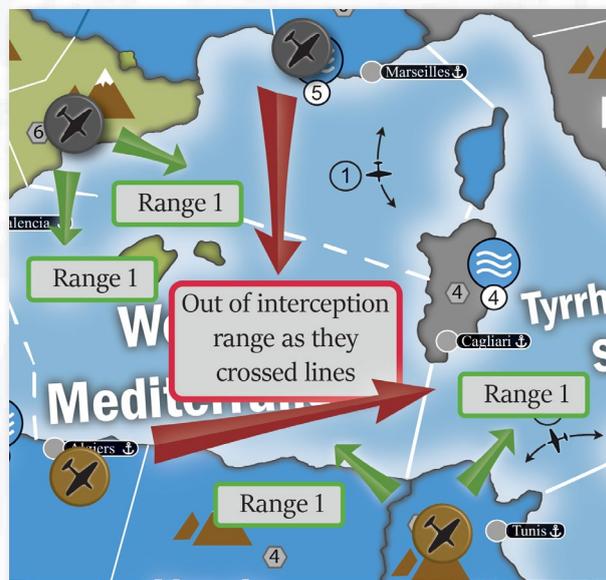
#### 12.2.6.1 Air intercept zones

The map contains a series of air interception zones delimited by the solid lines that form the different naval areas and the dashed lines that subdivide the naval areas for air interception (they do not affect naval movement).



*General rule:* No air unit may intercept a moving naval unit if the air unit has to cross a continuous or broken line in that “interception movement” to reach the naval unit. **Exception,** those coastal land areas that have a continuous or broken line

that intersects with the border of their area. In this case, those lines will not be taken into account for the interception move (see examples).



### 12.2.7. 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.

All 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.

Damaged units can be recovered as undamaged from the space where they are in the turn track by paying the cost of 2 RMs and 1 factory. After making the payment, they will be placed in the box for the next game turn and will enter as a reinforcement, following the normal procedure.



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

In the case of naval transport, land units transported by a naval unit damaged in combat must return to the port from which they left. In case the naval unit is destroyed, they are also destroyed.

*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.



### 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 or unoccupied areas.

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.

After using air units in combat or interception, they return to a base flipped.

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.

#### 12.3.1. Countries surrender

If a capital area is occupied by the enemy side of that capital's country, and units from that country are unsuccessful in retaking the capital (as described in the previous paragraph), then that country surrenders to the occupying side. its capital (see special cases of the USSR and Italy). This occurs at the end of the Operations phase of the country whose capital is occupied.

#### 12.3.2. Neutral minors not surrendering

If a neutral minor country survives the initial attack by a major country's side, that country passes to the opposing side at the start of the opposing side's next Operations Phase.

*Example: if Germany invades Spain and does not capture Madrid, at the beginning of the next allied Operations phase Spain passes to the Allied side and they can intervene in their*

*territory, if possible.*

#### 12.3.3. Minors and offensives

Any minor country may carry out offensives on its game turn. The minimum way to make offensives for minor countries will be to use the limited offensive. In the case of a minor country belonging to the Allied or Axis side, this minor country may only carry out Operations (and not a limited offensive) if the major country that controls it has ground units present in said Operation, therefore spending an action of its own.

#### 12.3.4. Air combat

When two or more air units from opposing sides provide air support, intercept moving naval units, or an air unit is attacked at its base by one or more enemy units, then air combat occurs.

If an air fleet is inactive and is attacked, a -1 drm is applied to it when resolving the fight.

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 an independent combat.

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

In the event that in one combat one side has two or more air fleets of different nationalities (and combat modifier) that cannot be matched by the other side, the intercepting defender chooses which nationality he intercepts, leaving the rest unintercepted or otherwise intercepts the entire group of different nationalities applying the modifier of the most numerous units (or the best in case of equality).

*Example: a German air fleet and an Italian air fleet support a combat in Egypt (both are for example tactical support) where a British fleet defends and intercepts that support. The Allied player decides which enemy fleet to intercept, and the remaining fleet performs combat support freely, or the British player intercepts both applying the German modifier.*

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.*

**12.3.5. 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 for the attacker or defender sides.

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. **Any natural 10 result on the dice will cause a loss for the attacker.**

**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.*

**12.3.5.1 Limited offensives against empty enemy areas**

In case of a limited offensive against an empty enemy area, the procedure will be the same, but without counting the enemy unit modifiers.

**12.3.6. 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).

**12.3.6.1 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 the dice will be taken into account when comparing with the opponent dice, the elite will necessarily be compared if that unit is used, in case it is present (since in case of loss it is applied to that unit), at the choice of the player who has it. If there is only one defender die, it will be compared to the elite only.

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. **Any die would be allowed to roll just once per side.**

**Procedure:**

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

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

1. Both sides add the units present. **Elite dice are not taken**

into account in Operational combat.

2. If a fortress is present, add to the defending side its value if there are at least an equal number of defending units present.
3. Determine the number of dice to use. Only 1 die is used when there is only one unit (attacker or defender). The defending side can choose to use 1 or 2 dice. You will have the option of 1 die only when you have 3 units or less (counting the fortresses) or 2 otherwise. The attacker always rolls 2 dice except when he only has 1 unit.
4. The defender rolls his d3 dice and then the attacker.
5. If the defender uses 1 d3 only, he has a +1 drm (*Exception: 1 vs 1 when both sides just roll 1 d3*)
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)

**Note:** Commonwealth units have no modifier, they are the same as any UK unit.

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

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 and there is no exploitation.

When the attacker wins the defender may be forced to retreat because of the combat. Retreating units must move to adjacent areas. The attacker may then exploit the Operation with the surviving units, placing an Exploitation marker and subsequently attacking any adjacent areas.



If the combat is lost or it is a tie, that Operation is removed from the map and placed on the board of its country.

**12.3.7. Attack against empty enemy areas**

This attack is resolved like any other but both sides roll 1 d3

and the attacker will modify his roll based on the number of attacking units. No other modifiers are applied, unless the attacker use air fleets. If the attacker wins he can advance and exploit later. With the exploitation the same procedure is repeated but with -1 drm or -2 drm to the dice. Exploitation modifiers are applied to attacks on empty areas.

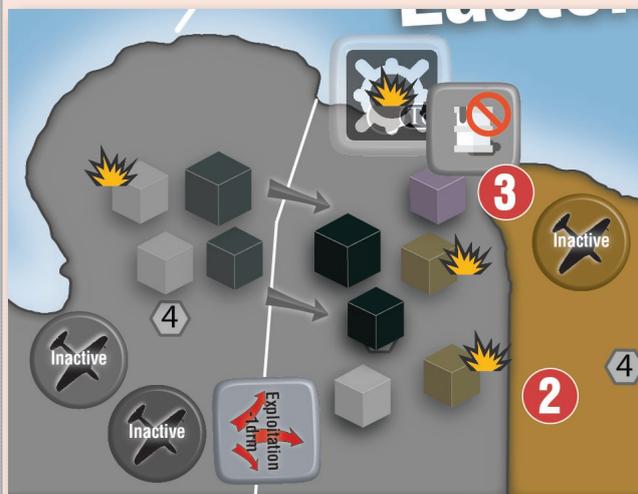
**12.3.8. Breakthrough**

If the attacker wins the tactical dice and wins the operational combat by 5 or more, he has the option of making a “breakthrough”. After eliminating combat casualties on both sides, the attacker can advance over the defended area (if not already in blocking terrain) with as many units as he wants and perform also an exploitation, unless he enters on blocking terrain (mountain, marsh or forest).

He will always see if he have to leave a unit in the attacked area, if proceeds. The defender will roll a die (d3), that will be the additional number of units that can be withdrawn from the area (voluntarily). This number can never exceed half of the remaining defending units and there must always be at least one unit left.



*Example: In the previous example the operation results in a total of +5 1 in favor of the Axis, the Allied loses two units and the fortress 2 and the Australian 3 is isolated.*



This is the only case in which units from both sides will be able

to coexist in the same area. Defending units remaining in the area will be “Out of Supply”. The attacker, if applicable, may continue to attack with one exploit, but a number equal to half (rounded up) of the isolated “Out of Supply” troops will not be able to attack in subsequent combats (*they are isolating enemies*).

### 12.3.9. Casualties in Operation combats

The number of dice used by the loser defines the losses to be applied at the end of the fight.

If the loser has used a die, he may lose a unit to tactical combat or he may lose a unit to operational combat. He will retreat one unit, and the rest if applicable, following the retreat rules in case of losing the Operational combat.

If the loser has used two dice, he may lose one unit and retire another per operational combat and up to 2 units per tactical combat (depending on the rolls).

**Important note:** If the losing side plays 1 die and the winner 2, they will only lose one unit and withdraw or eliminate another, at the defender’s choice (if it’s the case). See that option as “stout defense”.

If the defending side loses the operational combat, and the remaining units are half or less than before combat, they must retreat to adjacent areas unless they are in fortress, marsh, mountain or forest.

Any dice assigned to elite units used in tactical combat that are defeated by any opposing side die causes the elite unit to be eliminated as the first casualty.

The winner casualties are half that of the loser (rounding down except with fortress). Any casualties caused by tactical combat are taken into account in 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.

If a ground unit cannot retreat to a friendly area it is eliminated. If necessary, more than one area may be removed.

Neutral minor units may not retreat into areas controlled by a major power until that major power intervenes.

Active air fleets change area if their area is occupied by enemy units. Inactive fleets are removed from the map as inverted reinforcements for the next turn. Naval fleets change base if their port is captured by enemy units. This change can be to any reachable friendly port and can be intercepted by enemy

forces. If they do not have a friendly port within range they are eliminated.

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 fortress are present on the defender’s side, one fortress step is removed for every two casualties. That is, if there is 1 casualty, the strength level will not be reduced, and if there are 2 or 3 casualties, a level will be lost.

*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. 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.*



### 12.3.10. 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.



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, [even transporting units](#).
- 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 ([only the initial Operation](#))
- [If there are defending fortress](#): +1
- Naval units in support: +1 for every two. Odd fleets are not counted. Damaged fleets count as half. [In possible later exploitation, just count half of the fleets](#).
- 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.

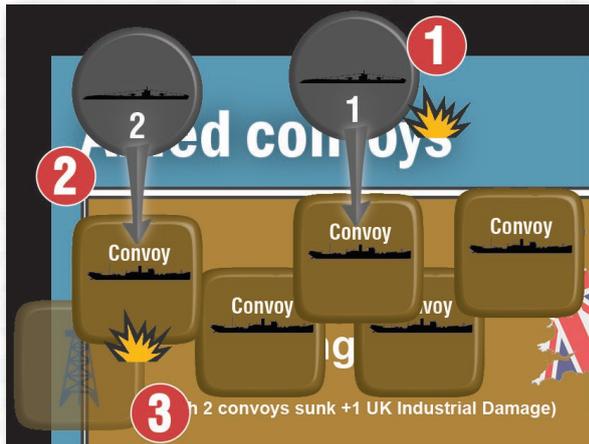
Each nation has a strategic movement level (indicated on its board) which will correspond to the number of units that can move in this phase. This number may increase or decrease depending on the industrial level or industrial & logistical damage.

[Strategic movement can only end in areas controlled by the same side.](#)

#### 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, [unless they spend an additional point to continue moving](#).

The active player will be able to move in this way except through naval areas previously interdicted by enemy fleets or air units, [spending an additional point in such a case](#). Likewise, they will spend an additional point, instead of just



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**

one, if there are active air fleets adjacent to any naval areas they move through.

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) without needing to stop at Gibraltar, and more through the Red Sea (*see map*).

#### 12.4.2. Air units strategic movement

When moving air units by strategic movement (by moving up to 4 points), if they were active they will turn to the inactive side, without spending one SR point. 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 Indian/Red Sea area**). Otherwise they will need naval transport just like the land units and will spend one SR point.

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 **restrictions**.

Naval units move from friendly port to friendly port. They cannot be in the middle of any naval area. The cost of movement is governed by the same limitations as land units in case of movement between boxes or across the Indian Sea.

Naval units can carry out strategic movement even after an invasion. If used as transport in the strategic movement phase, they can also move with the ground units that used them, moving afterwards and spending a strategic movement point.

**If at least 2 naval units strategically move or are used to move other units through sea areas, 1 oil reserve point is**

**spent.**

#### 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. In the case of the USA, these resources will be reduced from their country sheet when creating the convoy during the Economy phase. Therefore the Allied player must pre-purchase convoys to move during the next turn in the strategic movement phase.

#### 12.4.5. Strategic move from the US

Units placed in the US box may move by strategic movement to any friendly port in the Atlantic. For such movement it is not required to have naval fleets in the US box.

#### 12.4.6. Allied convoys strategic movement

The USA or UK resources 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 resources 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. They will be limited just by the SR capability once the USA enters the war.

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.

### 12.4.7. Strategic movement boxes Commonwealth

Units moving between or from Commonwealth boxes (including Canada) will not require a naval fleet for transport, but will consume oil just like when using naval fleets for strategic movement (except India to Iraq, or Sudan to Egypt). Every 2 units will count as 1 naval for that purpose and for oil spending (see example in the image below).

### 12.4.8. Persian route

The Allied may send raw materials or war materials to the USSR (once at war) via Persia. (See 13.1.1 and previous example). 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. Only up to two convoy tokens may be placed on this route. For each token, 3 strategic movement points will be spent if it comes from the US or the cost indicated on the map if it is a Commonwealth resource.

## 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:** The Allied player 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.

- 1 The UK unit spends 1 SM point to reach Sudan and counts the use of a ship for oil, and there it will stop. It will have to spend another point next turn to reach Egypt. To continue through Africa, he would spend an additional SM point.
- 2 The UK unit spends 1 SM point to get to South Africa and counts the use of a ship for oil, and there it will have to spend another to get to Asia/India, counting an additional point for oil. To continue to Iraq he would spend a 3rd point.
- 3 The AUS unit spends 1 SM point to reach Asia/India and counts the use of a ship for oil, and there it will have to spend another to reach South Africa, counting an additional point for oil. To get to Iraq he would spend 2 direct points. If he wanted to move towards Ethiopia he would spend 2 points to enter that box, either in Sudan or in Italian Ethiopia.
- 4 Any convoy from Asia/India will be able to reach the Persian Route box by spending only 1 SM point, and will spend 2 SM points from South Africa, first passing through Asia/India. In the case of convoys from the US, there will be 3 fixed SM points.

**Persian route**  
Spend 1RM point to open it and occupy Persia

**Operations allowed**

- Offensives
- Strategic Movement
- Strategic Warfare
- Economic
- Diplomacy & Events

Other side

© Headquarter

WISDOM OWL

All British convoys are assumed to move from Asia/Africa to the UK via the Atlantic, not the Mediterranean. Therefore it does not affect the status of Gibraltar or Malta in this regard.

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.

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 **detected and it could 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, **even without ASW points**.

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. **Allied bomber points (US and UK) should indicate which is their target (Germany or Italy).**



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 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 **or available actions**. 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.

**Major country board general record track legend**

	Industrial damage effects row		Oil shortage effects row
	Number of strategic movement points reduction		Factory damage points
	Number of air fleets to keep inverted		Max level of industrial damage for such Industry Level (3)
	Number of actions not available		Number of fleets not available

*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 previous 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. Germany attacking with air fleets

Germany can attack 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.

Let us remember that France abstracts its oil production and obtains the same production as the United Kingdom. This will be valid if you have a valid supply route to oiled areas or to the UK from their ports.

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 only 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, as it is also indicated with the factory icon.

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 units that indicate “1” turn are deployed in the same way as the “immediate” ones.

**Clarification:** the cost of air units is 3 MPs for Germany and 3/2 MPs for the Allied side (2 after getting the “Aeronautical Industry” improvement).

New built units or reinforcements cannot be deployed in areas with limited supply.

**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.

#### 14.1.1. War materials construction

The Allied player may also build War Materials convoys by paying 1 RM. 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 (USSR or UK, if received from USA). Place the convoy counter in the USA or UK box for later movement.

#### 14.1.2. Commonwealth unit building

Commonwealth countries (Canada, India, Australia, and South Africa) have maximum units as follows: 1 Canada, 2 India, 1 Australia, and 1 South Africa. When built from the UK board Force Pool, these units are placed in the map box corresponding to each country. They can move from those boxes by Strategic Movement (see section). In the case of India, only one unit can be built per turn.

#### 14.1.3. Construction of minor country units

Minor countries not aligned on either side may build 1 unit per turn, without exceeding their initial force pool.

Minor countries aligned with the Axis or the Allies will also be able to build one unit per turn, but the construction of this unit will be paid for by the country with which they are allied (Germany or the United Kingdom).

Minor countries whose units are lost in combat will be arranged as follows:

- non-aligned countries, their casualties will be set aside and they will be able to rebuild as indicated in the previous point.
- countries allied with either side, their casualties will be set aside in the UK or German Force Pool. Since there is no differentiation between minor countries and they all use yellow or white cubes, when rebuilding your units simply rebuild first units of a country with a larger number, and then a different country. In the case, for example, of the minor Axis allied countries, Germany will be able to rebuild one unit for each country, taking into account the minor countries' own force pool. In this way, for example, once there are 4 Finns and 1 Bulgarian on the map, only 1 Hungarian and 1 Romanian could be rebuilt. Apply this same system for the minor allies of the Allied side or any other similar situation.

#### 14.1.4. 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

Fortress may also be voluntarily destroyed during the Administration phase.



#### 14.1.5. 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 number of 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 prevent the USSR from breaking the pact, Germany must maintain a minimum garrison of at least three land units in Polish areas adjacent to USSR-occupied areas, and four if France is conquered by Germany. If this requirement is not met, the USSR may freely attack Germany starting the next turn. If this occurs, the USSR “state of war” counter on the Diplomacy Table will be moved up to the “At War!” box.

### 15.2. Declarations of War

The game does not include a declaration of war phase as such.

Any major country like Germany, Italy, USSR or the Western Allies (UK and France) can declare war on a minor or major country with which they are neutral.

**Exception:** *the USSR and the USA, who control their state of war with larger countries through the Diplomacy table, and the USA, which cannot declare war on any country.*

The act of declaring war occurs at the moment in which troops are moved within the neutral country or an offensive is carried out against them. Since then both countries are at war.

Italy is another particular case, since the campaign scenario begins as a neutral friend of Germany, and it is the German player who decides when Italy enters the war by declaring hostilities against the Allies.



## 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. Air Distances Chart

Involved areas	Sea area cost
Southern Baltic States area to Finland	2
Southern Norway to Northern UK	2
Southern Norway to Southern UK	3
North Sea Germany coast to UK	2
Boudeaux to North Spain	1
Marseilles to Spanish Catalonia	1
Marseilles to Valencia	2
Valencia to Eastern Algeria	2
Cagliari to Eastern Algeria	1
Cagliari to Tunisia	1
Tunisia to Italy (Mid and South)	2
Lybia center to Malta	2
Southern Italy to Lybia (exc. Tobruk)	3
Greece to Cyrenaica	2
Greece to Western Lybia	3
Crete to Cyrenaica	1
Crete to Western Egypt	1
Crete to Eastern Egypt (exc. Sinai)	2
Crete to Sinai, Levant, Transjordania	3
Crete to Western Turkey coast	1
Crete to Southern Turkey coast	2
Greece to Western Turkey coast	1
Northern Turkey to Sevastopol	2
Batumi to Eastern Turkey	1
Batumi to Sevastopol	2
Bulgaria to Northern Turkey coast	2

## 18. Credits

**Game design:** Gonzalo Santacruz

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

**Rules review:** Raúl de la Peña, Stefan Josten, Nils Lilienthal, “Santi”, Dave Deitch, John Durkee, Raknomyai and other volunteers

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

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**Gonzalo Santacruz**

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