

VERSION 126: 6-16-2020

Yellow highlights show changes from v123 to v125

Green highlights show changes from v125 to v126

WAR ROOM

A LARRY HARRIS GAME

Premise

Officially, the war started back in September of 1939. Thirty-three long months later, it continues... "ATTENTION..." is barked out as you enter the confines of your War Room for the first time. You notice an envelope on the table in front of your chair. It's from your nation's Head of State and marked "Personal". You open and read it:

General,

It is with great pleasure that you have been appointed to the position of Supreme Commander of all our Nation's military forces. At this moment, as you take the mantle of command, the world has been at war for almost 3 years, and yet the struggle continues.

I herewith leave this manual – call it a "How to Book"– that has served both me and your predecessor well. We call it the War Room Rulebook. It is my wish that you read it carefully. Your continued, but enhanced duties – indeed, your responsibilities – will require you to lead our military forces to, and beyond, the guarded gates of our enemies' capital cities. Only with a full understanding of these chapters can you hope to accomplish this mission. Under your supervision, and with the products of our nation's industry – the ships, planes, artillery, tanks, and our brave soldiers – we will not only prevail, but we will triumph. You have our complete confidence that our forces will be transported in proper numbers, and in a timely manner, to the many front lines of this century's Second World War.

A word of advice: It is important that along with being a great commander of men and machines, you must also be a logistical wizard and an effective diplomat when dealing with our heroic allies. With all these qualities having already been demonstrated, I'm certain that your appointment to the position of Chief of Staff will bring us total victory. As demonstrated during your past performance, you must continue to anticipate our enemy's intentions and disrupt his battlefield ambitions. Through your cunning and dash, we are certain that you will meet the enemy with overwhelming forces at every opportunity. Take the battle to him. Deny him the ability to wage war by taking control of his resource-rich territories and assure the final and complete destruction of his armed forces and leadership. ONWARD TO VICTORY!

Good Luck,

Objective

STANDARD: Seven Nations struggle to control key territories and critical resources before the stress and devastation of war drains them of their ability to wage war. Unless otherwise stated in the chosen game scenario, The Allied Forces must control both *Greater Germany* and *Japan* to win. The Tripartite Pact Alliance (AKA, The Axis) must control two of the following to win: *Eastern United States*, *Great Britain*, or *Moscow*.

LIMITED: For a shorter experience, limit the game to six rounds. Then tally a score for each Nation's position on the Homeland Status Track, 1 point for each Zone it has progressed beyond the Start (White) Zone. For example, a Nation scores three points if it is in the Orange Zone. The side (Axis or Allied Forces) with the lower total score for all of its Nations wins. Compare Stress totals (subtracting Medals) on the Morale Board to break ties. Further ties result in a draw. Winning outright by capturing Capitals is still viable.

Game Components



1 Rulebook: This is a "must read" for all commanders!

4 Unit Storage Trays: These hold Land, Naval, and Air Units.

1 Common Token Storage Tray: This holds all common tokens, such as Hotspot Markers, Stress Tokens, Medals, Bomb Tokens, and Arrow Tags.

7 Nation Storage Trays: Each holds a Nation's supply of Command Tokens, National Flags, and extra Territory Cards.

7 Resource Charts and 28 Pegs: Insert color-coded pegs into the corresponding channels to keep track of each Nation's accumulated resources: **Oil**, **Iron**, and **OSR** (other Strategic Resources). The white peg is for tracking over 20. There are abbreviated codes which mark the starting amounts depending on the selected scenario.

1 World Map: This is the game board. Note the **Turn Order Track** and **Homeland Status Track** near the polar area.

1 Morale Board: Use this board to calculate a Nation's accumulating Stress, a key game factor. The front side has Stress Threshold numbers for the **Global War** and **Eastern Front** scenarios, while the reverse side has Stress Threshold numbers for the **War in Europe** and **War in the Pacific** scenarios *(see pages 25-28)*.

7 Pads of Operations and Production (O&P) Charts: Every round, each Nation will secretly write orders for movement and purchasing new Units on a new O&P Chart. Order more charts at **www.nightingale-games.com**, or make copies.

2 Battle Status Boards: One side is for land/air battles and the reverse side is for sea/air battles. Depending on space and the number of players, the second board may be used so players don't need to flip the boards or may optionally conduct a second battle simultaneously *(see Optional Rules on page 29)*.

131 Territory Cards: These double-sided cards will be exchanged when territories are captured, and they are also used to calculate Resource income. The reverse side shows an "Embattled" state with reduced Resource income. Starting forces for game setup are also shown on each card.

11 Card Holders: These are slotted to hold a Nation's Territory Cards that have Resource income. Keep cards for other territories (without Resources) in the Storage Trays. Besides having one Card Holder for each Nation, there are four extra blank Card Holders for any Nation that needs more slots.

2 Reference Mats: These show rules references and phase reminders. There is a World Map reference on the back, useful for secret discussions.

10 Dice: Use the Dodecahedron Dice (d12) to resolve combat. Each Die has the following sides: 1 white, 1 black, 1 red, 2 green, 3 blue, and 4 yellow.

7 Capital Stars: Highlight Capital territories *(see pages 5 and 25)*.

Game Components

China | British Commonwealth | Soviet Union | United States | Germany | Italy | Imperial Japan

NATIONAL FLAGS: These markers are used for the following:
- **Territories** (to show control other than as originally shown on the World Map by color and Region ID)
- **Turn Order Track** (one for each Nation participating in the scenario is required - use round Jumbo Flags)
- **Homeland Status Track** (one for each Nation participating in the scenario is required - use square Jumbo Flags)
- **Trans-Ocean Convoy** (to show control other than as originally shown on the World Map by flag)
- **Carrier Fighter Tokens** (to show which Nation controls the token, if needed)
- **Battle Status Board** (to show which unit is which amongst allies, if needed)





COMMAND TOKENS: These tokens rest atop stacks of Units, thereby identifying ownership of the Units below and allowing for specific orders. These are "piece-limited", but may be recycled as needed.
- Land Commands (square)
- Air Commands (circle)
- Naval Commands (elongated hexagon)

COMMAND ID: The National Flag symbol and a number code specify a particular Nation's Command. The small region ID code and the small colored shape silhouettes are used for Rapid Setup *(see page 7)*.
COMMAND STACK: A stack of Units is capped by a Command Token. There is a limit of 8 stacked Units per Command. Command Tokens are not Units.

LAND UNITS: These represent various land forces.

 150 INFANTRY

 80 ARTILLERY

 60 ARMOR

AIR UNITS: These represent various air forces.

 80 FIGHTERS

 25 BOMBERS

CARRIER FIGHTER TOKENS: These special Units don't require Command Tokens, nor written orders, and launch in a special step.

FRONT (Allied Forces) BACK (Axis)



15 CARRIER FIGHTER TOKENS

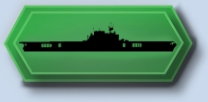
NAVAL UNITS: These represent various naval forces.



25 SUBMARINES



35 CRUISERS



15 AIRCRAFT CARRIERS



15 BATTLESHIPS

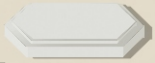
MULTIPLIER UNITS: Units are not piece-limited. Use these white tokens to represent 3 of whatever Unit Type is directly below it in the stack.



5 LAND UNIT MULTIPLIERS



5 AIR UNIT MULTIPLIERS



5 NAVAL UNIT MULTIPLIERS

FRONT BACK





30 **HOTSPOT MARKERS:** These markers will be placed on any region that requires a resolution. The flip side (with red and blue) indicates an Embattled status (i.e. an ongoing conflict to be continued next round). Also use Hotspots during raids and on the Battle Status Board as counters.

20 **MEDALS/CIVILIAN GOODS:** Medals represents battle achievements, and are used on the Morale Board. The reverse side denotes Civilian Goods, which are purchased with Resources and can be used to cancel Stress.

25 **BOMB TOKENS/INDUSTRY TOKENS:** The Bomb side is used in territories to show Infrastructure damage due to Strategic Bombing Raids. Use the Industry side to mark Units under construction.

20 **ARROW TAGS:** These are used to indicate that an Air Command must land during the Land Air Commands step in *Phase 5: Refit and Deploy*. Red=Axis; Blue=Allied Forces. They are also used to denote Force Advantage in battle.

20 **STRESS TOKENS:** These tokens, in denominations of 1 and 3, are used on the Morale Board to represent the punishing effects of war on Nations.



WORLD MAP FEATURES

SEA REGION: These are blue regions with an ID code in large light blue text (e.g., **A-5**).

CONVOY: A Convoy is one or more ship silhouettes surrounded by a ring. Some rings overlap to form a "Convoy Cluster". Coastal Convoys are linked to a territory. Trans-Ocean Convoys have Flags indicating territory links. Convoys can be raided. *(see Convoy Raids on page 17)*."

NARROW SEA PASSAGE: These narrow sea channels have rules restricting passage of ships *(see Narrow Sea Passages below)*.

TERRITORY: These are land regions that feature an Information Bar, including islands (e.g., **G1**).

ISLAND: For movement purposes, everything inside the island's circle is considered land (i.e., a territory). Any island without a Region ID may not be entered. The tiny Flags clarify original control.

IMPASSABLE REGIONS: Land Commands can't move into the Sahara (in Africa) nor the Himalayas (in Asia). Air Commands may fly over these regions but not land in them.

ADJACENCY: Regions that meet only at a corner are not adjacent. *For example, **U3** is NOT adjacent to **P-4**, and **R16** is NOT adjacent to **P-2**.* Note: Sicily is adjacent to Italy.



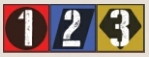
INFORMATION BAR: This is a strip of codes for each territory including: Region ID, a Strategic Value (SV), and Resources produced. A National Flag on the left side of an Information Bar indicates a Capital territory.



REGION ID: An ID code is shown in a black box for territories and in light blue lettering for sea regions. For example, Greater Germany is **G1** ('G' for Germany), and the Baltic Sea region north of Greater Germany is **A-5** ('A' for Atlantic)**.**



STRATEGIC VALUE: Strategic Value (SV) is shown in a white box on the World Map and Territory Cards. The greater the SV the more important the territory, as this value conveys Stress gained when the territory is lost.



RESOURCES: Most territories provide Resources as income. Red= **Oil**, Blue= **Iron**, Yellow= **OSR**. The numbers indicate how many of each Resource is provided.



INDUSTRIES: These icons show where new Land, Air, and Naval Units can be constructed. The number of smokestacks on each Industry icon (equal to the territory's SV) limits the number of Units that may be constructed there at one time.



MOBILIZATION ICON: China has special rules for Infantry mobilization *(see Chinese Mobilization on page 22)*.



PORTS: Undamaged Ports provide Port Advantage *(see page 15)* in sea battles. Additionally, newly manufactured Naval Units can only be launched into a sea region connected to a Port that is part of a territory with Industries.



RAILS: Undamaged Rails allow for rapid land movement across connected territories.



TRADE ICON: Some Neutral territories *(see page 24)* offer Resources of a certain Type in trade as shown by a round Resource icon *(see Trade with Neutrals on page 22)*.

THE WORLD'S NARROW SEA PASSAGES

Narrow Sea Passages restrict sea movement (Naval Commands and Troop Transports). Air Units are unaffected. These passages are red (with white dots) sea region border lines and canals (Suez and Panama Canals). Friendly Nations may pass freely. You or an ally must:

- Control (or be aligned with) **Central America** (the territory) to pass through the Panama Canal (A-12, P-7).
- Control **Egypt** to pass through the Suez Canal (M-3, M-5).
- Control both **Denmark** and **Norway** to pass through the Danish Straits (A-5, A-6).
- Control **Gibraltar** to pass through the Strait of Gibraltar (A-15, M-1).
- Control **Malaya** to pass through the Strait of Malacca (I-9, P-15).
- Control **Turkey** to pass through the Turkish Straits (M-3, M-4). Note: Turkey is Neutral, so neither Alliance may pass through initially.



Setting Up

WORLD MAP
Place the World Map such that all players have access.





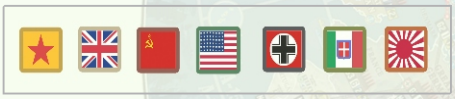
CHOOSE SCENARIO
Choose one of the 4 scenarios to play *(see pages 25-28)*.

ASSIGN NATIONS
Each player decides which Nation(s) to play as allowed by the scenario.



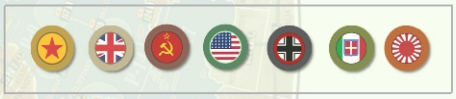


HOMELAND STATUS TRACK
Each participating Nation places 1 square Jumbo National Flag on the White (Start) Zone of the Homeland Status Track.





TURN ORDER TRACK
Each participating Nation places 1 round Jumbo National Flag on the Turn Order Track. These Flags will be sequenced at the end of *Phase 2: Strategic Planning* *(see page 9)*.



O&P CHART
Each Nation's player takes its pad of O&P Charts and writes the round number in the indicated space with a pencil on the first sheet.



RESOURCE CHARTS
Each Nation's player places each of the 3 pegs for Oil, Iron, and OSR (Other Strategic Resources) into the "0" row of its respective column on that Nation's Resource Chart. The white peg is for tracking above 20. Resources are public information.





BOARDS
Place the **Battle Status Board** and **Morale Board** next to each other.





DICE
Place the 10 Dice near the Battle Status Board.



COMMON TOKENS AND UNIT STORAGE
Place the supply of common tokens and Unit Storage nearby. Common Tokens include:

- **Hotspot Markers**
- **Bomb/Industry Tokens**
- **Arrow Tags**
- **Stress Tokens**
- **Medals / Civilian Goods**





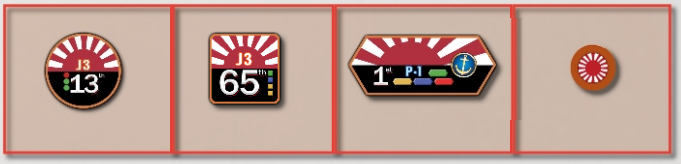


RULES AND REFERENCE
Keep the **Rulebook** and **Reference Mats** handy.

Setting Up

NATION COMPONENTS • Each player claims the relevant Nation's Storage Tray of components, which include Command Tokens, National Flags, and starting Territory Cards. Insert Territory Cards with Resource icons into the slotted Card Holder (non-Embattled side up) for convenience in adding up income during *Phase 1: Direct National Economy*.



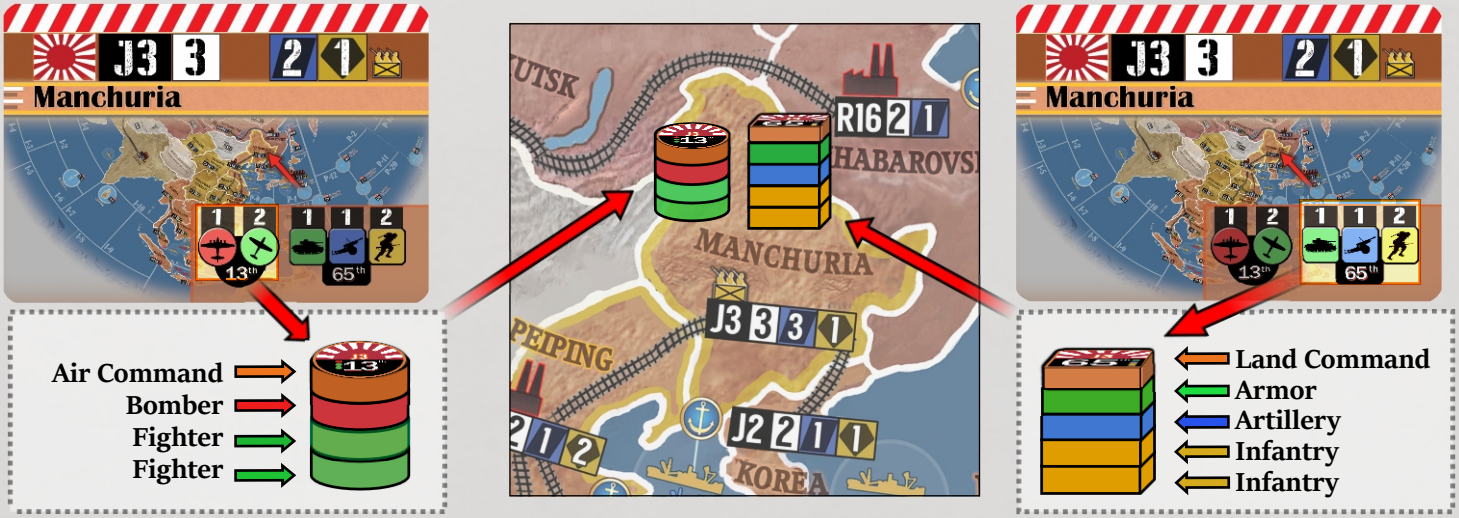






PLACE COMMAND TOKENS • Referring to the Territory Cards or the Command Tokens, place Command Tokens on the World Map according to their indicated Region IDs. Command Tokens without a Region ID are not placed during setup but may be used later.

PLACE UNITS • Units may be set up now or players may opt to wait, thereby using the Rapid Setup method. If using Rapid Setup, then players need to position Units beneath Commands only after a given Command Stack enters battle or needs to be split or merged. If not using the Rapid Setup method, place Land and Air Units of the designated Type(s) beneath each Command Token to form a Command Stack now. Place Naval Units beneath the Command Tokens in the indicated sea regions. Place the Storage Trays of remaining Units nearby. Note: Some Territory Cards call for Units from two Nations. *For example, the territory of Great Britain starts the game with both British forces and U.S. forces. The Solomon Islands is the only region to start the game with opposing Alliances both present.*



The Phases and Officers

Choose a player to be the **Scheduling Officer**. This person is responsible for keeping the game moving along. For more regulated play, *see Officer Roles on page 29.* **Each round of play has 7 phases:**

PHASE 1: DIRECT NATIONAL ECONOMY
PHASE 2: STRATEGIC PLANNING
PHASE 3: MOVEMENT OPERATIONS
PHASE 4: COMBAT OPERATIONS
PHASE 5: REFIT & DEPLOY
PHASE 6: MORALE
PHASE 7: PRODUCTION



Phase 1: Direct National Economy

Important Terms

TERRITORY CONTROL: A Nation that owns the Territory Card has "control" of the territory. Sea regions are never controlled.

ALLIANCE: Alliance refers to which side you are on: the Allied Forces or the Axis.

FRIENDLY: Nations of the same Alliance are "Friendly" and can never attack each other or themselves. This also applies to Neutrals *(see page 24)* aligned with that Alliance. The term "Friendly" can apply to territories and Units if they belong to you or a Friendly Nation.

ENEMY: Territories and commands of an opposing Alliance (or Neutrals aligned with an opposing Alliance) are described as "Enemy". Standard Neutrals are neither Friendly nor Enemy until invaded *(see page 24)*.

UNIT CATEGORY: Each Unit Category (Land, Air, or Naval) has its own dedicated shape (square, circle, or elongated hexagon).

UNIT TYPE: Unit Type refers to a specific color within its Category (*for example: green Armor, blue Artillery, yellow Infantry*).

ACTIVE REGION: This refers to any region that has a conflict in need of resolution. This could be due to opposing forces sharing a territory, a Convoy Raid, or even an invasion of an empty territory *(see Garrison Forces on page 15)*. A Hotspot Marker is placed in the region during *Phase 3: Movement Operations* and should be either flipped to the Embattled side or removed after the conflict is addressed during *Phase 4: Combat Operations*. There should be no Hotspots showing by the end of *Phase 4: Combat Operations*.

EMBATTLED REGION: After a battle, if opposing Commands still share a sea region or territory, it becomes "Embattled".

- During Battle Debrief *(see pages 18 and 19)*, flip the Hotspot Marker to its blue and red Embattled side.
- Flip the Territory Card (if relevant) to its Embattled side showing red and white stripes.
- The controller of an Embattled territory keeps the Territory Card but receives slightly reduced Resource income as indicated on the flipped Embattled side of the Territory Card.
- Flip all Embattled Markers to Active Hotspots at the start of *Phase 3: Movement Operations* to indicate another battle needs to occur.
- The Territory Card will remain flipped to its Embattled side until the territory is no longer in conflict.
- Air Commands can land during *Phase 5: Refit & Deploy* in an Embattled territory if the territory is Friendly.

Step 1. Check Territory Card Facing



Check to make sure Territory Cards are facing the correct way because Embattled Territories receive slightly reduced income. Any time a territory is no longer either Embattled or Active, its card should be immediately restored face-up and the Hotspot Marker removed from the World Map. **Exception:** All Territory Cards in the color of a Collapsed Nation should be permanently flipped to the Embattled side (with reduced income) even if they are currently controlled by a different Nation. This depletion of resources represents the drain of prolonged warfare.

China's Restrictions

China can neither gain nor spend Oil during the game. China can only make Artillery Units if it gains control of an Industrial territory such as *Peiping*. China may not trade at all. China may not enter sea regions with Land Commands. China may not capture Air or Naval Units.

Step 2. Tally Resource Income

Each Nation's player now counts up each type of Resource (Oil, Iron, OSR) as shown on its Territory Cards and adjusts its respective Resource Chart accordingly by moving pegs upwards in each column, adding to the existing amount. Note: If any Nation exceeds the maximum shown on its Resource Track, add an additional white peg (leaving the original at the 20 spot). The standard initial income is based on the territories controlled at the beginning of the scenario being played (see notation on the Resource Chart). Resources are public information. A Nation maintains its resources until it has Collapsed *(see page 22)*.



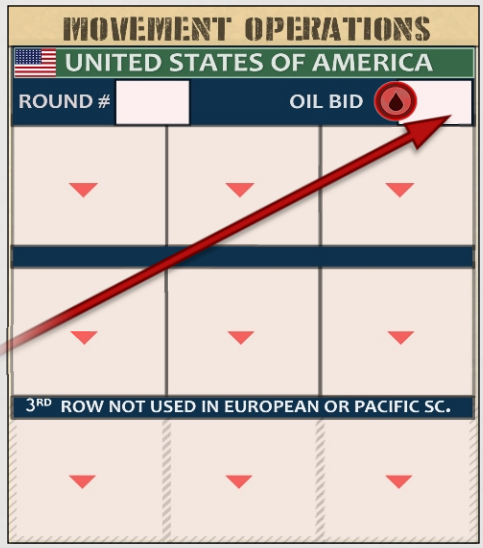


Phase 2: Strategic Planning

Step 1. Write Orders and Turn Order Bids

Writing Movement Orders

All players simultaneously write TOP SECRET orders on their O&P Charts. Discussion among allies is encouraged. Players may agree to a time limit. If a player is controlling multiple Nations then use a separate O&P Chart for each Nation. Players may write one movement operation in each of the 9 boxes on the left side of the O&P chart. To plot an order, write the Command ID of the chosen Stack above the arrow and the destination Region ID below the arrow. Its destination may be its current region. Multiple orders may not be assigned to the same Command in the same round. Each Nation may have no more than 9 written orders for any given round. China and Italy may write only 6 orders.



Bidding Oil for Turn Order

Each Nation may bid Oil for improved Turn Order Rank. There is no bidding limit (except by how much Oil that Nation currently has). A Nation may bid zero.

Announce and complete Command splits or mergers before proceeding to Step 2. Once Step 1 is complete, players may not change written orders or bids.

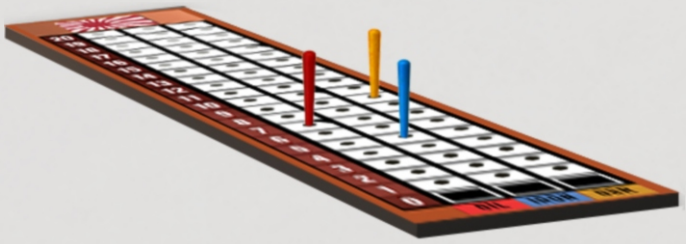
Step 2. Reveal Bids and Establish Turn Order

Once all players are finished writing orders, each Nation announces its bid for Turn Order Rank. The Nation that bid the most Oil (as written on its O&P Chart) will be first to **choose any** open turn order slot and so on... first through last. Draw National Flags randomly to break ties (including bids of zero) as they come up (i.e., after all higher bidding Nations have chosen a slot). Place the National Flags in the appropriate slots on the Turn Order Chart located next to the Homeland Status Track as each Nation's rank is determined. Note: Turn Order Rank becomes the universal tie-breaker when not otherwise specified.



Step 3. Pay Oil for Bids

Each Nation now pays for its Turn Order Rank bid. **All bids must be paid - win or lose.** Adjust each Nation's Oil Resource Track accordingly.



Canceling Orders

A Nation may opt to cancel any order during its turn in *Phase 3: Movement Operations,* or an order might be auto-canceled due to a mistake. Canceling intentionally is usually due to preemptive enemy movements that cause a change of plans.

Reorganizing Commands

Nations may reorganize their Command Stacks (splitting and merging as needed) within each region only at the following times:

- **Phase 1: Direct National Economy -** At any point
- **Phase 2: Strategic Planning -** Only during Step 1 - splits and mergers are never written as orders and must be announced
- **Phase 3: Movement Operations -** Only Commands forced to split due to pinning (such Commands may only split once – i.e., it may not split into 3 or more Commands) *(See Pinning on page 10)*
- **Phase 4: Combat Operations -** Only during Battle Debrief and within the Active region
- **Phase 5: Refit & Deploy -** At any point
- **Phase 6: Morale -** At any point
- **Phase 7: Production -** At any point

If a Nation's Command is not available in the supply, then a split may not occur. If Enemy pinning caused the split, then the movement order must be canceled.

If it matters which Nation reorganizes first, then follow the Turn Order Rank (decide the order randomly if it's the first game round before Step 3).

TIP: Merge Command Stacks to move more Units efficiently with fewer orders. Split Command Stacks to prepare for multiple destinations or bluffing.

Phase 2: Strategic Planning

PINNING

Land or Naval Commands trying to exit a region containing Enemy Land or Naval Units must leave behind an equal number of Units as the Enemy Units present within that Category. Within the region, Units belonging to any ally are always used to satisfy this requirement first. Any excess number of Units not needed to match the Enemy pinning MUST continue per the written order to the original destination if possible (unless the order is fully canceled). The owner places a new Command Token on the pinned force, which remains behind.

LAND TO LAND



28 ▼ B7

UNLIMITED RAIL



32 ▼ B18

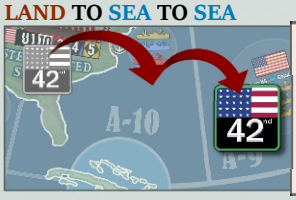
PLOTTING LAND COMMANDS

Land Commands may move to one adjacent territory (except impassable regions) or any distance along a Friendly connected Rail path with the following restrictions:

PLOTTING LAND COMMANDS BY RAIL

Rail movement is implied if the destination territory is not adjacent; as such, no special notation is needed. If moving by Rail, Land Commands may not enter an Enemy-controlled territory (or non-Friendly Neutral territory), even if empty of Enemy Units. **In short, a Nation may not invade by Rail.** Also, they may not enter **ANY** territory with Enemy **Land Units** present (even if the territory is controlled by Friendly forces). Territories with Bomb Tokens also prevent Rail movement into or out of that territory *(see page 17)*. Any such obstructed Land Command with orders to move beyond an adjacent territory by Rail must cancel its order entirely - it may not make a partial move to the obstruction. Land Commands may exit a Friendly territory (but NOT Enemy territory) by Rail per normal pinning rules, following all rules above. If a part of the path is in a territory controlled by a Nation in the Yellow Zone or worse, *see page 21*.

LAND TO SEA TO SEA



42 ▼ A-9

SEA TO LAND



88 ▼ B21

SEA TO SEA TO SEA



110 ▼ 1-5

TRANSPORTING LAND UNITS BY SEA

Land Commands are considered "Troop Transports" while being transported at sea. Troop Transports can move up to 2 regions only if both the first **and** second move END in a sea region. When going ashore they can only move to one adjacent territory.

TROOP TRANSPORTS DURING BATTLE

Troop Transports do not participate in battle while at sea and are sitting ducks. Any Troop Transports will be sunk at the end of battle (or if there was no battle) if Enemy Air or Naval Units remain in the region and no Friendly Air or Naval Units survive to defend them. If both sides' naval and air forces are completely destroyed in the region, the Troop Transports on both sides survive. Troop Transports do not affect Enemy Troop Transports.

PINNING – Troop Transports never pin other Troop Transports or Enemy Naval Units. Troop Transports never contribute to offset an Enemy pin that would allow Friendly Naval Commands to leave. Land Unit pinning rules apply if Troop Transports have orders to enter a sea region from land. Troop Transports (regardless of their number) are pinned by Enemy Naval Units that are unmatched by Friendly Naval Units (with the exception below).

PINNING EXCEPTION – Troop Transports may ignore pinning if they have written orders to move ashore to an adjacent Friendly-controlled Territory (regardless of Embattled status).

LAND TO LAND/SEA TO LAND/SEA



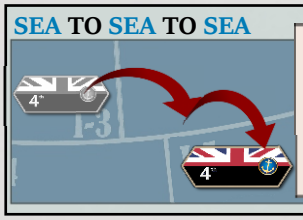
18 ▼ 1-3

PLOTTING AIR COMMANDS

Air Commands may initially move 1 or 2 land/sea regions. During *Phase 5: Refit & Deploy*, Air Units that were moved or participated in battle (as marked by Arrow Tags) will be able to again move up to 1 or 2 regions to safely land *(see page 20)*.

PINNING – Air Commands can't pin nor be pinned.

SEA TO SEA TO SEA



4 ▼ 1-5

PLOTTING NAVAL COMMANDS

Naval Commands may move 1 or 2 sea regions. If there are multiple routes, a player chooses the path during *Phase 3: Movement Operations*. Specify only the destination region with orders.

PINNING – Naval Commands may pin Enemy Naval Units or Troop Transports.

Phase 3: Movement Operations

Step 1. Flip Embattled Hotspots



Flip all the Embattled Hotspots (from the previous round) to the Active side.

Step 2. Resolve Movement in Turn Order

Each Nation takes its turn, resolving (or canceling) ALL 3 ROWS of its written orders on the O&P Chart for the round. Typically, an opponent reads the active Nation's orders, while the active Nation's player moves the Commands on the map accordingly. Until this point, for each respective Nation, written orders remain secret. The O&P Chart is always read from left to right and from row 1 to row 3. All orders must be moved as written or canceled. After all Nations have taken their turns, proceed to *Phase 4: Combat Operations*.

Tag Air Commands



Place Arrow Tags (red for Axis - blue for Allied Forces) atop Air Commands as they are moved and/or participate in combat this round. Only Air Commands with Arrow Tags can be moved during the Land Air Commands step in *Phase 5: Refit & Deploy.*

Canceling Orders and Resolving Illegal Orders



A Nation may opt to cancel any of its orders by drawing a slash through the order and announcing the cancellation. If an Air Command's order is canceled, the Air Command is not assigned an Arrow Tag (unless it participates in combat). Partial cancellations are not allowed. During this phase, all players may review the active player's written orders for illegal orders. Illegal orders must be canceled. If a single Command is given more than one order, only the first order is executed.

Partial Movements and Other Restrictions

Partial movements are not permitted except as noted (i.e., Units being pinned). Pinning is not considered optional by either party. Permission from allies is never required for pinning. Narrow Sea Passage restrictions are not optional for Enemy Commands (i.e., the controller may not allow the Enemy to pass.)

Splitting Commands During Movement

Other than leaving a matching force behind (due to pinning) when leaving an Active region, **Commands can't merge or split during the Movement Operations phase** *(see Reorganizing Commands on page 9)*. For a forced split, if no Commands are available, cancel the order.

Place Hotspot Markers



Place Hotspots on any **Active** regions as they become apparent (even if no orders were written for that region). Remember:

- Invaded territories defended only by a Garrison Force *(see Garrison Forces on page 15)*
- Potential Convoy Raids (as no orders are needed)
- Conflicts arising due to Naval Unit production (rather than due to any movement this round)
- Embattled regions persisting from the previous round (rather than due to any movement this round)

Step 3. Carrier Fighter Movement

No Written Orders for Carrier Fighters



Aircraft Carriers have special Carrier Fighter Tokens that optionally engage after all other movements have been made. Keep Carrier Fighter Tokens in storage until needed. The Carrier Fighter Tokens are double-sided: use the red side for the Axis and the blue side for the Allied Forces. They can never become part of an Air Command Stack.

Launch Carrier Fighters



Each Nation may now launch a single Carrier Fighter Token from each of its Carriers (done in Turn Order if anybody insists). A Carrier Fighter Token may be placed either in the sea region with its "parent" Carrier or in an adjacent land or sea region. Carrier Fighter Tokens never pin, nor are they pinned.

TO ADJACENT TERRITORY



TO CARRIER'S SEA REGION



TO ADJACENT SEA REGION



Removing Carrier Fighters After Combat

Move destroyed Carrier Fighter Tokens to the Casualty List *(see page 18)*. Surviving Carrier Fighter Tokens are removed from the map in the Battle Debrief part of *Phase 4: Combat Operations* (they are presumed to have returned). Carriers always have exactly one Carrier Fighter Token on board at the start of each new round. If a Carrier is eliminated, its Carrier Fighter Token still participates in combat during that round. If a Carrier Fighter Token is not eliminated but its parent Carrier is eliminated, move only the Carrier to the Casualty List.

Phase 3: Movement Examples

Below is an example round for Imperial Japan with 7 written orders:

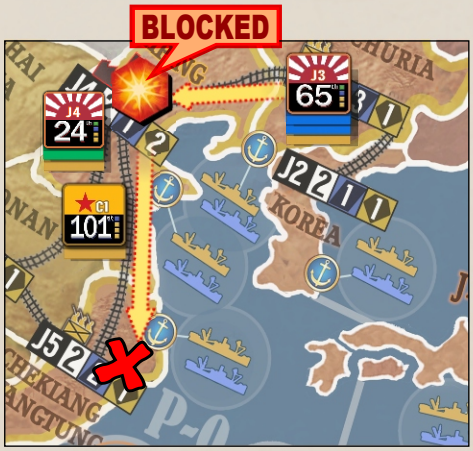
ROUND #		OIL BID	
ROW 1	65 → J5	97 → P-13	18 → P-12
ROW 2	8 → P-13	24 → P-0	16 → J20
ROW 3	6 → J21	→	→

Below is a view of the World Map before Imperial Japan's movement:



ROW 1

65 → J5	97 → P-13	18 → P-12

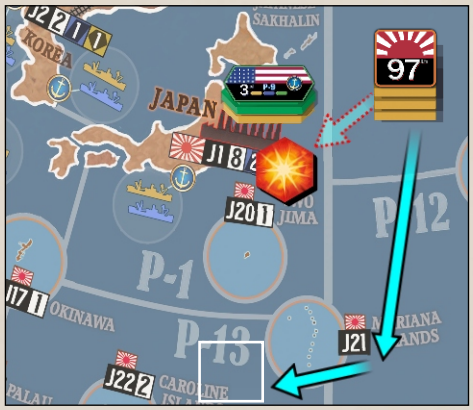


65 → J5

ROW 1: Box 1: Move the **65th** [2 Artillery and 1 Infantry] from **Manchuria (J3)** down to **Chekiang (J5)** by Rail.
*China's (101st) moved previously causing Peiping (J4) to become Embattled. This prevents all Rail movement in or out of Peiping; it is **not** a matter of pinning. The 65th Command's order must be canceled. Imperial Japan draws a diagonal line through the box to show this. (If the written destination was Peiping (J4), movement would still have been possible.)*

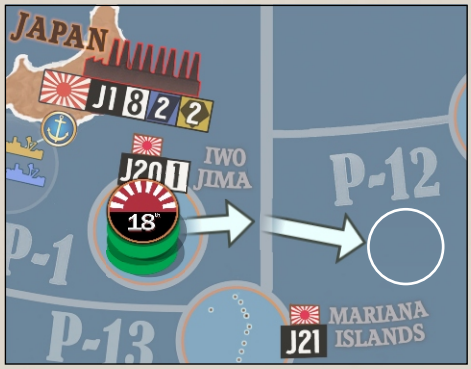
97 → P-13

ROW 1: Box 2: Move the **97th** [3 Infantry] at sea from **P-2** to **P-13.**
If Imperial Japan chooses to move the 97th Troop Transport through P-1, it will be pinned by the two US Naval Units unless Imperial Japan already has a matching force of Naval Units present, which it doesn't yet. Imperial Japan chooses to move the 97th to P-13 via P-12, which is empty of enemies. Despite having a majority of Troop Transports to US Naval Units (3 to 2), ALL Japanese Troop Transports would be pinned if entering P-1 (unless Imperial Japan had enough Naval Units to meet the US pinning value). Troop Transports can only leave a sea region with an unmatched force of Enemy Naval Units present if they are entering a Friendly-controlled territory.



18 → P-12

ROW 1: Box 3: Move the **18th** [2 Fighters] from **Iwo Jima (J20)** to sea region **P-12.**
*Air Commands are never pinned, nor can they pin. Other than canceling, Imperial Japan could NOT have them stop early for any reason. Add an Arrow Tag atop the Air Command to remind that these Fighters must later land safely (or perish) in **Phase 5: Refit and Deploy**. Note: These Arrow Tag movements are never written.*



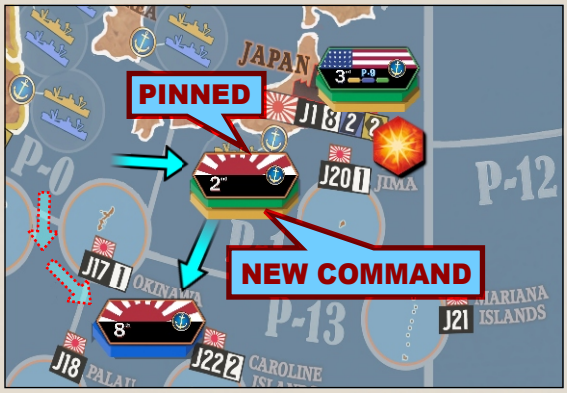
Phase 3: Movement Examples

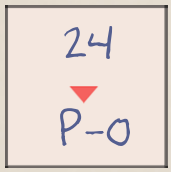
ROW 2

8	24	16
P-13	P-0	J 20



ROW 2: Box 1: Move the **8th** [1 Carrier, 1 Submarine, 1 Cruiser] from **P-0** to **P-13.**
Imperial Japan may choose whether to pass through P-1 or through P-14 on its way to P-13, as only the destination is specified (or cancel the move entirely). The United States had moved warships into P-1, so Imperial Japan decides to engage and partially pin itself, leaving the Carrier and Submarine behind to deal with the 2 US Naval Units. Imperial Japan must continue on to the final destination with the 3rd Unit, leaving NO MORE than an equal force behind. The Cruiser continues on to P-13, while the 2 Units left behind gain a new Command Token of the 2nd.



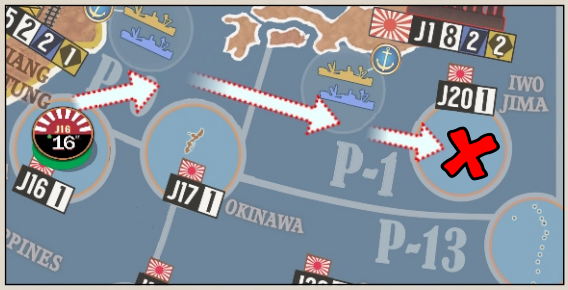


ROW 2: Box 2: Move the **24th** [1 Armor, and 1 Infantry] from **Peiping (J4)** to sea region **P-0**.
Due to China's previous move, the Command is partially pinned by one Chinese Infantry in Peiping. Imperial Japan must leave behind a matching force or cancel the move entirely. Imperial Japan chooses to leave behind the Armor, creating a need for a new Command Token (the 41st) to be placed on it, while the Infantry (as the 24th) keeps the current Command and enters the sea. Even if Imperial Japan was moving in other forces in a subsequent order, it must resolve the pinning now, as orders must be resolved left to right and top to bottom. If an Axis ally were in Peiping (J4), it would be used to satisfy Japan's pinning requirement first.





ROW 2: Box 3: Move the **16th** [1 Fighter] from **Formosa (J16)** to **Iwo Jima (J20).**
Imperial Japan blundered. *The 16th can't reach J20 with its 2 movement. Imperial Japan cancels the move by slashing the box. It can't move partially, nor may it move during the Land Air Commands step (unless a battle occurs in J16) as the Fighter never took off.*



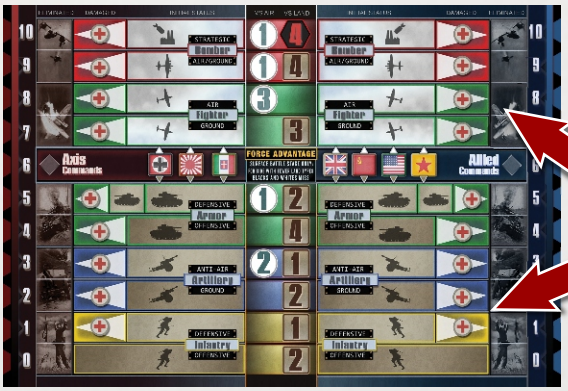
ROW 3

6		
J 21		

ROW 3: Box 1: Move the **6th** [1 Submarine and 1 Carrier] from **P-12** to **Mariana Islands (J21).**
Imperial Japan has made a mistake. *Naval Units may NOT enter territories. Everything inside an island's circle is considered a territory. Imperial Japan slashes the order box. Note: The Carrier Fighter Token will still get to launch even though the order was canceled, as launching Carrier Fighter Tokens requires no orders.*



Phase 4: Combat Operations - Terms

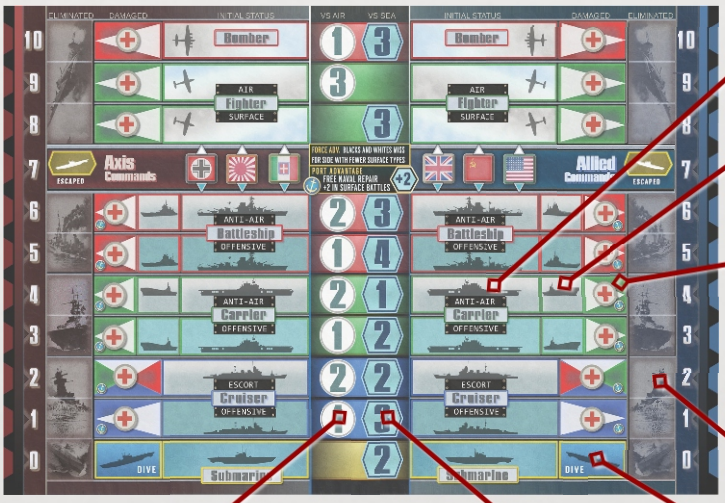


BATTLE STAGES

A battle may have one or two distinct Stages, depending on the type(s) of Units present. Each Stage is fully conducted in turn, as necessary. A Nation may never attack an ally or itself.

- **AIR BATTLE STAGE:** This first Stage resolved includes all attacks against Air Units by Enemy Units, both anti-air Units on the surface and Air Units in the sky.

- **SURFACE BATTLE STAGE:** This second Stage resolved targets Land or Sea Units. These involve attacks against Land or Naval Units from surviving Air Units (including those damaged) and/or from Enemy Land or Naval Units.



STANCE: There is often a choice of Stance for a given Unit Type. Stances have labels such as DEFENSE or OFFENSE. Some Stances have both an AIR COMBAT VALUE and a SURFACE COMBAT VALUE. Each Combat Value is used for its respective Stage. (It is not an either/or choice.)

BATTLE STATUS POSITIONS

INITIAL STATUS: Units start in their respective slot as labeled.



LIGHTLY DAMAGED: Carriers, Battleships, and Armor have extra damage boxes. No repair *(see page 18)* is required if the Unit is only lightly damaged.



DAMAGED: Any box with a red cross icon indicates it is "damaged" to a point that requires repair. Note: Carriers, Battleships, and Armor, with their additional boxes, can receive one hit before they become damaged. Most damaged Units are vulnerable to white Die results *(see page 16)*, as indicated by the white triangle in the box.

ELIMINATED: Any Units ending up in this column will be removed at the end of the battle.



DIVE: Damaged Submarines in the DIVE box are not susceptible to white hits. After each batch of Enemy Dice rolled, Submarines that are damaged, but not eliminated, will flee the battle, thereby avoiding further damage entirely and the need to repair. Move such escaped Submarines to the ESCAPED area after each batch of dice hits are fully assigned.





Phase 4: Combat Operations - Setup

Order of Battles

In Turn Order, each Nation selects an Active Hotspot, and then it is addressed. The chosen conflict or raid must involve the current Nation's forces or territory (or the Nation must pass if there are no such Hotspots). Repeat this process until all Hotspots are addressed exactly once. A region should never have more than 1 Hotspot Marker present. Remove Hotspots from the World Map as they become resolved (unless they remain Embattled). Placement and resolution of a Hotspot is not optional and must be addressed. In rare cases, a territory captured in this phase may cause a new Convoy Raid which will require Hotspot placement, but only if there was not one already.

Battle Setup

1. Set Facing of Battle Status Board

Flip the Battle Status Board to the relevant side: LAND or SEA.

2. Place Units on Battle Status Board

Allied Forces are on the right side and Axis are on the left. Move each Unit from the chosen Active region on the World Map to the **Battle Status Board** into its respective starting box according to Type and Nationality. Troop Transports remain on the World Map to be dealt with during Battle Debrief. **Units under construction do not battle and are prone to capture if the territory is lost.**

3. Place Command Tokens on Flags

Place the Command Tokens on the matching Flags printed on the Battle Status Board. When there are multiple Friendly Nations on either side, use National Flags (or the orientation of Units) to keep track of which Units belong to which Nation and align them in columns.



4. Assign Commanders

Nations from the same Alliance must choose a single Commander from participating Nations' players to make all battle decisions and roll all Dice for this particular conflict. Settle any disputes for who is Commander by using Turn Order Rank. The Commander decides from among the participating allies which Nation claims a newly won territory and which Nation(s) receives the Medal(s).

5. Assign Combat Stances

There is a choice of Stance for most Unit Types. Each Stance has different strengths and weaknesses. *For example, a Stance may allow rolling more Dice during Air Battle Stage but fewer Dice during the Surface Battle Stage.* Move each Unit to an "Initial Status" box matching its Type and preferred Stance. Not all Units of a single Type need be assigned to the same Stance. Mix them up as you please. The Alliance whose Commander is first in turn order must finalize their Units' Stances first. Stances now remain for both Battle Stages.

6. Note Advantages

Place Arrow Tags in the relevant boxes to remind players of Force Advantage and Port Advantage. Alliances share both conditions.

Force Advantage

During the Surface Battle Stage, the side with more Land or Naval Unit Types has Force Advantage. **If one side has Force Advantage, black and white Dice results are considered misses for the other side.** Stances are irrelevant. If both sides have an equal number of relevant Unit Types, neither side has Force Advantage. Force Advantage is evaluated ONLY at the start of the Surface Battle Stage. If the balance of Unit Types changes after any batch is resolved, do NOT re-evaluate. Air Units attacking Land or Naval Units do not affect Force Advantage, but their Dice results are affected. *For example, if Germany has Artillery and Infantry, while the Soviet Union has only Fighters and Infantry, then the Soviet Union's black and white Dice results miss for the entire Surface Battle Stage as Germany has Force Advantage.*

Cruiser "Escort" Stance

Each Cruiser assigned to this special "Escort" Stance gives its Commander the option for the Cruiser to take hits (including white or black hits) that would normally be assigned to a Carrier (green) or a Battleship (red). Blue hits are always resolved before green or red hits. A damaged Cruiser may still use this ability, but if the escorting Cruiser is sunk then the ability is lost. Allies can protect each other's Units with this ability.



Port Advantage

If a battle occurs in a Port-connected sea region, the side with a Friendly Port-connected territory has Port Advantage. Both sides may end up with Port Advantage. Damaged Ports and Ports controlled by Nations in the Yellow Zone or worse *(see page 21)* do not provide Port Advantage. **For a side with Port Advantage, roll 2 more Dice (observing the 30 Dice limit) for the Surface Battle Stage of sea battles if Friendly Naval Units are present.** Also, repairs for Naval Units are free (instead of the usual 1 Resource per damaged Unit - *see page 18*). Additional Ports on the same side have no effect. *Note: Territory control and therefore Port Advantage is updated immediately after each battle, thus the order of Hotspot resolution can be critical for Port Advantages.*

Garrison Forces

All empty territories have a Garrison Force (including Neutral territories that have had their Defense Force eliminated but have not been captured - *see page 24*). If the territory is attacked by land forces, the attacking force doesn't roll against the Garrison Force. Rather, **the Garrison Force rolls 2 Dice.** If both Dice roll the same color (2 yellow, 2 blue, etc.) matching an invading Land Unit Type, then one Unit of that Type is eliminated (no partial damage, hence no repairs) and moved to the Casualty List. **Black results are wild** (i.e., can be used as any color). **White results are misses.** After this exchange, the territory will be captured if any invading Land Units remain.

Phase 4: Combat Operations - Battles

BATTLE RESOLUTION

After setup, resolve the battle in the following order:
1. Conduct the **Air Battle Stage** if Air Units are present. (Air Units eliminated in this Stage do NOT participate in subsequent steps.)
2. Resolve **Raids** if applicable. To conduct a **Strategic Bombing Raid** or **Convoy Raid,** *see page 17.*
3. Conduct the **Surface Battle Stage** if Land or Naval Units are present. (Damaged Air Units participate if in a Ground or Surface Stance.)
4. Conduct **Battle Debrief**. *See page 18.*

To conduct a Battle Stage (Air or Surface), follow the steps (A-C) below:

A. COUNT DICE TO BE ROLLED BY EACH SIDE

Both Commanders now multiply the number of their own Units in each row on the Battle Status Board by that row's respective Combat Value for the current Battle Stage (Air or Surface). If there is Force Advantage *(see page 15)*, place an Arrow Tag by the side suffering the penalty as a reminder. Then, each side adds all of its row totals to form a grand total, which may never exceed 30 Dice per Battle Stage per side (ignore the excess). Use Hotspots along the far left and far right edges of the Battle Status Board to keep track of each side's grand total Dice count to be rolled for the current Battle Stage.

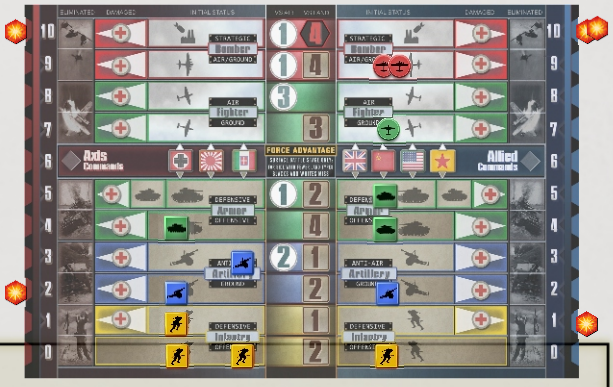
AIR BATTLE STAGE
Count all Air Units and any Land or Naval Units with anti-air firepower.



SURFACE BATTLE STAGE
Count all Land or Naval Units and any surviving Air Units except those conducting Strategic Bombing Raids.

B. ROLL DICE IN BATCHES

For each Battle Stage results are effectively simultaneous as the Combat Values are totaled before rolling begins. Commanders roll in batches of 10 Dice until all Dice for the current Stage are rolled. (Only the last batch per Battle Stage rolled may have fewer than 10 Dice.) The Commander first in Turn Order rolls his first batch, then the opposing Commander will roll her first batch. Then both remove a Dice-tracking Hotspot from board edge. Commanders then repeat this sequence for each of their second and third batches, if relevant. When multiple allies are present, each Commander rolls **all** Dice for its own Alliance. **No results can be set aside to combine with a later (or previous) batch roll.**



SURFACE BATTLE EXAMPLE

The Germans and Italians together have 12 Surface Battle Stage Dice to roll. The Soviets have 21. Neither side has Force Advantage. The Germany player is the Axis Commander and is first in Turn Order Rank. The Germany player rolls a batch of 10 Dice and resolves the results. The Soviet player rolls a batch of 10 Dice and resolves the results. The Germany player rolls and resolves its leftover batch of 2 Dice. The Soviet player rolls another full batch and resolves it, and then finally resolves its last batch of a single Die.

AIR BATTLE STAGE

Only Air Units may be hit during the Air Battle Stage (even though Land or Naval Units might have participated).

SURFACE BATTLE STAGE

Only Land or Naval Units may be hit during the Surface Battle Stage (even though Air Units might have participated).

C. ASSIGN DAMAGE

If a rolled Die color matches an Enemy Unit color, it is a hit against that Unit Type. The current Dice roller (attacker) ***must*** assign hits to Enemy Units by moving them one step closer to their row's ELIMINATED box. **A damaged Unit must be eliminated before another in the same row can be assigned a hit.** **Note:** When playing with multiple allies in the same battle transfer eliminated Units immediately to the Casualty List so they don't get mixed up. *Example: China rolls 5 Dice resulting in **2 yellows**, a **green**, a **black,** and a **white**, and applies hits to its enemy, Imperial Japan. The two **yellows** hit a single Infantry Unit in the Defensive Stance. It is moved 2 steps over to the ELIMINATED box. Imperial Japan has no Armor present, so the **green** is a miss. China assigns the **black** to an Artillery, moving it into the DAMAGED box. **White** can apply to the damaged Artillery, and so it is pushed to the ELIMINATED box.*

ASSIGNING BLACK AND WHITE DIE ROLLS

BLACK= WILD. Hit ANY target (within current Battle Stage), unless Force Advantage applies.

WHITE= HIT only DAMAGED UNITS (within current Battle Stage and in a box with a white triangle), unless Force Advantage applies.



Hits may NEVER be assigned to Units that are not legal targets for the current Battle Stage. Resolve all results of a single color before moving on to the next color in the following order:

- YELLOW
- BLUE
- GREEN
- RED
- BLACK
- WHITE

Phase 4: Combat Operations - Raids

Strategic Bombing Raids

Strategic Bombing Raids can occur in any territory with a potential target: i.e., Resources, Units under construction (including Naval Units), and/or Infrastructure. During Battle Setup, Bombers may be placed on the "Strategic" Stance of the Battle Status Board. If so, these Bombers conduct Strategic Bombing Raids between the Air Battle Stage and the Surface Battle Stage (if they survive the Air Battle Stage). The attacker rolls **4 Dice** for each raiding Bomber and applies damage before rolling for the next Bomber. As each Bomber rolls, remove destroyed Units under construction to the Casualty List and record lost Resources by Type on the target Nation's Resource Chart.

- **Yellow**: Destroy 1 **Infantry** or **Submarine** under construction, or deplete 1 enemy **OSR**.
- **Blue**: Destroy 1 **Artillery** or **Cruiser** under construction, or deplete 1 enemy **Iron**.
- **Green**: Destroy 1 **Armor**, **Carrier**, or **Fighter** under construction.
- **Red**: Destroy 1 **Bomber** or **Battleship** under construction, or deplete 1 enemy **Oil**.

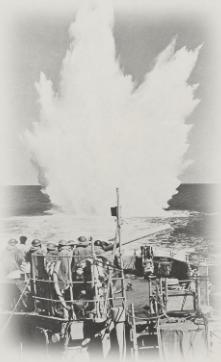


- **White**: Damage all **Infrastructure,** which includes any **Ports and Rails,** by adding a Bomb Token to the territory.
- **Black**: Deplete any **1 Resource,** destroy any **1 Unit under construction,** or damage all **Infrastructure** by adding a Bomb Token.

DAMAGED INFRASTRUCTURE: Effective immediately, Ports lose their Port Advantage (but are otherwise functional), and there can be no Rail movement into or out of the territory. If relevant, each Bomb Token permanently reduces that territory's Production output by 1 (negating a smokestack - *see page 22*). A captured territory that is bombed will remain damaged. **Bomb Tokens are never removed.** Note: There is no need to place more than 1 Bomb Token in a territory, except for those with Industries.

Convoy Raids

The two Convoy types are **Trans-Ocean Convoys** and **Coastal Convoys**. Both are represented on the World Map by Convoy Clusters, which are groups of color-coded transport ship silhouettes within one or more rings. Convoys may be raided once each round (orders are not required) and will "refresh" to be active for the next round. A change in control of a linked territory affects Convoy control immediately.



Trans-Ocean Convoys

Trans-Ocean Convoy Clusters, bearing a National Flag and labels for its territories of origin and destination, are shown on the World Map in sea regions. If both territories are controlled by Nations of the same Alliance, the Convoy is active and may be raided by the opposing Alliance (if two Axis Nations control the territories, they must decide amongst themselves which Nation places its National Flag to denote control and suffer the liability). If the territories are controlled by opposing Nations, the Convoy is inactive and may not be raided.

Coastal Convoys



Coastal Convoys are Convoy Clusters linked to certain Ports on the World Map. The Nation that controls the linked territory also controls the Coastal Convoy and will suffer any Resource losses due to a Raid. Coastal Convoys are always active.

Identifying Convoy Raids

If an air or naval force is in a sea region with an active Enemy Convoy **AND** there are no defending Naval or Air Units present at the very beginning of *Phase 4: Combat Operations,* then place a Hotspot in the region to indicate a raid must be resolved during that phase. If defenders **are** in the region, then no raiding may occur, even after a battle is resolved. Troop Transports do not act as defenders and may be sunk in addition to a Convoy Raid occurring *(see Check For Lost Troop Transports on page 18).*

Resolving Convoy Raids

Each Convoy Cluster may only be raided once each round, and each Command may raid only one Convoy Cluster in its region (each Carrier Fighter is considered to be an individual Command for this purpose). If multiple Friendly Commands target the same Cluster, they conduct one raid together, choosing a Commander if necessary. To resolve each raided Cluster, the attacker **rolls 1 Die per Air or Naval Unit** (in batches of up to 10) in the raiding Command(s). For each unique color result on the dice, **ALL ENEMY** convoy ships of that color in the targeted cluster will be sunk, resulting in the loss of an equal number of Resources of the Type corresponding to that color. A color result needs to be rolled only once to affect all convoy ships of that color. Each Black result is wild (may be used for any color). Track lost Resources immediately on the relevant Nation's Resource Chart, keeping in mind LOSS LIMITS as noted below.

LOSS LIMITS FOR RAIDS: A territory can't lose more total Resources of each Type than it currently produces (taking flipped Territory Card status into account) from a single raid attack (from either a group of Bombers OR a Convoy Raid). However, a territory's Resources could be lost twice in a single round if struck by both Strategic Bombing Raid AND a Convoy Raid, as each raiding attack on a region is resolved independently. Resource losses deplete current totals, not future income. A Nation's Resources can't drop below zero.

BATTLE DEBRIEF

After completing both Air and Surface Battle Stages, resolve the following steps (A-G):

A. ASSESS UNIT STATUS AND PAY FOR REPAIRS

At the end of a battle, Units can only be in one of three states:

- **INITIAL STATUS*:** normal
- **DAMAGED:** must be repaired or eliminated
- **ELIMINATED:** must be removed to Casualty List

**Battleships, Carriers, and Armor have an extra box, "lightly damaged", which requires no repair.* Move Units in LIGHTLY DAMAGED boxes to their INITIAL STATUS boxes.

CHECK FOR PORT ADVANTAGE

Naval Units gain free repair if Port Advantage applies *(see page 15)*. Move each repaired Unit to its INITIAL STATUS box.

OPTION TO REPAIR

For each Unit remaining in a DAMAGED box, the owning Nation may **pay 1 Resource** (any type) per damaged Unit to repair it. Move each repaired Unit back to its INITIAL STATUS box. A Nation's Resources may not drop below 0, nor may it trade outside of *Phase 7: Production*. Each Nation may decline (or be unable) to repair; if so, move such damaged Units (including Carrier Fighter Tokens) to their ELIMINATED boxes. Note: Air Units eliminated due to lack of repair still get to participate in the Surface Battle Stage or Strategic Bombing Raids, as the option to repair occurs after all Battle Stages.





B. REMOVE ELIMINATED UNITS

Move Units in ELIMINATED boxes to the Casualty List per the corresponding Nation and Type. When multiple allies are present in a battle, move eliminated Units to their owning Nation's row on the Casualty List immediately during battle. If a Carrier is eliminated in battle and its Carrier Fighter Token is not, then the Carrier Fighter Token is not moved to the Casualty List.

C. CHECK FOR LOST TROOP TRANSPORTS

Unguarded Troop Transports (Land Commands at sea) without a Friendly Naval or Air Unit in the same sea region will ALL be eliminated if any Enemy Air or Naval Units are present in the same region. However, if the only Friendly Units present are Submarines and there are any Enemy Air Units, the Troop Transports will be eliminated. The presence of Enemy Troop Transports has no effect. Transfer any Units in eliminated Troop Transports to the Casualty List. *Example: Germany has 1 Submarine and 1 Land Command (Troop Transport) present in a sea region. The United States has one Carrier Fighter Token present. All of Germany's Land Units in the sea region are eliminated.*

D. RETURN COMMAND STACKS TO WORLD MAP

Return surviving Command Stacks to the appropriate region on the World Map and optionally reorganize within that region. Be careful not to mix up Units owned by Friendly Nations. Place surviving Carrier Fighter Tokens in storage (whether or not their respective Carriers

Phase 4: Combat Operations - Battle Debrief

E. Update Territory Status (Land Battles)

DETERMINE WHO CONTROLS THE TERRITORY

A Nation gains control of an Enemy territory if its Alliance is the only force with at least one surviving Land Unit. Otherwise, if both sides still have Land Units or neither side has Land Units, control of the territory doesn't change hands. Air commands by themselves cannot capture or hold a territory. If the territory is captured and there were multiple Nations on the victorious side, the Commander decides which of those Nations will be the new controller (as long as that Nation has at least 1 surviving Land Unit).

EXCHANGE THE TERRITORY CARD (OR UPDATE ITS EMBATTLED STATUS)



If control changes, the former controlling Nation surrenders the Territory Card to the new controller. If control doesn't change and Enemy Units remain in the territory, be sure that the Embattled side of the Territory Card is face up.

REPLACE (OR RETAIN) NATIONAL FLAG



If control changes, the National Flag on the territory is changed. If the new controller is the original controller (as indicated by map color), simply remove all Flags; otherwise, remove the current Flag (if any) and place the new controller's Flag on the territory.

CHECK FOR CAPTURED UNITS



Any Units under an Industry Token are also captured and will be deployed under the new ownership during *Phase 5: Refit & Deploy*. (China never captures Air or Naval Units; such units are removed to storage.)

EVACUATE ENEMY AIR COMMANDS



If the Alliance that does not control the territory has only Air Commands remaining, those Commands will either need to be moved to a Friendly territory during the Land Air Commands step or be eliminated.

F. Assign Stress and Medals

Add newly gained Medals and Stress Tokens to the Morale Board (Medals atop the relevant war medal images and Stress Tokens atop the appropriate newspapers).

AWARD MEDALS FOR THE ACTIVE HOTSPOT

If a territory is captured (or recaptured), the victorious Commander chooses which Friendly participating Nation(s) is awarded the Medal(s). Medals may be awarded to a participating Nation even if all of its Units present were eliminated. A Nation receiving Medal(s) needn't be the one taking control of the territory (in a land battle). Medals are never awarded for capturing Neutrals.



- **CAPTURE OF A NON-CAPITAL TERRITORY: 1 Medal** (regardless of its SV)
- **CAPTURE OF A CAPITAL TERRITORY: 3 Medals** (regardless of its SV)

(Medals can be awarded unevenly among Friendly participating Nations.)

APPLY STRESS FOR THE ACTIVE HOTSPOT



- **LOSS OF THE TERRITORY:** A territory's former controller gains **Stress** equal to the **SV** of the lost territory.
- **BREAKING THE JAPANESE-SOVIET NON-AGGRESSION PACT:** The first Nation to break the pact gains **6 Stress.**
- **INVASION OF A NEUTRAL TERRITORY:** Win or lose, a Nation gains **1 Stress** per invasion (the first time only).

G. Update Hotspot Marker



If the region remains Embattled (Land or Naval Units remain on both sides), flip the Hotspot Marker to show its red and blue Embattled side. Otherwise, remove it.

RESTORING CONTROL

An ally must restore recaptured territories to the original Friendly controller (as indicated by the Territory Card) unless the original controller is in the Gray Zone on the Homeland Status Track or out of the game. Note: The Commander chooses who gains the Medal(s) from those who participated even if the captured territory is then restored to an ally.

TRANSFER OF CONTROL

Original Enemy territories (once captured) can't be transferred between allies. *For example, if the British Commonwealth captured France from Germany, and the United States moves into France on a later round the US is not allowed to take control of France from the British Commonwealth.*

OCCUPIED TERRITORIES

The territories with brown or yellow borders revert control to the Soviets or Chinese, respectively, if recaptured.

- **Belarus, Ukraine [Soviet Union]**



- **Peiping, Manchuria, Chekiang-Kwangtung [China]**



Phase 5: Refit & Deploy

Step 1. Land Air Commands



All Air Commands that were moved and/or participated in combat should have been marked with an Arrow Tag. They may now move up to **2 regions** and must land in a Friendly territory (allowable even if it is still Embattled).



- If any player insists, resolve these landings in Turn Order.
- As Air Commands are landed, remove their Arrow Tags.
- Air Command landing movements should NOT be written on the O&P Chart.
- Air Commands may split at this time, thereby landing in multiple territories. If an Air Command has no legal moves possible, then it is eliminated (transferred to the Casualty List).
- Air Commands, by themselves, may never take control of an Enemy territory after a battle, even if no Enemy forces are present.
- Remove all Carrier Fighter Tokens from the World Map to storage.

Step 2. Deploy Units

This step is skipped on the first round of play as Production has not yet occurred (unless using the Rapid Resolution Optional Rule - *see page 29*).

Nations must simultaneously deploy their newly constructed Units *(see Phase 7: Production)*.

1. Remove Industry Tokens.

2. Create new Command Stacks with the same Unit Category only (Land, Air, or Naval) OR merge the new Units into existing Command Stacks of that Category, respecting the 8 Unit per Command limit.

- Land or Air Units must be deployed to the territory in which they were constructed (even if the territory is Embattled).
- Naval Units must be deployed to a Port-connected sea region (even if the sea region is Embattled or only Enemy Units are present).

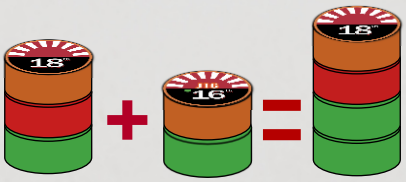
4. Bombed Infrastructure affects deployment limits. Excess Units unable to deploy due to newly Bombed Industries with a reduced smokestack limit are destroyed (owner's choice of which) and transferred to the Casualty List. *(See Strategic Bombing Raids on page 17.)*

5. If sufficient Command Tokens are not available to accommodate all of the deployed Units (even after merging to free some up), then excess Units (owning player's choice) are destroyed but NOT moved to the Casualty List. (This occurs rarely.)



Step 3. Reorganize Commands

- Players may merge or split Commands that share a region and are the same Nationality.
- Reorganizing Commands may happen all at the same time or in Turn Order if anyone insists.
- No Command Stack can exceed **8 Units**.
- There is no limit to the total number of Commands in any region.
- Units, when merging, must be all the same Unit Category (Land, Air, or Naval).
- When splitting a Command, be sure to assign a new Command Token.
- Store all Command Tokens that are not being used.



Phase 6: Morale

Convert Casualties into Stress



Looking at the Morale Board Casualty List, each Nation multiplies the number of its lost Units in each Unit Type column by its respective factor at the top of the column. Each Nation then adds the sums for each Unit Type together to get its total Casualty Points for the round. Convert the Casualty Points into Stress Points for each Nation, according to the Casualty to Stress Conversion Chart along the top. Place Stress Tokens accordingly in the Threshold column on the Morale Board for each Nation. Return the Units to storage after conversion. *For example, if a Nation lost a Battleship (20), a Cruiser (10), and a Bomber (6), it gains 36 Casualty Points, which convert into 2 Stress Points.*

Resolve Medals and Stress Tokens

After each battle, Medals and Stress Tokens might have been gained *(see page 19)*. A broken Soviet-Japanese Pact might have also caused Stress. Resolve each step below for each Nation in Turn Order, completing each step for all Nations before proceeding to the next step. Nations may not backtrack in reaction to other Nations' choices.

1. Submit Medals to Cancel Stress Points

Each Nation may give up any combination of **Medals** and/or **Civilians Goods** to cancel **Stress Points** at a rate of **1 Medal** or **1 Civilian Good** per **1 Stress Point**. Stress Points, Medals, and Civilian Goods may NEVER be traded among Nations (Friendly or not). Medals and Civilians Goods not spent to cancel Stress may be kept indefinitely for later use.

2. Evaluate Stress Levels

If a Nation now has Stress Points equal to or more than its Stress Threshold (shown next its National Flag on the Morale Board), move that Nation's Flag up to the next Zone on the Homeland Status Track. Return exactly that threshold number of Stress Points to storage, leaving any leftover Stress Points on the Morale Board. Repeat this process until any Stress Points remaining are less than the threshold. A Nation might move up more than one Zone per round. Additionally, if a Nation has no Units on the World Map, it advances one Zone. If a Nation is in the Gray Zone, it can't advance further on the Homeland Stress Track and therefore does not return any Stress Tokens to storage.

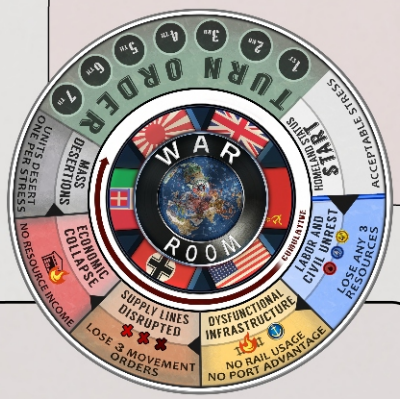
3. Relieve Stress

Each Nation has the option to give up any combination of its **Medals and/or Civilian Goods equal its Stress Threshold value** to slide back 1 Zone on the Homeland Status Track. A Nation can't go below the White Zone nor slide back more than 1 Zone per round.

4. Apply Stress Zone Penalties

Stress penalties are cumulative and recur each round (i.e., if a Nation is at that level or worse).

HOMELAND STATUS TRACK: This track, featuring color-coded Zones, is located near the center of the World Map. Each Nation marks its current position on the track with a National Flag, and may be forced to advance around the track as its war-time Stress levels increase. Arriving at each new Stress Zone imposes harsher consequences.



Stress Zone Penalties

• **White Zone:** "Acceptable Stress" – No penalty (starting position).

• **Blue Zone:** "Labor and Civil Unrest" – The Nation must pay any 3 Resources, if able, in order to restore order in the homeland.

• **Yellow Zone:** "Dysfunctional Rails and Ports" – All Rails controlled by the Nation (including Rails in captured Enemy territories) are not usable by that Nation or any ally *(see page 10)*. The affected Nation may still use an ally's Rails if that ally's Nation has not reached this Zone. No trade by sea is allowed *(see page 22)*. Ports controlled by the Nation no longer provide Port Advantage *(see page 15)*. Deployment *(see page 20)* may still occur at those Ports.

• **Orange Zone:** "Disrupted Supply Lines" – Due to depleted morale and disorganization at the front, the Nation has 3 fewer orders available to write during *Phase 2: Strategic Planning*. Draw slashes through the last 3 boxes on the affected Nation's O&P Chart.

• **Red Zone:** "Economic Collapse" – No new Resources may be added to the Nation's Resource Chart. Current Resources may still be spent or lost.

• **Gray Zone:** "Mass Desertion" – The Nation's player must now transfer (to the Casualty List) a number of its Units (of any Type) from the World Map equal to its current Stress Points. The Stress Points do NOT get removed for such desertions. Note: After resolving the Gray Zone penalties, if an Embattled territory loses its last defending Land Unit, the territory control is not lost to the enemy until the Combat Phase of the following round. A battle against a Garrison Force will take place if no defending Units are present.

Phase 7: Production

It is time to manufacture weapons and mobilize new infantry forces. Each Nation secretly fills out the Production side of its O&P Chart.

Step 1. Mark Starting Resources

Each Nation fills in the "Initial Resources" boxes by referring to its respective **Resource Chart.**

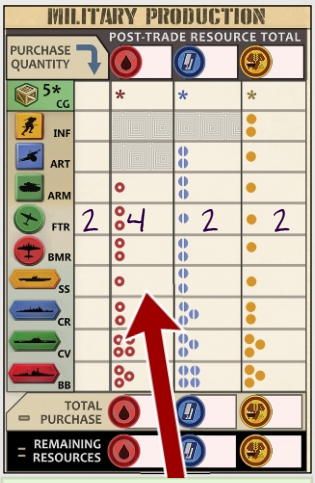


Step 2. Note Purchase of Units

Nations simultaneously decide the number of Units planned for purchase per Unit Type using the O&P Chart. Colored dots show the cost of Resources per Unit. **Civilian Goods cost 5 Resources** (of any Type, which may be mixed). After finalizing purchases, each Nation totals expenditures by Resource, subtracts them from the initial (post-trading) Resources, and notes the remaining Resources on its O&P Chart.

Step 3. Reveal Purchases & Update Resources

After all Nations have finished writing their purchases, each Nation confirms validity with an opponent by exchanging O&P Charts. Then all Nations gather Units purchased from Storage Trays and update their Resource Charts simultaneously.



Purchase Example: *2 new Fighters will cost 4 Oil, 2 Iron, and 2 OSR.*

Step 4. Transfer New Units to Industries

Nations, in Turn Order, now place purchased Units on the World Map in a controlled Industrial territory (even if Embattled or captured from an Enemy Nation). Within each territory, keep all Units under construction in one stack regardless of Unit Category (Land, Air, or Naval). The normal stack limit of 8 does not apply to Units under construction. Cap each stack of new Units with an Industry Token. An opponent should verify the smokestack limits, as the number of Units that may be constructed in each Industrial territory is limited to its Strategic Value, reduced by the number of Bomb Tokens present in it *(see page 17)*. Naval Units may only be constructed in territories that have a Port (do not deploy Naval Units to the sea until *Phase 5: Refit & Deploy)*. New Units under construction may not be ordered nor attacked but are prone to Strategic Bombing Raids *(see page 17)* and being captured *(see page 19)*. Civilian Goods are not limited by smokestacks (or linked to any Industrial territory.) and should be placed immediately on the Morale Board next to the respective flag in the Medals column.



CHINESE MOBILIZATION: China must deploy newly purchased Infantry **immediately** in one or more Chinese-controlled territories marked with a Mobilization icon. The number of Infantry deployed in each territory is limited by its SV. China may only construct Artillery at Industrial territories (e.g., *Peiping*).

Trade with Neutrals

Trade is only possible in the **Global War** scenario, during Step 2 of *Phase 7: Production*. Referring to the World Map, trade is only permitted with non-Embattled Neutrals *(see page 24)* that show a round icon with an offered Resource Type. Neutrals will only accept either of the other two Resource Types in exchange. *For example, Mexico only offers Iron; so it will not accept Iron.* Player-controlled Nations may not trade with each other.



EXCHANGE RATES: OSRs are traded in blocks of 5, Iron in blocks of 3, and Oil in blocks of 2. *(Example: It takes 2 Oil to get 5 OSRs and vice versa.)*

ALLIANCE RESTRICTIONS: Unless captured, "Pro-Allied Neutrals" (colored light green on the World Map) will not trade with the Axis. A captured Neutral will only trade with its aligned Alliance. **China may not trade at all.**

TRADE ACCESS BY LAND: A Nation may trade if either it or an ally controls a non-Embattled territory adjacent to the trading Neutral territory.
TRADE ACCESS BY SEA: A Nation may trade if the sea region connected to the trading Neutral's Port has no Enemy Commands (except Troop Transports). The Axis, additionally, must have a Friendly Naval Command in that sea region (for intimidation).

TRACKING A TRADE: Trades must be declared, and land OR sea access verified, before Step 3. Then the trading Nation adjusts its Resource Chart accordingly, and writes the exchange and new Resource totals on its O&P Chart. Each Nation is restricted to one trade per round total (*e.g., gain exactly 2 Oil for giving up 5 OSR*). Each Neutral may trade multiple times per round.

REMINDER: After completing *Phase 7: Production,* a new round begins. Check for Embattled status changes on Territory Cards.

Victory Check

Your Alliance has won the war if it has fulfilled the scenario requirements, typically capturing a certain number of Capital territories. If both sides meet the victory requirements in the same round, continue the war until that is no longer the case. In the rare case in which all Nations have no Units on the map, then both sides lose.

Collapsed Nation Check

If a Nation has no Units on the World Map ***and*** is in the Gray Zone at the **end of a round,** it is now "Collapsed" and out of the game. Remove its Resource Chart from play; its remaining Resources are lost. Keep any National Flags on the World Map until those territories are claimed by other Nations. If an ally already occupies such a territory with ***any*** Units (regardless of Embattled status), it **MUST** now claim the Territory Card and place its own National Flag, gaining any Resource income in future rounds (if multiple allies squabble, use Turn Order Rank). If ONLY Enemy Units occupy a Collapsed Nation's territory, then those Nations must wait until Battle Debrief of the next round to claim it in the normal manner (there will be no defensive Garrison Force). Empty territories of a Collapsed Nation may only be claimed once occupied by Units in future rounds as described above. Award a Medal (3 if the Capital) each time a Nation (Friendly or not) claims a Collapsed Nation's territory. Once a Nation collapses, permanently flip **all** Territory Cards showing its flag to the Embattled side.

SOVIET-JAPANESE NON-AGGRESSION PACT

This historical five-year non-aggression pact is active for the **Global War** Scenario only. The pact remains in force until either Moscow or Greater Germany is captured or it is willingly broken by either party. The terms are:

ARTICLE ONE
Neither party may enter or pass through territories controlled by the other party (even by air).

ARTICLE TWO
An ally of the Soviet Union may not move Land or Air Units from a Soviet-controlled territory into or through a Japanese-controlled territory, nor may it launch an air attack against a Japanese Naval Command from such a territory. An ally of Imperial Japan may not move Land or Air Units from a Japanese-controlled territory into or through a Soviet-controlled territory, nor may it launch an air attack against a Soviet Naval Command from such a territory. *For example, the United States may not attack a Japanese-controlled territory from a Soviet-controlled territory.* Additionally, while the pact is in effect, any orders written by an ally of either party for Commands located in a region controlled by that party may be canceled for any reason at the time of their execution, without recourse by the ordering Nation. *For example, the United States has an Air Command in Soviet-controlled Khabarovsky and orders it to move to sea region P-2; fearing that the United States player may be attempting to intercept and engage a Japanese Naval Command, thus breaking the pact, the Soviet Union player cancels the order.*

ARTICLE THREE
If either party has orders to enter a sea region or third-party territory that contains Units belonging to the other, the two parties may coexist without engaging in any battles or raids against each other. (Air Units must still land in a Friendly territory.) They do not contribute to pinning each others' Units. Both sides must still participate in combat against any other Enemy parties, if relevant. This may require two distinct battles, if other parties on both sides are present. *For example, if China, Germany, and Imperial Japan all have Units in Sinkiang and the Soviet Union subsequently moves Units there, then there will be two battles of one versus two. One will be China and the Soviets versus Germany, and the other will be China versus Germany and Imperial Japan. The order of these battles will be decided by the player who selected the Hotspot.*

ARTICLE FOUR
If the pact is in effect, a third-party territory may become controlled by either party while the other party is present. In this case, the non-controlling party must make a choice:

- Offending Units leave in the next round. Soviet and Japanese Units won't pin each other, but third-party Units will pin, if able. Any offending Units that have not left by the start of *Phase 4: Combat Operations* are eliminated and transferred to the Casualty List.
- Break the pact.

ARTICLE FIVE
The Pact may be broken by either party at any time, except during *Phase 6: Morale* or Phase 7: *Production*. If the Pact is broken, the offending party receives **6 Stress Points** on the Morale Board. The party breaking the pact receives no Medals for captured territories of the other party (Imperial Japan or Soviet Union) for the entire round, but still receives Medals for territories captured from other Enemy Nations. Once broken, the Pact remains broken and there are no further penalties in subsequent rounds. An ally of either Imperial Japan or the Soviet Union may not break the Pact without permission from its allied party (as the relevant party may cancel an order which may break the pact - *see Article Two*), in which case, the relevant party giving permission (through failure to cancel such an order) takes the penalties, not the ally. *For example, the United States may not break the Pact without permission from the Soviet Union. If the Soviet Union allows the United States to break the pact, then the Soviet Union takes the penalties.*



THREE TYPES OF NEUTRALS

Neutrals do not produce nor contribute directly to Resource income. In the **Global War** scenario only, certain Neutrals displaying a Resource icon can trade Resources during *Phase 7: Production* *(see Trade with Neutrals on page 22)*. A Neutral's Defense Force (listed below and marked on the World Map) is only activated if invaded (and only once during the entire game). The three types of Neutrals are:

STANDARD NEUTRALS

(Light gray on the World Map) Standard Neutrals are aligned to neither Alliance initially. If any Neutral becomes controlled by a Nation, its alignment changes to match its controller's Alliance - Pro-Allied or Pro-Axis. New trading restrictions may apply *(see page 22)*.

- **Afghanistan** – 4 Infantry
- **Angola** – 3 Infantry
- **Colombia** – 4 Infantry (trades OSR)
- **Ireland** – 3 Infantry
- **Mongolia** – 3 Infantry
- **Mozambique** – 3 Infantry
- **Portugal** – 4 Infantry
- **Arabia** – 3 Infantry (trades Oil)
- **Spain** – 6 Infantry, 2 Artillery, 1 Fighter (trades OSR)
- **Sweden** – 4 Infantry, 1 Artillery, 1 Fighter (trades Iron)
- **Switzerland** – 3 Infantry
- **Turkey** – 6 Infantry, 2 Artillery, 1 Fighter
- **Venezuela** – 4 Infantry (trades Oil)



ATTACKING STANDARD NEUTRALS

Phase 3: Movement Operations: When Units enter a Standard Neutral for the first time, its status immediately shifts to Pro-Allied or Pro-Axis in opposition to the invader. The Nation (of the opposing Alliance) with a Land Command nearest to the Neutral (use Turn Order if tied) immediately takes control by placing its Flag in the Neutral territory and claiming the Neutral's Territory Card. Place the Neutral's Defense Force (see above list) on the invaded Neutral territory **without** a Command Token. Place a Hotspot Marker on the invaded Neutral territory, to be resolved during *Phase 4: Combat Operations*. Note: Air Units merely passing over Neutrals will not trigger an alignment shift nor activate Defense Forces, despite it being an act of aggression.

Phase 4: Combat Operations: Transfer eliminated Defense Force Units to storage rather than the Casualty List during the round in which they activated. During later rounds, surviving Units will be under control of a Nation and so will get moved to the Casualty List (even if not under a Command Token - *see below*). If the invader has surviving land forces and defeats all Enemy land forces in the Neutral, the victorious Commander chooses from among its **surviving participating allies** which Nation will place its Flag denoting control *(see page 19)*. Optionally, put any surviving Defense Force Units under Command Tokens belonging to the aligned controlling Nation, either immediately or at a later time (any time at which Commands may be reorganized). (These Units, while under a Command Token, may even move out of the Neutral in a later round as decided by the new controlling player.) A Garrison Force *(see page 15)* is active if the Neutral territory is empty (even in a case without a Defense Force *e.g., Iceland*). Control of the Defense Force or the territory may not be transferred again among an Alliance. (Control may still transfer to an enemy as a result of another battle.)

Phase 5: Refit & Deploy: If only Air Units (from the Neutral's Defense Force) survive the initial invasion, they must land in a Friendly territory or be eliminated. (This landing site could be the original Neutral Territory if the enemy did not take control.)

Phase 6: Morale: The first Nation that invaded the Neutral (during *Phase 3: Movement Operations*), successfully or not, gains 1 Stress (the first time only for that Neutral). Nations capturing (or recapturing) a Neutral do not receive Medals.

Phase 7: Production: Members of the corresponding Nation's Alliance (except China) may potentially trade with a controlled Neutral.

PRO-ALLIED NEUTRALS

(Light green on the World Map) Pro-Allied Neutrals are Friendly to the Allied Forces Nations and will not trade with the Axis (unless control shifts to the Axis). A Defense Force only activates if an Axis Command invades. (No such activation is caused by an Allied Forces Command's presence or movement.)

- **Brazil** – 4 Infantry, 2 Artillery, 1 Fighter (trades Iron)
- **Central America** – no Units
- **Greenland** – no Units
- **Iceland** – no Units
- **Mexico** – 3 Infantry, 1 Artillery (trades Iron)
- **West Indies** – no Units

PRO-AXIS NEUTRALS

(None at game start; a Standard Neutral can become controlled by the Axis.)

Pro-Axis Neutrals as indicated by a Flag Token will only trade with the Axis (until control shifts again due to another invasion).

Choose a Scenario to Play

The four scenarios listed below each pertain to a specific "theater" of the Second World War, which allows for a range in the number of players and duration of play. No matter which scenario you choose, the entire Second World War is considered to be going on in every corner of the globe. Some scenarios **(War in Europe**, **War in the Pacific**, and **Eastern Front)** have limited and specific theaters of operations with restrictions on which territories are used.

IMPORTANT: Only use the Territory Cards as prescribed in the scenario when placing Units and collecting Resources. Unused territories offer no Units or Resources to the controlling player. In each scenario, all unlisted territories, including Neutrals, may not be entered. Trading with Neutrals is only permitted in the **Global War** scenario unless otherwise specified.

Some players may need to control more than one Nation on the same side. Be sure to maintain National integrity. Each Nation's O&P Chart and Resources must be maintained separately. Unless otherwise stated, the Soviet-Japanese Non-Aggression Pact is in effect (*see page 23*). Place gold Capital Stars on the World Map to highlight non-standard Capital territories (especially during the **War in the Pacific** scenario) or place in any scenario simply to remind players that Capitals are worth 3 Medals.

Global War

STRESS THRESHOLDS: 4 | 6 | 6 | 5 | 6 | 4 | 7

6 Player (Full Game)

- Player 1 - China and United States
- Player 2 - British Commonwealth
- Player 3 - Soviet Union
- Player 4 - Germany
- Player 5 - Italy
- Player 6 - Imperial Japan

5 Player

- Player 1 - China and United States
- Player 2 - British Commonwealth
- Player 3 - Soviet Union
- Player 4 - Germany and Italy
- Player 5 - Imperial Japan

4 Player

- Player 1 - China and Soviet Union
- Player 2 - British Commonwealth and United States
- Player 3 - Germany and Italy
- Player 4 - Imperial Japan

3 Player

- Player 1 - China and Soviet Union
- Player 2 - British Commonwealth and United States
- Player 3 - Germany, Italy, and Imperial Japan



2 Player

- Player 1 - All the Allied Forces Nations (China, British Commonwealth, Soviet Union, and United States)
- Player 2 - All the Axis Nations (Germany, Italy, and Imperial Japan)

Scenario Conditions

The Axis (Germany, Italy, and Imperial Japan) win if they simultaneously control any two of the following Capital territories: **Great Britain**, **Moscow**, **Eastern United States**. The Allied Forces Nations (China, British Commonwealth, Soviet Union, and United States) win if they simultaneously control both **Greater Germany** and **Japan**. Use the side of the Morale Board labeled "Global".

Territory Cards

This scenario uses ALL the Territory Cards of the game, including Neutrals.

WAR IN EUROPE

STRESS THRESHOLDS: 4 | 5 | 4 | 6 | 4

5 PLAYER
- Player 1 - British Commonwealth
- Player 2 - Soviet Union
- Player 3 - United States
- Player 4 - Germany
- Player 5 - Italy

4 PLAYER
- Player 1 - British Commonwealth
- Player 2 - Soviet Union
- Player 3 - United States
- Player 4 - Germany and Italy

3 PLAYER
- Player 1 - British Commonwealth (and Soviet Union)
- Player 2 - United States (and Soviet Union)
- Player 3 - Germany and Italy

(Either of Players 1 or 2 can elect to play the Soviet Union, but one of them must play it.)

2 PLAYER
- Player 1 - British Commonwealth, Soviet Union, and United States
- Player 2 - Germany and Italy



SCENARIO CONDITIONS
The Axis (Germany and Italy) win if they simultaneously control any two of the following Capital territories: **Great Britain**, **Moscow**, **Eastern United States**. The Allies (British Commonwealth, Soviet Union, and United States) win if they control **Greater Germany**.

- The British Commonwealth and the United States may each write up to only 6 orders per round.
- Use the side of the Morale Board labeled “Europe”.

TERRITORY CARDS
- Germany and Italy use all their Territory Cards.
- The Soviet Union (USSR) uses all its Territory Cards except **Soviet Sakhalin**.
- The United States uses only the **Eastern United States** and **Central United States** Territory Cards.
- All Neutrals are in play except **Mongolia** and **Afghanistan**.
- The British Commonwealth does **not** use the following Territory Cards:
  - ❑ **India**
  - ❑ **Ceylon**
  - ❑ **Papua**
  - ❑ **Western Australia**
  - ❑ **South Australia**
  - ❑ **Northern Territory**
  - ❑ **Eastern Australia**
  - ❑ **New Hebrides**
  - ❑ **New Zealand**



WAR IN THE PACIFIC

STRESS THRESHOLDS: 4 | 4 | 4 | 6

3 PLAYER

- Player 1 - China and British Commonwealth
- Player 2 - United States
- Player 3 - Imperial Japan

2 PLAYER

- Player 1 - China, British Commonwealth, and United States
- Player 2 - Imperial Japan



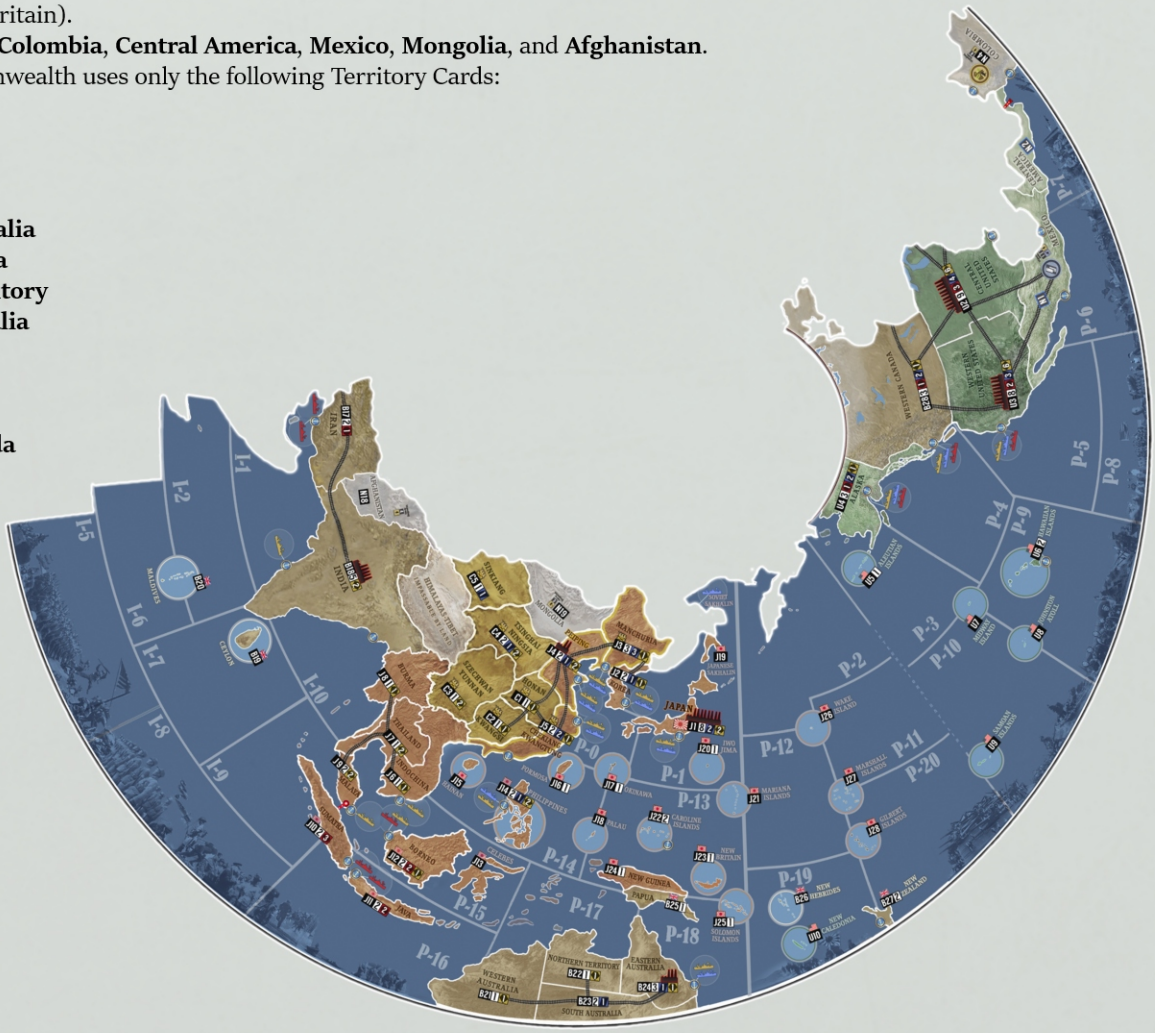
SCENARIO CONDITIONS

Imperial Japan wins if it controls – at the same time – one of the following territories: **Eastern Australia** or **India**, and one of the following territories: **Hawaii**, **Alaska**, or **Western United States**. The Allied Forces win if they control **Japan**.

- The British Commonwealth and the United States may each write up to only 6 orders per round.
- Use the side of the Morale Board labeled "Pacific".

TERRITORY CARDS

- Imperial Japan uses all of its Territory Cards. China uses all of its Territory Cards.
- The United States uses all its Territory Cards except for **Eastern United States** (and its forces in Great Britain).
- Neutrals in play are **Colombia**, **Central America**, **Mexico**, **Mongolia**, and **Afghanistan**.
- The British Commonwealth uses only the following Territory Cards:
  - ❑ **Iran**
  - ❑ **Maldives**
  - ❑ **India**
  - ❑ **Ceylon**
  - ❑ **Western Australia**
  - ❑ **South Australia**
  - ❑ **Northern Territory**
  - ❑ **Eastern Australia**
  - ❑ **Papua**
  - ❑ **New Hebrides**
  - ❑ **New Zealand**
  - ❑ **Western Canada**



THE EASTERN FRONT

STRESS THRESHOLDS: 6 6

2 PLAYER

- Player 1 - Soviet Union
- Player 2 - Germany (Italy is not used as it is considered to be focusing on the Mediterranean Theater.)

SCENARIO CONDITIONS

A Nation wins if it controls both Capitals at the end of the Morale Phase. Otherwise, continue until a Nation collapses *(see page 22)*.

- Use the side of the Morale Board labeled "Eastern Front".
- Only sea regions adjacent to territories in play may be entered, excluding the Pacific Ocean and Mediterranean Sea.
- Germany always maintains control of the Danish Straits.

TERRITORY CARDS

- Neutrals in play are **Sweden**, **Switzerland**, and **Turkey**.
- The Soviet Union uses all of its Territory Cards except **Soviet Sakhalin**.
- To represent Germany's two-front war, Germany uses only the following Territory Cards:
  - ❑ **Greater Germany**
  - ❑ **Poland/Slovakia/Hungary**
  - ❑ **Bulgaria/Rumania**
  - ❑ **Ukraine**
  - ❑ **Belarus**
  - ❑ **Baltic States**
  - ❑ **Finland**



Optional Rules

The following optional rules may be used if all players agree:

RAPID RESOLUTION

For faster game resolution, immediately after *Phase 5: Refit & Deploy* in each round, repeat Phases 2 through 5 before moving on to Phase 6. This causes a "double move and combat" situation with reduced income and production. Also, if using this rule, each Nation (except China) begins the game with the following Units under construction: 1 Infantry, 1 Artillery, and 1 Armor. Place these under 1 or more Industry Tokens in Industrial territories (observing SV production limits, *see page 22*). If they survive, these Units will deploy in the first round during *Phase 5: Refit & Deploy.*

SIMULTANEOUS BATTLES

In order to expedite large games, players may opt to set up a second Battle Status Board. Both sides must agree on a method for determining the order of Hotspot resolution. Ideally, any single player should not be involved in both simultaneous battles. A second set of 10 Dice will also likely be required.

PRODUCTION PENALTIES

For each error discovered during the Production Phase, apply a penalty of 1 less possible written order on that Nation's O&P Chart for the next round (by drawing a slash through the order slot), since verification might occur after having seen another Nation's choices.

THE STALIN RULE

Until the Soviet Union enters (for the first time) the Yellow Zone on the Homeland Status Chart, Units belonging to other Allied Forces Nations may not enter original Soviet territories (those tinted brown or with just brown borders on the World Map) that are under Soviet control. Air Units may pass over these territories, but not land there. This rule is independent of the Soviet-Japanese Non-Aggression Pact. If allies do end up in such forbidden territories (due to liberation from the enemy), then they may continue to stay and move in such territories ONLY. If the allies leave completely then the 'door closes' and they may not re-enter while the rule is in effect.

OFFICER ROLES

Randomly or by consensus, assign 3 General Officers the following leadership roles to facilitate and expedite game play: Strategic Planning Officer (SPO); Combat Operations Officer (COO); and Economic, Morale & Production Officer (EMPO).

STRATEGIC PLANNING OFFICER (SPO) DUTIES

- After completing your orders, secure them and announce to all that they have 5 more minutes to complete their orders.
- Facilitate and establish the round's Turn Order.
- Manage the bidding process and verify Oil payments for bidding.
- Oversee Command Stack movements and verify that they correspond to the written orders.
- Ensure any orders deemed ambiguous or impossible to perform will not be conducted.
- Announce cancellations of movement orders and verify that they have been lined out on the Nation's O&P Chart.
- Identify Active regions and place all required Hotspot Markers on the World Map.
- Announce Carrier Fighter Token launches.

COMBAT OPERATIONS OFFICER (COO) DUTIES



- Oversee the resolution and status upkeep of Hotspot Markers.
- Assist and guide the players through battles:
  - ❑ Ensure that the Battle Status Board is set up correctly.
  - ❑ Ensure that players have chosen their Stances and that Force and Port Advantages are observed.
  - ❑ Oversee Air Battle and Surface Battle Stages.
  - ❑ Verify repair payments and Port Advantage opportunities.
  - ❑ Oversee the placement of Stress and Medal Tokens.
  - ❑ Oversee the replacement of surviving Units to the World Map and the placement of eliminated Units on the Casualty List.
  - ❑ Verify that Territory Cards are exchanged when necessary.
- Appoint an available player to temporarily take over the COO position when participating in a battle.
- Oversee *Phase 5: Refit and Deploy*, ensuring that all Air Units are properly landed or eliminated and that Commands are correctly merged or split.

ECONOMIC, MORALE & PRODUCTION OFFICER (EMPO) DUTIES

- During *Phase 1: Direct National Economy*, ensure that each Nation's Resource Chart reflects the correct Resource count shown on its Territory Cards.
- During *Phase 6: Morale,* resolve the Casualty List and the Morale Board as well as any Homeland Status penalties.
- During *Phase 7: Production,* after completing your purchases, announce to others that there are 5 minutes remaining to complete their purchases.

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Designer Notes

It was an amazing time. We were flying in one of the brand new Pan Am Clipper jets. It was 1960, and we were flying to Tehran, Iran, for Dad's new assignment.

Over the speaker I heard the Captain speak: "Ladies and Gentlemen... Off to our right..." (Maybe he said left) "...are the beaches of Dunkirk." In my rather excited, curious, and loud 12-year-old voice, I yelled out across the aisle, "What's Dunkirk, Dad?"

I immediately knew I had just embarrassed him, and only then did I, too, become embarrassed. There were looks from the adults all around me. Not mean looks – not even condemning looks. They were looks of surprise, and a few looks that suggested disappointment that this young lad never heard of Dunkirk. How could that be possible? Those were the looks that bothered me most.

My Dad leaned over and slowly began to tell me the amazing and detailed story. Inevitably, the conversation lead to me asking, "Tell me what you did in the war, Dad." He was my direct connection – he participated in it. I knew he had been in a war. I had even found a diary he had kept during the war, but its full importance and significance had not yet occurred to me. That day was the emergence of my recognition. That was the longest and quickest flight of my life, and that conversation continued until 2010.

I'm not obsessed with or a fan of war. I have no false illusions about what war is. I don't question the horror and suffering it brings. However, over time, I simply became fascinated by it and immediately began to learn everything I could: the human toll, the redrawing of maps, and the political and economic implications. I became interested in wars that occurred hundreds and even thousands of years ago. I wanted to know what they were about and why they happened. I wanted to know where they took place and who the commanders and heroes were. These clashes are a big part of our human story. I noticed how the paths of human history seemed to flow from one dot to the next. Each dot is a war and at each dot the line takes another direction. I was fascinated with how World War II changed all our lives. It seemed to be the biggest dot of them all.

I often learned about World War II directly from those who participated in it. I grew up with them all around me, and I sought them out. While living in Iran (I was there for 3 years), I learned that my neighbor was the Shah's personal pilot. I thought that was really cool, but when I learned that he had been in the Luftwaffe and had been shot down 17 times over Russia (I'm not exaggerating, and neither did he), I was awestruck. At times, I'm sure my endless questions tested his patience, but the stories and conversations kept coming.

These days the people I routinely meet seem to know less and less about World War II, especially the young people. When I introduce the war into the conversation, I learn that their father, or grandfather, had served in the war or in one of the many wars that have occurred since World War II. I often hear things like... "My father fought in some battle – I think", "I think it was the Battle of Bulge", or "He landed on Omaha Beach", or "My grandmother worked in a munitions factory." Or, like my Dad, whose National Guard unit got activated on December 8th, 1941, was rushed to the Pacific, and fought as an infantryman in the Solomon Islands, New Guinea, and then on to the Philippines.

Am I now one of those adults on that Pan Am Clipper jet? No... probably not... I'll never really be an adult. All I want to do is design and play games. I'm just a concerned guy who wants to delay, for as long as he can, the inevitable day when our Greatest Generation is no longer here, when they are no longer in our conversations and the lessons that they taught us are no longer heeded. I do not want their sacrifices on our behalf forgotten anytime soon... at least not in my lifetime. Their amazing story will only continue if we continue to pass their stories from one generation to the next.

As the years pass, one after the other, there are fewer and fewer eyewitnesses of the Second World War around us. At this writing, 72 years have passed since the Japanese surrendered on the *USS Missouri* in Tokyo Bay. If you were a young sailor of 20 on that day, you'd now be 92 years old. If you are ever so lucky as to meet one of these "once young" men, who in their own ways saved the world, be sure to shake hands, express your gratitude, and demonstrate your awe. Thank him or her for their service. Someday you'll be able to say that you shook hands with one of this country's most special people.

War Room has been a labor of love for me. If it can bring World War II into your conversations, if it can generate interest and awareness of this monumental event, then I have contributed in some way to the war's continued legacy.

In general terms, this game will give you the big picture of that war: what its Generals and Strategists pondered and where these far off and strangely named places were. Hopefully, you'll walk away with a better understanding of the scale and reasoning of it all.

If you are already aware of all things World War II, then I hope you appreciate and recognize the historic thread that runs through this game. Now you can direct those armies that you know so well. In either case, be you new to this topic or an old student, you can test your skills at commanding the simulated forces that shaped our present world.

It is my belief that a game should tell you a story and take you on an adventure. Maybe like the story my Dad told me on that flight. Come on... let's go push some command tokens around on the *War Room* map and, for a moment, at least in our minds, we can be close to being back in that amazing time and place – that's what a good story should do. I like this game! I like playing it. I'm very proud of it, and now you know why.

-Larry Harris

Session Log

DATE	NATION(S)	PLAYER	OUTCOME