SECOND WORLD WAR

SERIES RULES

1.0 Introduction

These rules serve for both GREAT PACIFIC WAR and JOHN PRADO'S THIRD REICH, and may be used to combine the two games to simulate the whole of World War Two, a combination known as SECOND WORLD WAR.

Two to six players (up to five for either game alone; more if the larger countries are played by two players) command the military, economic and political destinies of their nations in a struggle to dominate the world. The games include eight European, four Pacific and three combined scenarios, allowing players to simulate all or a portion of the war.

Each section of the rules is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, like this: 2.2. When that section includes subsections, these are identified like this: 2.24.

When the rules refer to another, related, paragraph they will have the number identifying that rule included parenthetically, like this: (2.2). This will help you find that rule for comparison or reference.

At times the rules will require players to divide numbers. Unless the rules state otherwise, always round any fraction up (half of 3 becomes 2). At other times a number of dice to be rolled is defined as "for every two, roll one." This means for every two factors, one die is rolled (thus, for three factors, one die would rolled and for one factor, no dice would be rolled).

No individual segment of the game is especially complicated, but, because the game covers five very different components of 20th Century warfare (air, land, sea, logistical and political) it is very important that players read all of the rules and especially note the interactions between the different segments of the game.

SECOND WORLD WAR allows a wide range of decisions to be made by each player, which can result in highly unusual game conditions. If some situation arises during play which does not appear to be covered by the rules, players should apply their logic and reason before resorting to fists and thrown objects.

A number of the rules address more than one use of a rule. A rule may affect play differently depending on the scenario being played.

Number of Players

SECOND WORLD WAR plays best with six or more players, with one player controlling both France and the United States (France is often knocked out

of the game before the United States enters; this assures that this player will still have a role). For fewer players, we recommend the following combinations:

- Five players:
1. Germany
2. France, United States
3. Soviet Union
4. Britain
5. Japan, Italy

- Four players:
1. Germany
2. Britain, France, United States
3. Soviet Union
4. Italy, Japan

- Three players:
1. Germany, Italy, Japan
2. Britain, France, United States
3. Soviet Union

- Two players:
1. Germany, Italy, Japan
2. Britain, France, United States, Soviet Union

Play of THIRD REICH or GREAT PACIFIC WAR alone requires fewer players (five for THIRD REICH and up to four for GREAT PACIFIC WAR).

Definitions

Active: The player conducting the current impulse.

BRP (Basic Resource Point): A measure of a nation's ability to make war: its manpower, agricultural output and industrial resources. BRP's are the currency of THIRD REICH, GREAT PACIFIC WAR and SECOND WORLD WAR.

Coastal hex: A hex which contains both land and water in a sea zone (not a lake).

Colony: A territory which begins the game under the control of a major power that was not gained through conquest. Syria and Egypt, for example, are colonies for game purposes.

Combat Strength: A unit's value when attacking or defending; higher numbers are better.

Control: A hex is controlled by the player who last had a unit in it. The scenario instructions define control at the start of the game. When no enemy units remain in a conquered country, all hexes are considered controlled by the conquering power (for example, France becomes entirely German-controlled following the departure of the last British unit without the German player being forced to move a unit through all French hexes).

Elimination: Many game functions call for strength points to be eliminated. Air and naval

unit factors are simply removed from play and an appropriate counter of the same unit type put in play. If a 5-4 tactical air unit (TAC) suffers two hits, it is replaced with a 3-4 or any combination of TAC units of the correct nationality corresponding to the remaining number of factors.

Enemy Power: A major power with which a major power or minor country is at war.

Factor: A measurement of air and naval strength. Air and naval counters represent this strength rather than a specific unit or ship.

Force Pool: Units which may enter play later or have been eliminated and may return to play through production.

Ground Unit: An infantry (INF), cavalry (CAV), armor (ARM), parachute (PARA), garrison (GAR), marine (MAR) or headquarters (HQ) unit.

Inactive: The players not conducting the current impulse.

Major Power: A country controlled by a player: Britain, France, Germany, Italy, Japan, the Soviet Union and the United States.

Minor Country: A country not controlled by a player; all countries that are not major powers are minor countries.

Movement Allowance: A measure of the maximum distance the unit may move in a single impulse in which movement is allowed, measured in movement points.

Range: The distance an aircraft carrier (CV), tactical air (TAC), strategic air (SAC) or long-range strategic air (LSAC) air unit may "fly" to strike a target

Reduced: Many game functions call for a ground unit to be "reduced." Flip the unit to its reverse side. If the unit does not have a reduced strength on its reverse side, it is eliminated from play. Eliminated units are placed in the force pool unless eliminated out of supply.

2.0 Components

The scenario booklets for GREAT PACIFIC WAR and THIRD REICH list the items included in each game.

2.1 Game Board
The game board is divided into hexagons (called hexes) and sea zones which define the units' positions like squares on a chessboard. Each hex is numbered and sea zone named to aid in play. The map also shows important terrain features.

2.2 National Displays
Each major power has a display card on which players can keep track of their current BRP stockpile and their force pool (units they can bring into play through production). Minor countries also have such displays, grouped together rather than separately.

2.3 Charts and Tables
Several charts and tables are also used in the play of the game. Charts and tables include the Terrain Effects Chart, which explains the effects of terrain on game play, U.S. Entry Tracks (GREAT PACIFIC WAR only), which denote the current status of American opinion regarding the actions taking place in Europe and the Pacific, Japanese War Status Tracks (GREAT PACIFIC WAR only) which denote the Japanese player's ability to declare war on the USSR and America/Britain/France, production cost charts, and an Impulse Track to determine when a turn ends.

2.4 Playing Pieces
The unit counter charts describe the values on the game pieces. Most of the counters represent military units that took part or could have taken part in the war.

Unit types are as follows:

ARM - armor (tank silhouette)

CAV - cavalry (cavalry silhouette)

CV - aircraft carrier (aircraft carrier silhouette)

GAR - garrison (circle with radiating lines)

HQ - headquarters (flag and name)

INF - infantry (infantry symbol - a box with crossed lines)

LC - landing craft (ship silhouette)

LSAC - long-range strategic aircraft (aircraft drawing)

MAR - Marine and Special Naval Landing Forces (infantry with an anchor symbol)

PARA - parachute (parachute symbol - a box with crossed lines and gull wings, plus a parachute)

SAC - strategic aircraft (aircraft drawing)

SURF - surface warships (warship silhouette)

SUB - submarine (submarine silhouette)

TAC - tactical aircraft (aircraft drawing)

The drawings or silhouettes on the counters are historically accurate for the nation depicted, but otherwise have no bearing on play.

Major power counters (those of countries that can be controlled by players) have the following color schemes:

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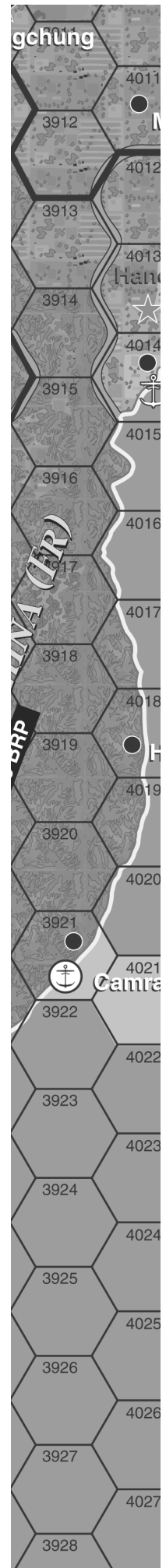
⁜ Germany: Dark gray.

⑊ Italy: Golden yellow.

⊙ Britain: Tan.

⊙ France: Blue.

● Japan: Yellow.

★ Soviet Union: Burgundy red.

�映 United States: Olive.

Minor power counters

▽ Austria

❋ Bulgaria

⚏ Communist China

▨ Croatia

◔ Czechoslovakia

◉ Finland

🞤 Free French

⊞ Greece

∷ Hungary

✚ Lithuania

❂ Nationalist China

◗ Netherlands

▥ Norway

○ Philippines

⊡ Poland

⁜ Portugal

🞷 Romania

◈ Siam

❉ Slovakia

◉ Spain

⊙ Sweden

☾ Turkey

▬ Ukrainian

Other pieces are markers used to determine the sequence of events. The number of units and markers provided is an intentional limit; players should not construct more.

A number of counters include abbreviations. These are:

AFMP: American Forces Middle Pacific
Alb: Albania
Alp: Alpini (Italian); Alpine (French)
AZ: ANZAC (Australian-New Zealand)
BEF: British Expeditionary Force

Can: Canada
Cav: Cavalry
CEA: China Expeditionary Army
Cel: Celere ("rapid")
Col: Colonial
Cor: Corazzata ("armored")
DAK: Deutsches Afrika Korps ("German Africa Corps")
FEC: French Expeditionary Corps
FEF: Far East Front
Gd: Guard
IN: Indian
KWAN: Kwantung
Lib: Libyan
Lith: Lithuanian
Mar: Marine
Me: Mechanized
Mob: Mobile
Mtn: Mountain
Nor: Norwegian
PAN: Pancseri ("armored")
Port: Portuguese
SA: South African
Sh: Shock
Slov: Slovak
T-B: Trans-Baikal
Tk: Tank
Ukr: Ukrainian

2.5 Scale

Each game turn equals one season (three months). Each hex represents an area approximately 60 statute miles across.

Land units represent corps or armies. Air units represent several hundred aircraft ("air fleets" or "numbered air forces" in World War Two-era jargon). Each naval unit represents several large warships plus a number of supporting craft.

Counter Key

National Symbol — Unit ID — Combat Strength — Movement — Combat Strength

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SECOND WORLD WAR
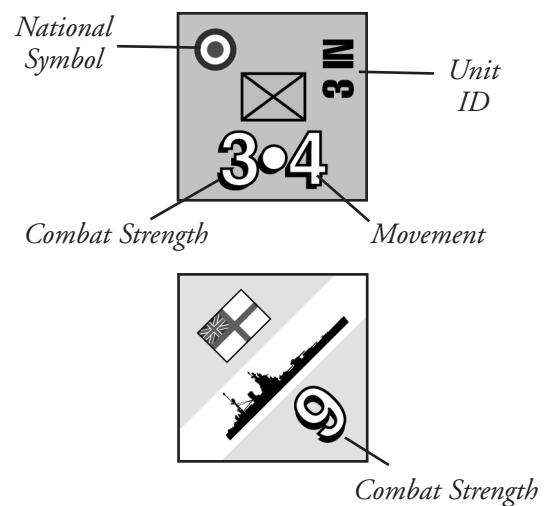
3.0 Sequence of Play

Each player sets up his or her units as shown in the instructions for the scenario chosen. Note that many units enter play later through production (these are placed in the Force Pool box on the national displays) or through play of political markers (3.12). Players will need three separate opaque containers to play the two games together, one for each map and one for impulse chits. Two cups are needed when playing THIRD REICH or GREAT PACIFIC WAR separately. Place the appropriate political markers for the map in one of the opaque containers. Not all markers are placed in the container at the start of the game. Some are added as noted on the counter.

Each turn consists of several segments and a variable number of impulses (see 3.6 below). If a unit moves (via Strategic Redeployment (7.0) or during a friendly impulse) or attacks enemy units it is activated and may not be activated again during the same turn. Activated units should be turned sideways to show they have been activated. The turn ends when the last impulse has been played, or the roll to end the turn has been less than or equal to the number on the Impulse Track. Units which are eliminated during the course of play are placed in the appropriate Force Pool box and may be built again later, unless they were out of supply when eliminated (12.4).

When so stated in the rules, players perform common actions such as impulse chit purchase etc. in the reverse order of current BRP stockpile (14.1). Thus, the player with the lowest number of BRP's goes first. If two players are tied, the player with the lesser BRP base value (14.2; don't count any minor countries the power controls) for the current year goes first. If this was the same, each player rolls a die with the lower result going first.

Play proceeds through the following segments, which must be performed in the exact order shown:

3.1 Production Segment

3.11 During Spring turns (only), players determine the year's BRP allotment (14.3). Each player uses BRP's to build units in his or her force pool (15.1) or build up reduced strength units (9.7; 15.6; 15.52) on the map.

3.12 The British player adds any new political chits available this turn to the political chit containers (one each for the Pacific and European maps) and draws one political chit from each container. Place the markers where all players may examine them, and follow the instructions for the events. Players must implement the results. If the

event on the marker cannot happen and the event description does not require the marker to be treated as "no event," discard the chit and draw another. Repeat as necessary. Unless the description states otherwise, remove the marker from play once it has been drawn. After drawing, complete the actions of the political chit drawn from the Pacific map cup and draw a second chit from the Pacific cup. If the chit drawn is an embargo chit, follow the instructions for the embargo chit. If the second chit drawn is not an embargo chit, return it to the cup and continue with play (purchasing impulse chits).

3.13 Players purchase Impulse chits (see 4.21) and place them in a third opaque container. A major power not at war with another major power may only purchase one impulse chit per map (exception: the United States is governed by U.S. Entry. See 23.3) and it may not be the General Offensive chit. A major power not at war with another major power on a map may only purchase one chit for that map (a player could purchase more than one chit if declaring war on a major power this turn). If Japan is at limited war with China (5.32), the Japanese player may purchase 2 ATTRITION chits, one of which must be placed in a hex of China and the other which cannot be used in China. If more than one chit or the General Offensive chit is purchased by a player not at war with another major power, that player must declare war on another major power during the Declaration of War Segment (3.3).

3.2 Diplomatic Segment

Players expend BRP's to influence neutral countries. The player with the most BRP's determines the order in which minor countries are influenced (which minor country is resolved first, second and so on). This begins with the player whose marker is lowest on the minor country's diplomacy track (the one with the lowest current BRP value if tied and the one with the lowest initial BRP level for the current year if current levels are the same). The player announces if he or she intends to expend BRP's, and if so how they will be spent. Each power may expend up to 4 BRP's on a single neutral country and may only attempt to move one marker. Each major power may only attempt to move an influence marker if the country has an influence marker for the major power and is not at war with the minor or had diplomatic relations severed. Thus the United States may only influence Spain and only after the US enters the war.

3.3 Declaration of War Segment.

Players announce declarations of war (5.3) and pay the appropriate BRP cost (15 against a major power;
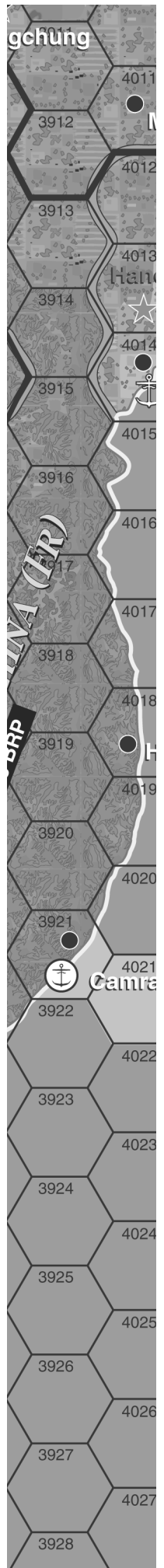
5 against a minor country) in the following order:

Soviet Union
France
Italy
Britain
America
Japan
Germany

3.4 Sea Control Segment

Players commit SURF, CV, TAC and SUB units to Sea Control (6.3).

Players commit SURF, CV, TAC and SUB units to Raiding (6.4). To place any number of units in any number of Sea Control and Raiding Boxes, anywhere on either map, costs 5 BRP's.

3.5 Strategic Redeployment (SR) Segment

Players may re-deploy (7.0) units on the board and in the off-map boxes.

3.6 Operations Segment

The Soviet player randomly draws a single impulse chit from the cup. The player whose chit is drawn becomes the "active player." The active player may move and/or conduct combat with certain units, depending on the chit drawn. Only units which have not yet been activated this turn may move and attack. This is an "impulse." When the impulse is complete, the active player draws another impulse chit and play proceeds according to the chit drawn. Impulse chits are map-specific and may only be used on the proper map. The only exception to this would be a Headquarters unit which is activated wherever it exists.

Example: At the start of turn one, the Soviet player draws a French (blue) Naval chit. The French player moves her naval units, transports French ground units and conducts any amphibious assault with them. When finished, she draws another chit, this time an Italian Africa Offensive chit. The Italian player now conducts an offensive impulse (see 4.3), using ground units and land-based air units within four hexes of the Africa HQ. Had the French player drawn another blue chit, French units that had not been activated previously would have had the opportunity to move and fight.

After each impulse is completed, place the chit in the next empty box on the Impulse Track. Place the chit three boxes ahead (skip two) if it was a General Offensive chit. The active player rolls two dice and adds any of the modifiers if applicable:

• At least one power with a chit in the cup has not had one drawn: +1
• Five powers are at war: +1
• It is a Summer turn: +1

• It is a Winter turn: -2
• At least two major powers are at war with each other on the European AND Pacific maps: +2

If the modified result is less than or equal to the number in the box on the Impulse Track, proceed to the Supply and then Surrender Segments, after which the turn will end. If the turn does not end, the active player draws another chit and the player owning the chit conducts the appropriate action(s). When all chits have been drawn or the turn ended by die roll and all nonallied minors at war have conducted an ATTRITION impulse (see 5.45), proceed to the Supply Segment.

3.7 Supply Segment

Players check the supply status (12.1) of their units. All out-of-supply ground units are flipped to their reduced-strength side; those already reduced or with no reduced strength level are removed from play and may NOT be rebuilt (do not place their counters in the Force Pool box).

3.8 Surrender Segment

Determine whether any major powers or minor countries surrender. Each major power has somewhat different conditions for surrender; see the special rule for that power. Most minor countries surrender when their capital is enemy-occupied (exceptions, see Turkey 26.5, Switzerland 26.6, China 25.0 and The Netherlands 26.7). Note that the sequence of impulse chits and minor country impulses (5.45) determine if a country has an opportunity to retake its capital before the surrender segment; there is no special impulse to do so.

3.9 End Segment

Players return naval units in the Sea Control and Raiding boxes to friendly ports within three sea zones (counting the one they are in as the first). Return is performed in the same major power order units were deployed. Enemy sea control does not affect this move. TAC units in the Sea Control and Raiding boxes are returned to friendly air bases in coastal hexes adjacent to the sea zone. Any units unable to reach a friendly base are eliminated and returned to the force pool. Reorient all units to indicate none have been activated, adjust the Season marker to reflect the new turn, and begin the new turn with the Production Segment.

4.0 Impulses and Front Headquarters

A ground, naval or air unit may only move and attack once per turn. In some cases units can conduct exploitation movement and combat. The impulse chit drawn determines which units may move and fight.

4.1 Front Headquarters

Each major power has a number of Front HQ pieces. These have no combat strength, but are used to determine which units may move and fight. Each Front HQ has one corresponding impulse chit. When the impulse chit corresponding to that front is drawn (3.6), all ground and air units (including the HQ itself) of the same or an allied nationality (including minor countries allied to the major power) which begin the impulse within four hexes of the HQ's starting hex may conduct an offensive impulse (4.3). They may move more than four hexes away from the HQ during the course of the impulse and attack enemy units more than four hexes from the HQ.

A Front HQ may be activated during an impulse other than its corresponding Front Offensive but may only be activated once per turn, even if it is within range of another Front HQ or Attrition chit during that impulse. Units activated by an HQ may not enter the territory of or attack units belonging to a nation not at war with the HQ's nation.

Example: The Italian EST HQ is in Hungary. Germany is at war with the USSR. Italy is not. Germany and Italy are at war with Britain and are thus allies. The Italian HQ cannot be used to activate German units which begin in or will enter any hex of the USSR or attack Soviet units.

Note that another HQ within four hexes of the activated HQ can move if the owning player desires, but this action does not activate units within four hexes of this second HQ.

4.2 Impulse Chits

During the Production Segment, players choose which impulse chits they wish to place in the container. Players must state how many chits they purchased, but are not required to tell other players the specific chit they put in the container. In SECOND WORLD WAR those impulse chits that include the word "Pacific" may only be used on the Pacific map. All others may only be used on the Europe map. HQ chits are used on the map containing the HQ unit.

4.21 Costs. Each Offensive, Naval and Air Effort impulse chit chosen costs five BRP's, and each Attrition impulse chit chosen costs two BRP's, which are immediately deducted from that country's BRP stockpile. The BRP's are not recovered if the impulse chit is not drawn.

4.22 General Offensive. The Japanese, Soviet and German players each have one "General Offensive" chit. The American player has two, one for each map. The General Offensive chit costs 15

BRP's to place in the container, and no other impulse chits may be chosen that turn for use on the same map as the General Offensive. It may only be used once per calendar year on the applicable map and may not be used in consecutive turns (a Winter turn followed by a Spring turn).

4.23 Choice Limits. Choice of the chits is entirely up to the owning player. Players must choose from the chits provided in the game (they may not construct their own). The chits are placed in a common container for each map.

4.24 Effect Limits. An impulse chit may only be used to affect units on one map (an HQ chit may only be used on the map containing the HQ, which may be moved between maps in some cases).

4.3 Impulse Options

Impulse chits allow the following actions, which must be performed in the order stated.

NAVAL

1) The active player may conduct naval strikes (11.6).

2) The active player may move his or her naval units (6.8) and transport (10.1) friendly ground units that begin the impulse in a port or beachhead with the transporting naval unit to another friendly-controlled port or beachhead.

3) The active player may conduct one amphibious assault (10.2). Only if the hex is occupied by an enemy unit is combat conducted as a consequence of the assault (thus no exploitation (9.4) is possible after an assault against an unoccupied beach hex).

HEADQUARTERS OFFENSIVE

1) The active player may move (8.0) his or her ground and air units (including units of some allied countries (see 5.2)) that begin the impulse within four hexes of the HQ corresponding to the chit drawn (they may move more than four hexes away from the HQ during the impulse). The four-hex range is determined prior to any movement of the HQ. Activated units may not enter any hex or attack units of a country with which the HQ is not at war.

2) The active player may conduct Offensive Air Support (11.3) or Counter-Air (11.5) with his or her air units based within four hexes of the HQ corresponding to the chit drawn (they may move through hexes more than four hexes away from the HQ during the impulse).

3) The active player may conduct one airborne assault (13.1) with a PARA unit that began the impulse at an airbase or city within four hexes of the HQ corresponding to the chit drawn.
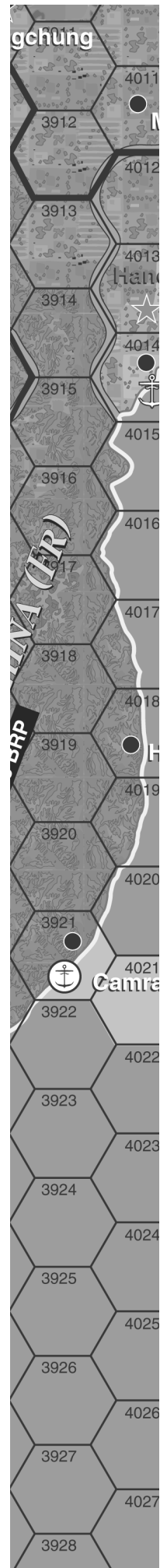
4) The active player indicates what enemy-occupied hexes he or she wishes to attack (9.0) and resolves these battles. The attacking units must have begun the impulse within four hexes of the HQ corresponding to the chit drawn, but the target hex need not be within four hexes of the HQ. Attacking and advancing ARM and CAV units may conduct exploitation combat and all ARM and CAV eligible for exploitation may conduct exploitation movement (9.4) and combat immediately following each combat.

ATTRITION

1) The active player places the Attrition marker on a friendly-controlled hex and may move (8.0) his or her ground units that began the impulse within three hexes of the designated hex.

2) The active player may attack (9.0) one enemy-occupied hex. Air units based in one hex which is within three hexes of the designated hex may provide Offensive Air Support (11.3). Exploitation movement (9.4) or combat is not allowed after this attack.

Note: Attrition chits are often used to activate minor country allies far removed from the main fronts and friendly HQ's.

AIR EFFORT

The active player may move and/or conduct Counter-Air (11.5), Naval Strikes (11.6) or Strategic Bombing (11.7) with his or her LSAC, SAC and TAC air units.

GENERAL OFFENSIVE

1) The active player may move (8.0) any of his or her ground or air units.

2) The active player may conduct Offensive Air Support (11.3), Counter-Air (11.5), Naval Strikes (11.6) or Strategic Bombing (11.7) with his or her LSAC, SAC and TAC units.

3) The active player may move his or her naval units (6.8) and transport (10.1) friendly ground units that begin the impulse in a port or beachhead with the transporting naval unit to another friendly-controlled port or beachhead.

4) The active player may conduct any number of amphibious assaults (10.2). Only if the hex is occupied by an enemy unit is combat conducted as a consequence of the assault (thus no advance after combat (9.3) or exploitation (9.4) is possible after an assault against an unoccupied coastal or beach hex). The actual assault combat is conducted with all ground combat allowing it to be combined with other units in combat.

5) The active player may conduct any number of airborne assaults (13.1).

6) The active player indicates all enemy-occupied hexes he or she wishes to attack (9.0), including those being amphibiously assaulted, flies all TAC and SAC units on offensive air support and resolves these battles one at a time. After each battle all ARM and CAV eligible for exploitation may conduct exploitation movement (9.4) and advancing ARM and CAV units that advanced and exploiting units may conduct a second attack.

4.4 HQ Penalty

If a Front HQ is activated by another HQ in an impulse, it may not be subsequently activated in the same turn if its Front Offensive chit is drawn later. The chit has no effect, though it is placed on the Impulse Track and can still end the turn (3.6).

5.0 Alliances and War

The Second World War's participants formed alliances to fight their common enemies (or achieve specific goals). These alliances ranged from close to loose and even changed during the course of the war. They are integral to the play of THIRD REICH, GREAT PACIFIC WAR and the combined SECOND WORLD WAR.

5.1 Neutral Nations

Ground units may not enter hexes in neutral nations, and air units may not "fly over" hexes in neutral nations. The one exception to this is Vichy France (19.6). Switzerland, Belgium, Denmark, Portugal, the Netherlands, Luxembourg, Lithuania, Latvia, Estonia and Norway begin the game neutral to all major powers and remain so unless a major power declares war on them or a political chit changes their status (Lithuania). Others begin the game as neutrals (see the scenario instructions), but may change their view of major powers (see Diplomacy, 16.0).

5.2 Alliances

Only those formal alliances listed below are allowed between major powers. All alliances are defensive in nature. That is, once allied, a declaration of war on one nation is a declaration of war on all major powers and minor countries allied to that nation.

• FRANCE and BRITAIN. Although allied in common cause against the Germans, the two governments had little trust in the motives and actions of the other. French and British units may never move in the other country's impulse except via sea transport (10.1) when one nation's naval units may transport ground units belonging to the other. Each country's air units may not offensively

(11.3) or defensively (11.4) support the ground units of the other. Ground units of one nation may not end an impulse in a hex occupied by ground units of the other. The two nations had a pact stating that each would declare war on any nation that attacked one of them, thus a declaration of war (5.3) on one is the same as a declaration of war on both. The pact is a defensive one only and if either nation declares war on another nation, major or minor, the other is not also considered to have declared war

Until the two countries are at war with at least one common enemy power, the forces of one may not enter the territory of the other. If one were at war with a major power and the other not, but both were at war with a second enemy power the ally not at war with the first major power may not conduct any actions detrimental to the major power with which they are not at war.

Example: Britain and France are at war with Germany. France declares war on Italy. British units may not enter Italian territory, transport French units to conquered Italian territory, etc. If players desire they may expand this description. Feel free to threaten the player with sanctions if actions detrimental to you are conducted by a "neutral" major power.

• GERMANY and ITALY. When both countries are at war with at least one common enemy power, they are allied and the two nations' forces are activated together by General Offensive and HQ Offensive chits only. When the two are allied, their forces may stack (8.3) together, may attack (9.0) together, may support one another with air and naval units, may enter all territory of the other and may be transported (10.1) by the other's naval units.

If not allied, the two nations' forces may not enter the territory of the other, nor may their forces stack (8.3) together, attack (9.0) together, support one another with air and naval units, or be transported (10.1) by the other's naval units. If one declares war on a major power or minor country the other does not automatically do so. If allied, a declaration of war on one is considered a declaration of war on both.

• UNITED STATES and BRITAIN. The United States enters the war in THIRD REICH through play of the "Pearl Harbor" or "America Joins" political chits. In GREAT PACIFIC WAR and SECOND WORLD WAR, American entry is dependent on the Entry Status track (23.4).

When the United States enters the war on either map (European or Pacific), it must declare war on

all major powers at war with Britain on that map (and pay the BRP's for each). It may also declare war on other countries on that map as desired.

After doing so the US is considered allied with Britain on that map if Britain is at war with a major power. Note that it is possible for the United States to be allied with Britain on one map, but not the other.

When allied, the forces of Britain and the United States are activated by the other's offensive chits, may stack (8.3) together, may attack (9.0) together, may support one another with air and naval units, may enter all territory of the other and may be transported (10.1) by the other's naval units.

In the unlikely event Britain is at war with France, the United States is no longer required to ally with Britain. In this case the United States may declare war on anyone she pleases once she is allowed to enter the war on either map.

• UNITED STATES and FRANCE. Once the United States enters the war, she may also be allied with France. If allied, the forces of France and the United States are activated by the other's offensive chits and may enter all territory of the other, may stack (8.3) together, may attack (9.0) together, may support one another with air and naval units, and may be transported (10.1) by the other's naval units. Note that Vichy France is a minor country and is treated as such.

• SOVIET UNION. Once the Soviet Union is at war with any major power also at war with Britain, she is allied with Britain and any other major powers allied with Britain unless the Soviet Union is at war with Britain (an unusual, but not impossible situation). The forces of the Soviet Union and its major allies may not move or attack together, stack in the same hex or be transported (10.1) by the other's naval units. Naval forces of the Soviet Union and its major allies may occupy the same sea zone box.

• JAPAN, ITALY and GERMANY. Although allies once Japan is at war with a major power also at war with Germany or Italy, there is little each can do to directly aid the other. Off-map movement by the three between the Pacific and Europe maps is not possible unless a port in the Arabian Sea sea zone and the port of Suez are controlled by any one of the three. In this case SRing between maps is possible.

5.3 Declaring War

With the exception of America and to an extent Japan, major powers may declare war on other major powers and minor countries at will unless
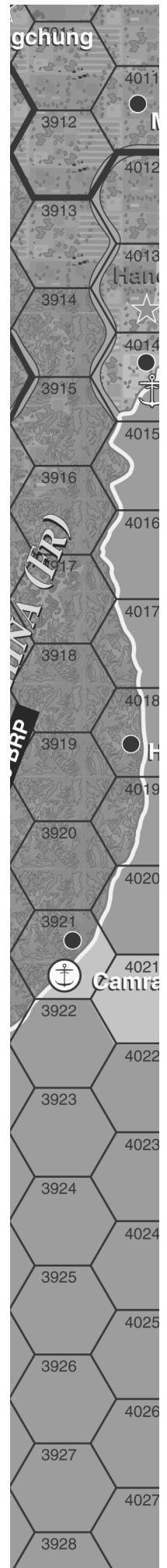
otherwise noted (Molotov-Ribbentrop). America and Japan are special cases (see 23.3 and 24.3). See 5.41 below for how minor countries enter the war.

5.31 Cost of War. Major powers announce declarations of war during the Declaration of War Segment (3.3). Each declaration of war against a major power costs 15 BRP's and each against a minor country costs 5 BRP's, paid when war is declared. The only exceptions are declarations of war triggered by political chits ("Winston Directs" and "Mussolini is Always Right") which are not paid. A declaration of war against a minor country allied to a major power costs 15 BRP's unless a state of war already exists with the major power because such a declaration is tantamount to a declaration of war against the major power.

5.32 Limited War. The Japanese player begins some scenarios at Limited War on China. If at limited war with China, Japan may purchase two impulse chits, neither one of which can be the General Offensive chit, and may attack Chinese units in China (only). Note that Limited War affects U.S. Entry status. Japan may not return to peace with China.

5.33 Delayed Effect. On the turn war is declared, this is not considered to be in effect until units of the major power that declared war enter a hex in or attack a unit of the target country, although all political modifiers for declarations of war against a major power are applied at the instant war is declared. Political modifiers caused by declarations of war on minor countries do not take effect until the declaring major power's units enter hexes or attack units of the minor country. On the subsequent turn the declaration is in effect regardless of the above. Thus, if Germany declares war on Norway, but does not enter the country or attack Norwegian units, the British player may not send forces to Norway until the next turn (unless he or she too desires to declare war on Norway).

5.34 Multiple Declarations. Note that two major powers may declare war on the same minor. The major power which forces the surrender of the minor is the conquering power although the other major power retains control of all hexes controlled by its forces. In cases where the minor is conquered through the occupation of more than one hex (Switzerland and Turkey) the minor is considered conquered, but its BRP's are not received until the major powers agree on a division of them.

Declaring war on the same minor country does not ally two major powers.

5.35 Acts of War. Until at war, the forces of a minor country are not deployed on the map. In this case, the minor country forces are deployed at the conclusion of all declarations of war. Until at war, the forces of a major power may not attack another nation's units or enter hexes controlled by a major power or minor country with which they are not allied.

5.36 War's End. Once war is declared between major powers it can only end when one country is conquered. The only exception is that war between the Soviet Union and Italy is terminated if the Molotov-Ribbentrop Political Chit (5.37) is drawn after such a war begins and Italy is allied to Germany. A major power is conquered if, in the Surrender Segment, it surrenders (see each power's Special Rules below).

A major power at war with a minor country that is not allied to another major power may end the war in the Declaration of War Segment by simply stating that the war has been ended. When such a war ends the major power and the minor country retain control of those hexes of the other they control when peace was declared. No changes on the political track result from the cessation of hostilities, and the major power ending the war exerts no further influence on the minor. The major power must again declare war on the minor country if he or she wishes to attack it and must pay BRP's to do so. A second declaration of war on a minor by the same major power does not result in additional political modifiers.

If a minor at war with a major power becomes allied to or the client of another major power, the major power at war with the minor must end the war with the minor or declare war against the controlling major power if a state of war does not already exist between the two.

Example: The Soviet Union has been at war with Finland for two turns. The British player successfully moves his Finland marker up to the 8 box in the diplomatic segment and Finland becomes a British client. The Soviet player must either end the war with Finland or declare war on Britain. This situation would also apply to a minor at war with Germany and the USSR when Germany went to war with the USSR. The USSR would have to end the war with the minor so as not to be at war with Britain.

If conquered territory of a minor country once allied to Britain or France is reconquered by a major power other than the USSR that is allied to Britain or France, it is considered to be liberated and not conquered. Thus, the USSR is the only allied major power free to conquer former minor allies.

5.37 Molotov-Ribbentrop Pact. If this political

marker is drawn while the Soviet Union or Germany is at war with a client or ally of the other player, the major power must immediately revoke its declaration of war against the country.

Example: The Molotov-Ribbentrop chit is drawn in Fall, 1939. The Soviet Union declares war on Finland in Winter, 1939. In Summer, 1940, the German influence marker for Finland moves into the "client" box. The Soviet Union can no longer be at war with Finland without also being at war with Germany (which the pact does not allow for four turns following its implementation).

The same applies to major power allies. Once Germany and the Soviet Union are at war, drawing the chit has no effect and it is discarded and another chit drawn.

5.38 Reykjavik. If Britain or the United States declares war on Denmark and only occupies the Reykjavik off-map box (on the sea area chart provided in GREAT PACIFIC WAR), the country in question may expend an additional 3 BRP's (on top of the 5 to declare war on a minor power) to convince world opinion that the move was justified. If this is done, none of the diplomatic modifiers associated with declaring war on a minor power are in effect. This rule only applies when playing SECOND WORLD WAR.

5.4 Minor Countries

Some minor countries have diplomacy tracks, allowing major powers to influence them and possibly convince them to declare war on the major power's enemies. These tracks reflect the minor country's attitude toward the major power, ranging from 1 ("Hostile") to 10 ("Ally"). All minor countries with units will defend themselves if attacked, even those without diplomacy tracks.

5.41 Minor Countries at War. Minor countries do not pay BRP's to declare war. Minor countries can be at war with a major power in one of four ways:

• If a major power declares war on the minor country.

• Play of a political chit mandates a state of war between nations.

• If allied to a major power, the minor country is always at war with any major power or minor country at war with the allied major power unless otherwise stated or if prohibited by 5.42.

• If, as a result of political play, the influence marker of a major power ends the Political Influence Segment in a minor country's 1 box, that player rolls one die. On a result of 1, the minor country breaks diplomatic relations with the major power and, if another major power is already at war with

said enemy major power, declares war on the enemy power and is controlled by the major power already at war with the enemy power. If no major power is at war with the major power with its influence marker in the 1 box, the major power's influence marker is turned upside down and may not be moved from the 1 box. As soon as any major power declares war on the major power with its influence marker turned upside down in the 1 box, the minor country does the same.

5.42 Prohibitions. A minor country may not be at war with a major power if that power's influence marker, or that of a power allied to it, is in the minor country's client or ally box.

Example: In the Spring of 1941 turn, the German player declares war on the Soviet Union. This declaration moves the German influence marker into Turkey's 10 box. Turkey would thus declare war on the Soviet Union, but the British influence marker is in the 9 (client) box and this prevents Turkey from declaring war on the Soviet Union since the Soviet Union is now an ally of Britain (both being at war with Germany). Note that in this situation Turkey could not declare war on the Soviet Union if the Soviet influence marker moved into the 1 box, either.

5.43 Controlling Minor Countries. Minor country forces are controlled by the player who currently has the greatest influence (influence marker is in the box with the highest number) and is not allied with a power at war with the minor. If more than one power has the greatest influence, any of them may control the minor unless allied with a power at war with the minor (if more than one such player desires to do so, each rolls one die and the highest result wins — roll again as many times as necessary in event of a tie). If a country has no influence marker for the minor, it cannot control the minor country unless all other major powers with markers are at war with the minor country or have been defeated. If warring major powers both have influence markers in a minor's client or ally boxes, neither may bring the minor into the war or enter the minor as described in this rule. One of the warring players may control the minor's forces if attacked.

When minor countries without diplomacy tracks are attacked, they become British allies and are controlled by the British player unless the minor country is at war with Britain, the Soviet Union, the United States or France, in which case it is controlled by Germany. Note that if a minor country is at war with a major power that is also at war with the minor country's controlling major
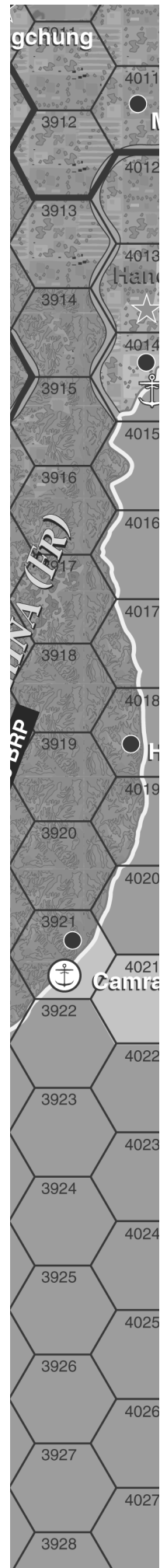
power, all allies of the controlling major power are considered allies of the minor.

Example: Germany attacks the Netherlands, which becomes a British ally. Britain is allied with France and has Spain as a minor ally. France and Spain are also allied with the Netherlands when it becomes a British minor ally.

The major power that controls a minor country with an influence track may change. Also note that control does not automatically confer allied status on the controlling major power. If Germany declares war on Hungary and the highest major influence marker is Britain at 5, Britain would control Hungarian forces, but could not move them with a British impulse chit or move British units into Hungary. Hungarian units would move in the minor country impulse (5.45) until the British influence marker is in the 10 box and British units could not enter Hungary until the British influence marker was in the 8 box.

5.44 Major-Minor Relations. A major power controlling the minor may cooperate with the minor as follows:

• If the major power's influence marker is in the minor country's "hostile," "neutral" or "friendly" box the major power may not enter the country or transfer BRP's to or from the country.

• If the major power's influence marker is in the minor country's "ally" box, the major power may activate the minor country forces as if they were its own, may enter the country and may transfer BRP's to the minor country. If the influence markers of two major powers at war with one another are both in the minor's client or ally boxes, neither can perform any of the above.

• If the major power's influence marker is in the minor country's "client" box, the major power may enter the country. If the minor is also the client or ally of a major power at war with the first major power, neither major power may move units into the minor country.

• If a major power without an influence marker for a minor country is at war with the same major power as is the minor country, that major power is treated as though it has a marker in the "client" box, which moves to the "ally" box the turn after a ground unit of the major power enters the minor country.

Example: Germany and the United States are at war. Germany attacks Turkey. The United States has no influence marker for Turkey, but, since it is at war with Germany it now is treated as though it has a marker in the "client" box. On the turn after an American unit enters Turkey, the United States is treat-ed as though it has a marker in Turkey's "ally" box.

5.45 Minor Impulses. If a minor country is at war and is controlled by a major power with which it is not allied, the controlling player may conduct activities with the forces of the minor country as if an Attrition chit (4.3) for that minor country only has been played. This is done at the end of the Operations Segment (3.6) after all chits have been played or the turn has ended by die roll in reverse order of the controlling major powers' BRP stockpiles.

5.5 BRP Transfer

A major power may transfer BRP's to or receive them from another major power or an allied minor country per 5.44 and 5.53, but only if both are allied and at war with the same enemy major power. No more than 40 BRP's may be transferred between two countries in a given turn, and the amount transferred during the course of the year may not exceed the Spring turn BRP value of the receiving country for the year. Unless otherwise noted, a BRP transfer of any size requires the use of a major power SR. All SR rules and restrictions apply. BRP's are moved from one country to the other during the SR Phase and thus are unavailable for building on the turn they are shipped. BRP's may not be transferred between Japan and either Italy or Germany unless Suez and the Indian Ocean 1 sea zone are currently controlled by any one of the three.

5.51 Trans-Atlantic Transfers. An exception is the transfer of BRP's from the US to Britain or France and from Britain, France and the US to the Soviet Union. Such transfers may be undertaken twice per year for each nation (each may only transfer or receive 40 BRP's to or from each country) in 20 BRP increments. Thus, the United States and Britain could send the USSR 40 BRP's each for a total of 80 in a single year. Each 20 BRP transfer must be escorted by 9 SURF factors of the providing nation and requires the use of an SR. These SURF factors are considered activated for the turn. Enemy forces may not attack these transfers or the escorts (although once BRP's have been sent to the USSR via this means, Soviet BRP's can be reduced by raiding in the Norwegian Sea). In SECOND WORLD WAR, if the American entry status on a particular map allows the sending of BRP's to a country prior to US entry into the war (see 23.4), this may be performed at the level allowed in lieu of the 20 BRP increment described above. Each transfer requires the use of an SR for every 20 or portion of 20 BRP's transferred.

5.52 Middle East Transfers. In addition to the above route, Britain and the US may transfer

BRP's to the Soviet Union in 20 BRP increments through the Middle East. The Middle East route requires two turns and the use of one SR (7.7) in the first turn (only). If the hexes on both sides of the crossing arrows in Turkey (the Dardanelles and Bosphorus) are controlled by the British, American or Soviet player, the transfer only takes one turn. This transfer counts against the two per nation limit and requires the use of a 9 factor SURF unit for each 20 BRP's expended.

5.53 Tribute. A major power may also transfer the BRP's of an allied minor with its own BRP track to itself, up to a maximum of one-half (round up) the country's current (most recent Spring turn) base BRP value in each year. A minor country may only send BRP's to a major power with its influence marker in its 10 diplomacy box (16.3) and only if it and the major power are at war with a common enemy major power. Subtract the transferred BRP's from the minor country's stockpile. If more than one major power influence marker is in the ally or client boxes of the minor country in question, no BRP's may be transferred to any major power without the agreement of all major powers with influence markers in the ally box.

5.54 Reverse Lending. Once BRP's have been transferred between two countries, the direction may not be reversed later in the game.

Example: Germany transferred BRP's to Italy in 1941. Italy may not transfer BRP's to Germany for the remainder of the game.

6.0 Naval Operations

There are four types of naval units in THIRD REICH: surface (SURF), submarine (SUB), carrier (CV) and landing craft (LC) and one additional type found in GREAT PACIFIC WAR: fleet train. All are considered "naval" units for movement purposes.

6.1 Sea Zones

The hexes on the map are ignored when moving naval units (exceptions: see "Naval Strike" [11.6] and "Amphibious Assault" [10.2]); instead, the position of naval units is regulated by the sea zones shown on the map (sea hexes are used to regulate movement of air units). Sea zones are those areas of ocean and sea hexes (all water and coastal) bounded by land, the map edge and sea zone boundary hexes. Sea zone boundary hexes are light blue and are considered part of all zones they border (for example, hex 0409 containing Scapa Flow is in both the Norwegian Sea and the North Sea zones). The one exception to this is that for purposes of SR and amphibious landing the boundary hexes are considered controlled by a player exclusively

controlling any one of the adjoining sea zones.

6.2 Ports

Naval units must end each turn at a friendly-controlled port. There are two types of ports: major and minor. Beachheads are minor ports. Up to 36 SURF factors and any number of CV, SUB and LC factors may be based at a major port. Up to 18 SURF, six CV and six SUB and any number of LC factors may be based at a minor port. Shipyards (for example, Nikolayev or Glasgow) are also major ports. A maximum of two Fleet Trains may be stacked in a minor port and three in a major port.

6.21 Canals. Kiel, thanks to its canal, is a port bordering both the North Sea and the Baltic Sea. A power's naval units may only move between Kiel and the North Sea if the power or its allies control all hexes adjacent to the Kiel Canal. Suez is a port bordering the Eastern Mediterranean, but a power's naval units may only enter and leave Suez if the power or its allies control all hexes adjacent to the Suez Canal. There are no canals on the GREAT PACIFIC WAR map.

6.22 Breakdown Counters. Naval units at the same port may be converted into any number of counters that total the same number of factors of the same nationality and type. A nation may never have more SURF, CV, SUB or LC factors in play than allowed by the scenario set-ups.

6.3 Sea Control Placement

During the Sea Control Segment, each player may place any number of SURF, SUB, CV and TAC units in a sea zone's Sea Control box. Players place their units in the following order:

Minor countries if not allied with a major power
Soviet Union
France
Germany
Italy
Britain
United States (see 6.31)
Japan (see 6.31)

6.31 Final Placement. Once the United States is at war with Japan, the player going last is the one with the most CV factors on the Pacific map. This is determined at the beginning of the Sea Control Segment. Initially, the Japanese player will have more CV factors (except in some of the later war scenarios). Once the US player has had more CV points on the Pacific map, he or she always goes last regardless of the number of CV points Japan and the US have in play.

6.32 Range. TAC units based in coastal hexes bordering the sea zone, SURF and CV units in
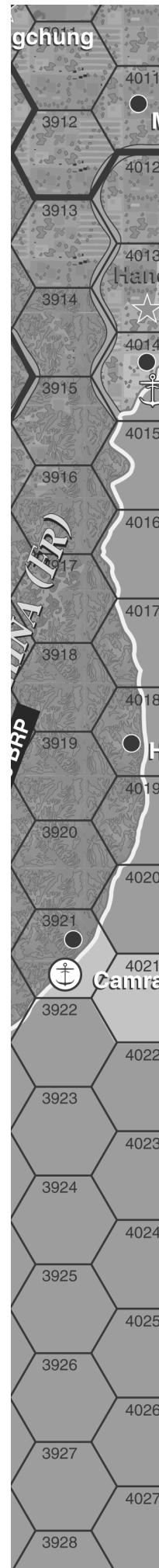
ports adjoining the sea zone, and SUB units in ports within three sea zones (the one adjoining the port and two more) may be placed in the Sea Control box.

6.33 Cost. Placing any number of units in any number of Sea Control boxes costs a major power 5 BRP's (this is the total cost, not cost per box). Minor countries not allied with a major power pay no BRP's and minor countries allied with a major power are considered to have been paid for by the major power.

6.34 Chinese Limitations. Chinese TAC units of either faction may never be placed in any Sea Control Box.

6.4 Raider Placement

Once players have completed Sea Control placement, repeat the process to place units in Raiding boxes. The same order of placement and base/port restrictions apply.

6.41 Cost. Placing any number of units in any number of Sea Control or Raiding boxes on all maps costs 5 BRP's (paid only once; thus, if any units were placed in Sea Control boxes in the preceding step, there is no additional cost to place some other units in Raiding boxes). Minor countries not allied with a major power pay no BRP's and minor countries allied with a major power are considered to have been paid for by the major power.

6.42 Chinese Limitations. Chinese TAC units of either faction may never be placed in any Raiding Box.

6.5 Naval Combat

If opposing units occupy the same Sea Control box, combat takes place. Combat is resolved separately in each Sea Control box, with the British player determining the order in which these battles are fought. If more than two major powers' TAC, SURF or CV units are at war and are present in the Sea Control box and do not align into two simple groups, such as Italy at war with the USSR and Germany at war with France and Britain, the groups are aligned and combat conducted. In the case described above the separate warring powers conduct combat as two different battles for sea control. In this case sea control can belong to more than two nations. Should Italy defeat the USSR and both British and German SURF remain in the Sea Control box, the German and British players share sea control and the Italian player has sea control for his or her purposes. Use the following sequence to resolve combat, in the exact order shown:

• Anti-Submarine Warfare. Each player rolls one die for each friendly CV factor and one for every two (three equals one die) friendly SURF and TAC

factors (determine the number for each type separately). Each result of 6 eliminates one enemy SUB factor. Each player then rolls one die for each surviving friendly SUB factor. Each result of 6 eliminates one enemy SURF or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by the SUB player.

• Air Superiority. Each player rolls one die for each friendly CV and TAC factor. Each result of 6 eliminates one enemy TAC or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

• Air Attack. Each player rolls one die for each friendly CV and TAC factor. Each result of 6 eliminates one enemy SURF or CV factor (firing player's choice).

• Surface Battle. Each player rolls one die for each friendly CV factor and one for every two friendly SURF and TAC factors (determine the number for each type separately). Each result of 6 eliminates one enemy SURF or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

• Withdrawal. Players (in placement order above) may remove their units from the Sea Control Box, returning them to friendly ports or bases adjoining the sea zone (SUBs to any friendly port in a sea zone within three zones). These units may not be activated again during this turn.

• Continued Battle. If opposing units still occupy the same Sea Control box, repeat the steps above two more times. If there are still opposing units in the same Sea Control box at the end of the third round of combat, they remain there.

6.6 Sea Control

A sea zone is controlled by the player who has TAC, CV or SURF units in the zone's Sea Control box at the end of the Sea Control Segment. SUBs do not control a sea zone. It is possible for two players to control the same sea zone. Submarines may not control a sea zone by themselves, but their presence will force an enemy to fight them to control it. Control of a sea zone allows the controlling player to attack enemy naval units that enter it during the course of the turn (6.8), prevents enemy players from tracing SR (7.0) or supply (12.5) through the sea zone, and prevents enemy units from conducting an amphibious assault (10.2) in the sea zone. The presence of SUB units in a sea control box allows the controlling player to attack enemy naval units that enter the sea zone

regardless of whether the player who owns the SUBs controls the sea zone.

6.7 Raiding

Some sea zones include economic values for various nations. Once Sea Control has been determined, units in Raiding boxes may attack these resources. Resolve this with the following sequence:

• Location. For each sea zone in which units have been placed in the Raiding box, the player controlling the sea zone rolls one die to attempt to locate the raiders. Add one to the result for each CV factor present. Add one to the result if friendly TAC is present. Add one to the result if at least nine friendly SURF factors are present. On a modified result of 6 or more, the raiders are found.

• Escort Attack. If the raiders are found, the player controlling the sea zone rolls one die for each CV factor and one for every two SURF or TAC factors in the Sea Control box. For each result of 6, one CV, SUB or SURF factor in the Raiding box is eliminated (owning player's choice). The player controlling the sea zone may designate CV and TAC factors to attack enemy TAC units in the Raiding box rather than SUBs, SURF or CV units in the Raiding box. The player controlling the sea zone rolls one die for each CV factor and one for every two TAC factors in the Sea Control box. For each result of 6, one CV or TAC factor in the Raiding box is eliminated.

• Commerce Attack. The raiding player then rolls one die for each CV and SUB factor and one for every two SURF or TAC factors in the Raiding box. For each result of 6 (5 or 6 if no escort attack was performed), the target nation loses one BRP up to the maximum for the sea zone shown on the Maximum BRP Values for Sea Zones Table or listed in the Sea Zone (raiding player's choice which nation loses the BRP; a raider must be at war with the target nation to eliminate BRP's in this manner). Losses are allocated after dice have been rolled. Note that once a player loses control of a territory, he or she no longer loses BRP's from it to raiding. For example, if Britain holds Burma, the 1 BRP from Burma in the Straits of Malacca sea zone could be raided by the Japanese player if he or she is at war with Britain. If Burma is taken by the Japanese, that BRP could now be raided by the British player.

6.71 Unopposed Raiders.
If the raiders were not found, or if an opposing player did not control the sea zone, skip the escort attack step (note that raiders hit on a 5 or 6 if this is the case).

6.72 Maximum Loss.
A target nation may lose more than the total of its current BRP stockpile

through commerce attack (BRP levels may become a negative number). Negative numbers remain until made good by a BRP transfer or the negative balance is subtracted from the Spring turn BRP calculation. Indicate negative numbers by flipping the BRP marker to its reverse side.

6.8 Naval Impulse Movement

While most naval activity takes place during the Sea Control Segment, players may move their naval units during a Naval or General Offensive Impulse as well. During these impulses, naval units may conduct an amphibious landing (10.2), move to another friendly port, transport ground or air units (10.1) that begin the impulse with the transporting naval unit, provide Offensive Air Support (CV only, 11.3) or launch naval strikes (CV only, 11.6). Such units may be subject to Naval Impulse Combat (6.9).

6.81 Displacement.
Naval units in a port that becomes enemy-controlled during the turn are forced to immediately move to another friendly-controlled port in the sea zone. If no friendly port is present in the sea zone, move the naval units to a friendly port in an adjoining sea zone. If no friendly port is present in any adjoining sea zone, move the naval units to a friendly port in a sea zone two zones away. If none are still present, eliminate the naval units. Note that this movement may trigger combat if enemy units are in the sea area's Sea Control box. Such movement is considered to activate the moving naval units (but is still performed if they had already been activated).

6.82 Range.
Activated naval units may only enter a limited number of sea zones during naval impulses. An LC may only enter 3 and a SUB only 5 sea zones, including the one in which it begins and return the same amount at the conclusion of the impulse. Thus an LC can only invade in a sea zone within 3 sea zones. A Fleet Train, SURF or CV unit may enter nine sea zones including the one in which it begins and return the same number at the conclusion of the impulse. A naval unit which moves during a Naval or General Offensive impulse must end its movement in a friendly-controlled port, subject to stacking limits (6.2). A naval unit may only move from one friendly-controlled port to another during a Naval or General Offensive impulse.

6.83 Escort.
Naval units may accompany other units on these missions; for example, a player may wish to send SURF units along with CV units on a naval strike to help during any Naval Impulse Combat.

6.84 Fleet Trains.
Each Fleet Train in a port that is activated and does not move during the entire
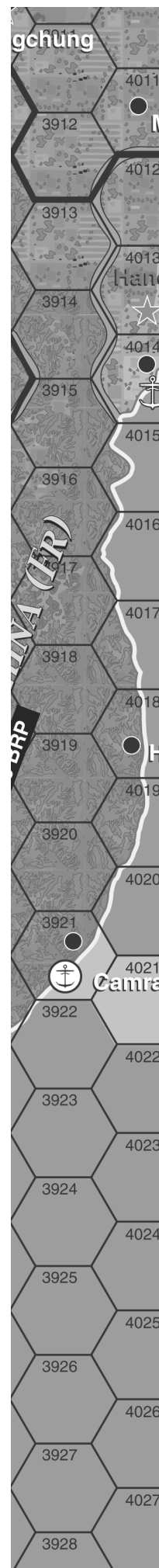
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turn extends the range of all naval units based in that port by one sea zone for all naval movement and sea control movement.

6.9 Naval Impulse Combat

Naval combat can also occur during a Naval or General Offensive impulse if naval units enter an enemy-occupied sea zone, and the defending player wishes to attack them (he or she may decline combat). Combat is resolved using the following sequence:

• Submarine Attack. Each player with SUB factors in the Sea Control box rolls one die for each SUB factor in the Sea Control box. Each result of 6 eliminates one enemy SURF, CV or LC factor or fleet train which entered the sea zone. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent. Note that there is no Anti-Submarine step (unlike 6.5).

• Air Superiority. Each player rolls one die for each friendly CV and TAC factor in the Sea Control Box and each CV factor which entered the sea zone. Each result of 6 eliminates one enemy TAC or CV factor. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

• Air Attack. Each player rolls one die for each friendly CV and TAC factor in the Sea Control Box and each CV factor which entered the sea zone. Each result of 6 eliminates one enemy TAC, SURF, LC or CV factor or fleet train (firing player's choice).

• Surface Battle. Each player rolls one die for each friendly CV factor and one for every two friendly SURF or TAC factors in the Sea Control box or moving into the sea zone. Each result of 6 eliminates one enemy SURF, LC or CV factor or fleet train. The first three factors eliminated are chosen by the owning player, and every fourth factor lost is chosen by his or her opponent.

• Aftermath. Moving naval units which survive the above may continue moving, enter a friendly port, unload units being transported (10.1) or launch Naval Strikes (11.6). If moving naval units enter a port and then exit the port, naval combat can again occur when entering a sea zone with enemy units present in the Sea Control box.

7.0 Strategic Redeployment

During the Strategic Redeployment Segment, players Strategically Redeploy (SR) units in inverse order of current BRP level (if tied the player who had the lower value at the beginning of the year goes first).

7.1 Procedure

Units are SRed tracing a path of hexes from their initial hex to their final hex. The path may be traced over land and sea hexes, but all must be friendly-controlled (land) or not enemy-controlled (sea). Friendly-controlled land hexes are those in friendly-controlled countries and colonies unless last entered by an enemy unit, and enemy territory last entered by friendly units. Units SRed may not begin, end, or at any time move adjacent to an enemy unit where ground movement across the intervening hexside is possible. Ground units may not SR from, into or through a desert or desert mountain hex

7.11 Off-Map SR. Units may SR off-map to any of the SECOND WORLD WAR off-map boxes to which movement is possible (an arrow indicates possible movement) or the US box in THIRD REICH. SRing by sea is limited to entry of nine sea zones per SR. The limit of nine sea zones applies to a single moving unit and may not be split between separate units. This means that in SECOND WORLD WAR an SR from the Middle East (Suez) to the first port in Australia costs 12 SR sea zone entries or two SR's. Only a single 9-factor SURF is required, but two SR's are expended. See the off-map movement display. Note that individual units may be SR'ed more than none sea zones, but doing so requires the use of additional SR's.

7.12 Landing Craft. An LC factor may transport an SRing unit, but the unit may be transported only a maximum of three sea zones.

7.2 Activation

All SRed units, and any naval factors used to assist them, are considered to have been activated.

7.3 Overseas

To SR any number of units across an all-water hex or hexside not containing a crossing symbol or an off-map sea zone, at least one LC or nine SURF factors must be activated. The SR path must include a friendly-controlled port at both ends of the sea route. SR may not be traced through an enemy-controlled sea zone, but may be traced across a sea zone controlled by both friendly and enemy forces. If entering a sea zone controlled by both friendly and enemy forces at least two LC or 18 SURF factors must be activated. All SURF and LC units used for SR must begin and end the phase in a port in one of the sea zones entered by the SRing unit.

Example: The Italian player wishes to redeploy the Alp INF from Milano to Tobruk. Italy controls the Central Mediterranean. The Italian player may trace a path from Milano through Italy to Taranto, across the Central Mediterranean to Tripoli, and

16

across Libya to Tobruk as long as no enemy units or zones of control block the path. This SR uses one of the Italian SR's and requires the activation of an Italian 9 SURF or 1 factor of an LC unit.

7.4 Air Redeployment

LSAC, TAC and SAC units may move a distance equal to double their range between friendly bases and may cross all-water and enemy-controlled hexes. They may do this any number of times within a Strategic Redeployment Segment; each air unit counts as one unit SRed no matter how many times it does so. Air units may not SR between the Europe and Pacific maps in this fashion except between the United States East and West Coast boxes. Deployment onto the map from off-map or where redeployment per 7.4 is not possible may only be performed per 7.3.

7.5 Cape of Good Hope

When playing THIRD REICH the British and American players may SR units from a port adjacent to the Eastern Atlantic, Western Approaches, North Atlantic, North Sea or Norwegian Sea or from the United States East Coast box (United States box on the Europe map) "around the cape" of Africa to Suez, and in the reverse direction in lieu of using the off-map movement display. Each unit SRed in this manner counts as 2 SR's and requires the activation of 9 SURF factors based at a port in one of the sea zones entered.

7.6 United States

The Europe (THIRD REICH) board includes a box representing the United States, in which units may be placed only when playing THIRD REICH. Only US and Canadian units may be placed in the United States box. Moving a unit to or from the United States counts as a Strategic Redeployment (7.7). Units in the United States box may enter the map via SR (only) at any American- or British-controlled port. The British player may only SR Canadian units to and from the United States box. New US and Canadian units are placed in the United States box.

When playing SECOND WORLD WAR and GREAT PACIFIC WAR, the Off-Map Movement and Sea Zone Areas display is used. All new US units are placed on the display in the East or West coast boxes. New Canadian units must be placed in the East Coast box.

7.7 SR Limits

Countries have the following SR limits:

Italy: 5/5/0/2

Nationalist China: 1/0/1/1 (only within China)

Communist China: 1/0/1/1 (only within China)

France: 5/5/1/2 (none of which performed on the Pacific map can involve land movement outside French Indo-China)

Soviet Union: 7/6/2/5 (only one of which can involve land movement outside the USSR on the Pacific map)

Britain: 9/6/4/4 (once the Pearl Harbor chit is drawn in THIRD REICH, NA/5/NA/3)

Germany: 7/7/0/3

United States: 12/9/7/NA

Japan: 6/0/6/1 (only one of which can involve land movement outside Japan, Manchukuo or Chosen)

The first number refers to the total number of friendly units that may be SRed on both maps, the second number is the maximum number of units that may be SRed on the Europe map (also the maximum number that can be SRed in THIRD REICH), the third number is the maximum number of units that can be SRed on the Pacific map (also the maximum number that can be SRed in GREAT PACIFIC WAR) and the fourth is the number of friendly units that may be SRed following the fall of the country's capital.

7.8 Minor Country SR

The units of minor countries allied with a major power may be SRed by their controlling major power. This counts against that power's SR limit. Hostile or neutral minor forces may not be SRed. French units on the Pacific map are considered Vichy neutral minor country units once France is conquered on the Europe map.

7.9 Alliances

German and Italian SURF and LC units may be used to SR units belonging to the other power if allied, but these powers may not use their SR capability to move the other's units. British and American SURF and LC units may be used to SR units belonging to each other if allied, and these powers may use their SR capability to move the other's units. British and French SURF and LC units may be used to SR units belonging to the other power, but these powers may not use their SR capability to move the other's units. No SURF or LC units of another power may be used to SR Soviet units, nor may Soviet SURF or LC units be used to SR another power's units. The Soviet Union may not use its SR capability to move another power's units, nor may another power use its SR capability to move Soviet units. Chinese units may not be SRed by an ally nor may Chinese SRs be used to move any units of other countries or the other Chinese faction.
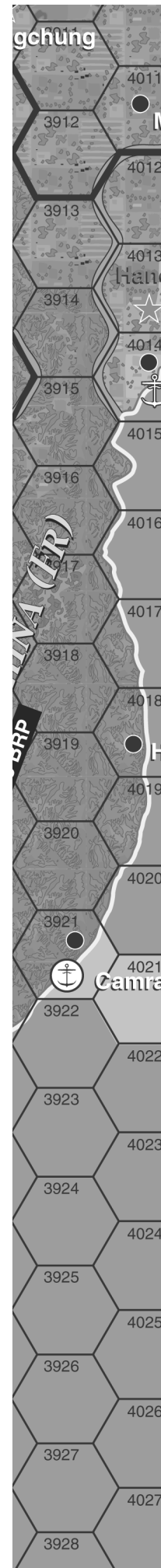
8.0 Land Movement

The active player may move all of his or her land units if a General Offensive chit was drawn, or those that begin the impulse within four hexes of the corresponding HQ if an HQ Offensive chit was drawn, or those that begin the impulse within three hexes of the designated hex if an Attrition chit was drawn.

The active player moves his or her units one at a time from hex to adjacent hex, paying the movement costs specified on the Terrain Effects Chart. Movement cost is based on the least favorable terrain type found in the hex. A unit may not normally exceed its movement allowance in a single impulse (see restrictions below). Note that retreats and advances after combat do not count against a unit's movement allowance or activate the unit.

8.1 Enemy Units

Units may not enter hexes containing enemy ground units unless conducting an amphibious assault (10.2) or airborne assault (13.1). Note that beachheads and airfields are NOT ground units.

8.2 Minimum Movement

A unit may always move one hex, regardless of terrain costs or zone of control (8.4) restrictions.

8.3 Stacking

Two friendly ground units may occupy the same hex. This is called "stacking." Stacking restrictions apply at the end of an active player's movement, exploitation (9.4) and advance after combat (9.3). Units in excess of the limit of two at that time are eliminated (owning player's choice). One friendly HQ and one PARA unit may occupy a hex in addition to the two ground units. Two divisions (13.8; found only in GREAT PACIFIC WAR) are considered to be one unit for stacking purposes.

8.4 Zones of Control.

Zones of Control (ZOCs) represent an armor unit's influence on its immediate vicinity. Armor units (only) exert a ZOC into the six hexes adjacent to the armor unit, provided movement across the connecting hexside is possible. Armored divisions (13.8; found only in GREAT PACIFIC WAR and SECOND WORLD WAR) do not exert a ZOC.

It costs one additional movement point to leave an enemy ZOC, even if entering another.

9.0 Land Combat

During an offensive impulse, active units may attack adjacent enemy units. Some restrictions apply by unit type or position.

Attacking is always voluntary. Not all units in a hex need attack the same enemy-occupied hex.

Unoccupied hexes may not be attacked (to gain an exploitation or advance after combat). All units stacked together must be attacked in a single attack. The terrain in the hex most favorable to the defender is used to resolve combat. Active units may only attack adjacent enemy units if the attacking units could normally move into the defenders' hex.

9.1 Resolution

Battles are resolved one at a time in any order that the active player desires. First, the attacking player identifies all hexes being attacked and places any offensive air support (11.3) on the hexes being attacked. Next, the defender places any defensive air support (11.4) on hexes being attacked.

Individual battles are then resolved as follows, one at a time using the following procedure in the exact order shown:

• Resolve any air battles (11.9).

• The attacking player rolls one die for each attacking combat factor (including air support). Note that the number of dice rolled may be modified by the terrain the defender occupies. For each result of 6 (5 or 6 for ARM factors or MAR factors conducting an amphibious assault), one hit is scored.

• The defending player rolls one die for each defending combat factor (including air support). For each result of 5 or 6 (4, 5 or 6 for ARM factors), one hit is scored.

• Damage is inflicted on opposing units simultaneously. Each player must remove or reduce (9.7) a number of units with combat strengths equal to the number of hits suffered. If the number of hits is less than the combat strength of the weakest affected unit, a number of BRP's must be expended to equal the number of hits or make up the difference by reduction or elimination of a unit. If the number of hits is equal to or greater than the combat strength of the weakest affected unit, a unit must be eliminated or reduced. The total of strengths of eliminated units plus BRP's expended must at least equal the number of hits sustained, and must be satisfied by the elimination or reduction of units as far as possible. Units must be eliminated if no BRP's are available to expend or if the affected units are unsupplied (12.1) at the instant combat occurred. Air or naval factors may not be eliminated to satisfy a loss. If the number of hits inflicted exceeds printed combat strength of the units involved, the owning player is not required to pay BRP's to make up the difference but is forced to retreat (9.2) any surviving units.

Example: One Soviet 2-3 INF attacks one German 1-3 INF in clear terrain. The Soviet player rolls

two dice, resulting in one 6 and one 3. The German player rolls one 5. Each player scores one hit. The Soviet player expends one BRP to satisfy the loss; the German player removes the 1-3 INF. Note that the Soviet player could have chosen to eliminate the 2-3 INF, but the German player had no choice but to remove his unit since the number of hits equalled its strength (he did not have the option of spending a BRP instead).

Example: Two Soviet 2-3 INF attack one German 1-3 INF and one German 3-3 INF in clear terrain. The Soviet player rolls four dice, resulting in two 6's and two 2's for two hits. The German player rolls two 5's, one 3 and one 1 for two hits. The Soviet player must eliminate one of the 2-3 INF (he may not satisfy this result by spending BRP's). The German player must eliminate the 1-3 INF, and may either reduce the 3-3 INF (flip it to its reverse side) or spend 1 BRP. Alternately the German player may reduce the 3-3 INF to satisfy the entire combat result and leave the 1-3 INF unaffected.

Example: In another combat, two Soviet 3-5 ARM attack two Romanian 2-3 INF in clear terrain. The Soviet player rolls six dice, resulting in two 6's, one 5 and three 3's for three hits. The German player, controlling Romania, rolls four 1's. The Soviet player suffers no losses. The German player must eliminate one 2-3 INF and has the choice of eliminating the second or spending one Romanian BRP: the three hits must be satisfied in some combination of eliminated units and spent BRP's.

• Conduct any retreats (9.2) or advances after combat (9.3), then proceed to the next battle (unless exploitation (9.4) is allowed; resolve any exploitation before proceeding to the next battle. Repeat the above steps for exploitation movement and combat. Note that exploitation is limited to eligible units during Headquarters Offensive and General Offensive impulses).

9.2 Retreats

Defending units must retreat when the number of hits achieved against the hex they occupy exceeds the printed value of the defending units (for this purpose only, HQs count as a value of 1). Note that only units reduced (9.7) in combat will survive such a battle and retreat. There is no voluntary retreat.

Example: A hex containing a 3-3 INF suffers 4 hits. The unit is flipped to its 1-3 side and must retreat.

Retreats are performed by the owning player. Retreating units must move away from the attacking units without entering enemy ZOCs until they can stop in a hex and not violate stacking limits. A unit may retreat into a hex in an enemy ZOC if the hex is occupied by a friendly unit. A unit may not retreat into a hex in a neutral nation or a sea or lake hex or a hex which requires prohibited movement to enter. Units required to retreat but unable to do so are eliminated. Units continue retreating until they can be placed in a hex where the stacking limit is not violated, entering the fewest number of hexes possible.

9.3 Advance After Combat

When defending units vacate a hex, surviving attacking units may advance into the hex, subject to stacking limits. If no enemy units are adjacent to the attacked hex, attacking units may advance one additional hex. Stacking restrictions apply at the conclusion of all advances.

9.4 Exploitation

After a successful attack (one that has forced defending units to vacate a hex), some other units have the opportunity to move and attack again. This is called "exploitation." Any friendly ARM and CAV units activated this impulse and adjacent to enemy or friendly units that participated in the attack AND that did not themselves participate may exploit immediately following the attack. The target hex must have been vacated of enemy units and a friendly, attacking ARM unit must have advanced into the hex after combat. ARM and CAV units that participated in the attack may participate in exploitation combat (not movement). Note that exploitation is not possible in an Attrition impulse. Units activated in previous impulses may not exploit.

9.41 Exploitation Movement. The exploiting ARM/CAV units may move their full movement allowances to the attacked hex and beyond to a maximum of three hexes total for ARM units and two hexes for CAV units (total counting the attacked hex). Exploiting units must enter the attacked hex or they may not move.

9.42 Exploitation Combat. Exploiting units which moved/advanced after combat may attack at the end of movement but must obey all stacking restrictions prior to exploitation combat. Previously unactivated TAC, but not SAC, may provide Offensive Air Support (11.3). Defending units may be supported by Defensive Air Support (11.4). Advance after combat (9.3) may occur after exploitation combat, but no additional exploitation may occur. An airborne drop (13.1) may be conducted during exploitation.

9.5 Terrain

If defending units occupy a fortress or mountain hex, the attacker rolls one die for every two attack-

ing ground unit factors (Offensive Air Support is affected). If defending units occupy a swamp hex, attackers (including Offensive Air Support) only score hits on a result of 6.
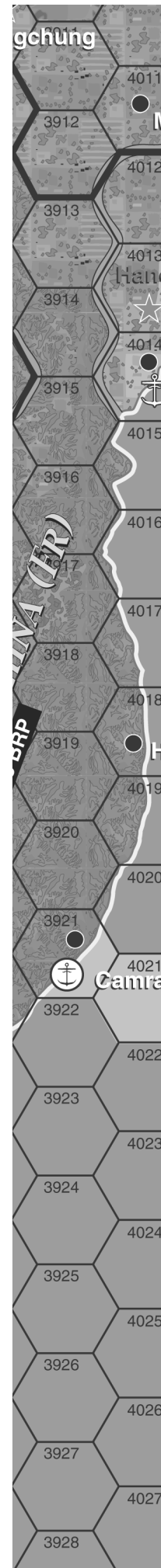
The attacker rolls one die for every two ground unit factors attacking across a river or strait hexside (Offensive Air Support and ground unit factors not attacking across a river, are not affected).

The attacker rolls one die for every three ground unit factors attacking across a river or strait hexside IF defending units occupy a fortress or mountain hex (Offensive Air Support and ground unit factors not attacking across a river roll one die for every two factors).

Attacks may not be made across a water (sea or lake) or Quattara Depression hexside.

9.6 Fortresses

In addition to the reduction to the attacker's combat factors, defending GAR, MAR, INF and PARA units in fortress hexes (including those with Fortress counters) "hit" on a die roll result of 4, 5 or 6. If a fortress is occupied by an enemy unit at any time or the country in which the fortress is located surrenders, it is considered destroyed for the remainder of the game. Fortress counters (13.6) are also destroyed in this manner, except that their markers are removed from the board and may not be rebuilt.

9.7 Unit Reduction

Some units have a reduced strength on their reverse side. If eliminated in combat, they are not removed from play, but are flipped to this "cadre" strength side. A full-strength unit with a reduced side may not be eliminated in a single impulse. A player may voluntarily reduce or eliminate a unit during a friendly impulse only.

Example: The Italian 3-3 Alp INF, alone in a hex, is attacked by a Soviet 4-5 armor unit. Luck favors the Proletariat, and the Soviet player obtains four hits. The Alp INF is flipped to its reverse but not eliminated - though it has a cadre strength of only 1-3, the fourth hit may not be applied against it, but does force the cadre to retreat.

10.0 Sealift

Normal shipping traffic, both military and civilian, is represented abstractly. Ground units are sometimes moved "by sea" (see below), but most such traffic is represented by Strategic Redeployment (7.0).

10.1 Transport

SURF and LC units may transport friendly air and ground units (their own and allies as allowed by 5.2) by Strategic Redeployment (7.0) and during Naval and General Offensive impulses. A SURF or LC unit may only perform transport once per turn.

10.11 Capacity. Nine SURF factors or one LC factor are required to transport each unit (a single air counter is a unit). Five SURF factors may transport one division (13.8) or unit reduced to its cadre strength.

10.12 Range. Activated naval units not in a sea control box must begin and end naval movement in a port. The sea zone adjoining the port counts as the first sea zone entered for movement. An LC may only enter three sea zones before landing the unit it is transporting (or landing in assault) and then may enter up to two additional zones to return to port. A SUB or Fleet Train unit may enter six sea zones. A SURF or CV unit may enter nine sea zones. Such transport may not enter or originate in an off-map box (movement to and from this is via SR — see 10.27 for the exception to this rule). Range is the total number of sea zones a naval unit may enter before and after any transports, strikes or assaults. See 10.16 for range increases using friendly Fleet Trains.

10.13 Sea Control. Naval units performing an amphibious assault may not enter an enemy-controlled sea zone (6.6). They may enter sea zones not controlled by either side. Naval units performing naval transport may enter an enemy-controlled sea zone.

10.14 Loading. The SURF or LC and the unit to be transported must begin the impulse in the same port hex.

10.15 Combat. If naval units performing transport enter a sea zone containing enemy SUB, SURF, CV or TAC units in the Sea Control box, they are subject to Naval Impulse Combat (6.9). LC have no combat value (they may be eliminated to satisfy losses, but may not "return fire" against enemy units). SURF units conducting transport may not "return fire" against enemy units. If a SURF unit conducting transport is reduced below 9 factors, the unit being transported is reduced as well. If a SURF unit conducting transport is reduced below 5 factors, the unit being transported is eliminated even if it is a division or has a cadre strength. An air unit being transported is eliminated if the SURF unit carrying it is reduced below 9 factors.

A unit being transported by LC shares the fate of the LC factor: if the LC factor is eliminated, any unit it is carrying is eliminated as well.

10.16 Each activated Fleet Train that remains in a friendly port extends the range of all SURF, SUB, Fleet Train, CV and LC units in the hex by one. See 13.91 for Australian off-map restrictions.

10.2 Amphibious Assaults

During a Naval or General Offensive impulse (only), LC may transport ground units to conduct amphibious assaults, subject to the restrictions of the transport procedure above and SURF units may provide support. LC units carrying units to conduct an amphibious assault may not enter enemy-controlled sea zones (even if also friendly-controlled).

10.21 Beaches. Amphibious assaults may be conducted in enemy-controlled beach hexes and any other non-mountain coastal hex. All one-hex islands and all invadable hexes on the Pacific map are considered beaches. An amphibious assault may not take place if the hex contains a port with 18 or more SURF factors there.

10.22 Landing Craft. Ground units must be transported by landing craft (LC) to conduct an amphibious assault. Each LC factor may transport one full-strength or two division-size or cadre (9.7) ground units for an amphibious landing on a beach hex. Landing craft capacity is halved for an amphibious landing on a coastal hex which does not include a beach. Note that this means a 1-factor LC may only conduct a landing on a non-beach hex with a division or cadre, and that the Soviet player, with only one LC factor, is limited in his or her ability to conduct amphibious assaults on the European map.

Following an amphibious landing, landing craft used in the landing can be lost. Roll one die for each LC factor used. On a result of 2 or less the LC factor is eliminated. If the landing was on a non-beach hex, subtract one from the result. Eliminated LC factors may be rebuilt/repaired.

10.23 Assault Procedure. The active player separates the ground units involved in an assault between landing and follow-up units. Landing units make the initial attack, and follow-up units are those available for exploitation. In a General Offensive (only) it is possible for amphibiously assaulting units to conduct land combat and receive offensive air support in conjunction with other land units.

10.24 Assault Combat. If the hex under assault is occupied by enemy units, the landing units must attack them. Combat is resolved under the usual procedure (9.0), with the following exceptions:

• SURF units which accompanied the LC carrying the assaulting units may provide fire support. Roll one die for every two SURF factors. For each result of 6, one hit is scored. No more SURF factors may be added than twice the printed combat strength of the landing units.

• All hits against landing units must be resolved by reducing or eliminating units (not through BRP expenditure).

• Advance after combat (9.3) is limited to the assault hex if the assault hex was not a beach hex.

• Follow-up ARM and CAV units may conduct exploitation (9.4) if the assault hex contains a beach. The follow-up units must expend one MP to land and count the assault hex as the first of the three (two if CAV) hexes that can be entered in exploitation and then move as normally for exploitation.

10.25 Repulsed Assault. If the landing units fail to clear the hex of enemy units, all surviving landing units are reduced and returned to a friendly port within three sea zones. Follow-up units are also returned, but are not reduced. Any assaulting units eliminated are returned to the force pool (they are not eliminated out of supply).

10.26 Beachheads. If the assault empties the hex of enemy units (or none were there), a friendly beachhead marker is placed in the landing hex. A beachhead marker is not a unit, does not count against stacking and is treated as a minor port (thus allowing the units there to trace supply). A beachhead is not an airbase. A beachhead may also be placed in a friendly-controlled beach hex during the Production Segment for a cost of 5 BRP's. Beachhead markers may not be moved and can be eliminated by the owning player during any friendly impulse. If an enemy ground unit enters a hex containing a beachhead, the beachhead is immediately removed (they may not be captured).

Regardless of the result, LC and supporting naval units are returned to a friendly port, including the beachhead just placed, at the conclusion of the impulse. Range limitations (10.12) apply.

10.27 American Capability. Units in the US East Coast (GREAT PACIFIC WAR and SECOND WORLD WAR) and US (THIRD REICH) boxes may amphibiously assault coastal hexes adjacent to the North Atlantic, Western Approaches and Eastern Atlantic sea zones during a US General Offensive impulse played on the Europe map (only). Units in the US West Coast box may amphibiously assault hexes adjacent to the Bering Sea 1, Bering Sea 2, Hawaiian Islands, Johnston Island and Phoenix Islands sea zones during a US General Offensive impulse played on the Pacific map (only). These are an exception to the limits in 10.12.

11.0 Air Operations

11.1 Air Bases

Air units must be placed at friendly airbases. Airbases are cities or ports, or an airbase counter. Up to five
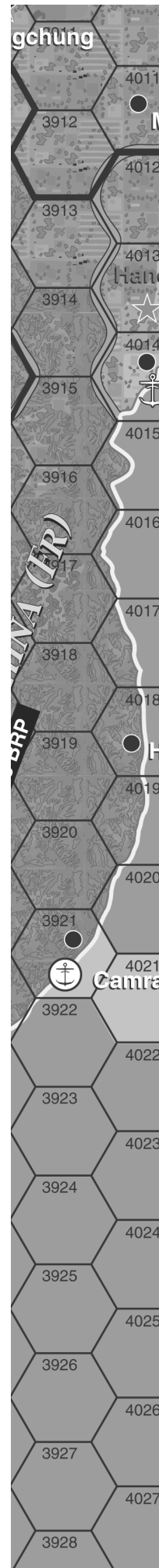
factors may operate from the same airbase (ten if an airbase counter is in the same hex as a city or port).

11.11 Airbase Counters. During the Production Segment, a player may expend 5 BRP's to place an airbase counter in any hex he or she controls if the hex is supplied (12.1). One airbase may be placed in a hex, which may include a city or port (allowing 10 factors to base there). Airbase counters may not be moved but may be removed by the owning player during any friendly impulse. They may not be captured and are removed if an enemy ground unit enters their hex.

11.12 Land Attack. If an enemy ground unit enters a hex containing an air unit, the player controlling the air unit rolls one die for each air factor based there. On a result of 1 through 3, place the air factor at any friendly airbase within twice the air unit's range that has the capacity to base the factor. This counts as its activation for the turn if it has not yet been activated. On a result of 4 through 6, or if there is no airbase within range that also has the capacity to accept the air factor, it is eliminated.

11.2 Air Movement
Air units move from hex to hex across both land and sea, expending movement points from the unit's range (4 for tactical, 8 for strategic, 12 for long-range strategic). Each hex entered costs one movement point. Zones of control are ignored, as is the presence of both friendly and enemy units. Air units may not "fly over" neutral territory (5.1). Air units in effect fly twice their range in that they may fly up to their printed or extended movement allowance to the target and fly it again in returning to their base. The range for a TAC unit performing defensive air support is a maximum of two hexes.

11.21 Air units must begin and end the impulse at a friendly airbase (though not necessarily the one from which they started). An air unit can land at any friendly-controlled airbase, including one just taken in land combat supported by the air unit.

11.22 When an air unit returns to its airbase, turn it sideways to indicate that it may not undertake any more missions during the current turn.

11.23 The active player must trace the route taken by air units to reach their destination (to allow interception by enemy TAC units; see 11.8).

11.24 Air units at the same airbase may be converted into any number of counters that total the same number of factors of the same nationality and type. A nation may never have more TAC, SAC or LSAC factors in play than allowed by the scenario set-ups.

11.3 Offensive Air Support
During an offensive impulse, TAC and SAC units may assist attacking ground units (9.1). The hex under attack must be within range of the air units. The active player places the air units on the hex to be attacked. After resolving any air battle (11.9) against defending TAC units, the active player rolls one die for each surviving TAC factor, and one die for every two surviving SAC factors. The number of dice may also be reduced by the terrain occupied by the defender (mountain and fortress, but not river or strait). The number of attacking air factors may not exceed the total printed strength of attacking ground units (though more air factors may be placed in the hex to participate in a potential air battle against defending air units). See 9.1 for ground combat resolution.

During an Attrition impulse, the air units based at one hex (only) may assist attacking ground units.

11.4 Defensive Air Support
After the active player has designated hexes being attacked and assigned air units to support the attack, the defender may assign friendly TAC units within two hexes of the hex being attacked as defensive air support. After resolving any air battle (11.9) with enemy air units assigned to offensive air support, the defending player rolls one die for each surviving TAC factor during combat. The number of defending air factors may not exceed the total printed strength of defending ground units (though more air factors may be placed in the hex to participate in a potential air battle against attacking air units). See 9.1 for ground combat resolution. Conducting defensive air support activates the air unit.

11.5 Counter-Air
During a General Offensive, HQ Offensive or Air Effort impulse, air units may attack enemy air units within range. The targets may be air units at their bases. Resolve these as air battles (11.9) with the defender unable to "return fire." If a TAC unit being attacked has not yet been activated, it may intercept the unit attacking it or, if not being attacked, other units within two hexes. A player may opt to not intercept, in which case the air units under attack remain inactive (if they survive the counter-air attack, they could still intercept other enemy air units or provide defensive air support). Attacks by TAC units against air units on air bases receive a +1 modifier to the die roll if no enemy TAC intercepts the attacking units.

11.6 Naval Strike
During a Naval, General Offensive or Air Effort impulse, air units may attack enemy naval units in

ports within range. CV units undertaking a naval strike must move within two hexes of the port and may as a result be subject to Naval Impulse Combat (6.9). The active player rolls one die for every TAC or CV factor and one die for every two SAC factors. TAC and CV factors hit on a result of 5 or 6; SAC hits on a result of 6 (firing player's choice of targets hit). LSAC units may not conduct naval strikes.

11.7 Strategic Bombing

During an Air Effort or General Offensive impulse (only), a player may use LSAC, SAC and TAC units to attack enemy economic infrastructure. LSAC, SAC and TAC units may attack enemy industrial centers (enemy-controlled objective or shipyard hexes) within range. After any air battle (11.9) with intercepting units, the active player rolls one die for each surviving SAC and TAC factor and two dice for every surviving LSAC factor. For each result of 6 (5 or 6 if the attackers were not intercepted, 11.8), the target nation loses one BRP. Beginning in 1942, the target nation loses one BRP for each result of 5 or 6 (4, 5 or 6 if the attackers were not intercepted, 11.8).

In a single impulse, a maximum of 5 air factors may attack each enemy-controlled objective or shipyard hex not in the enemy home nation. Any number of air factors may attack each enemy-controlled objective or shipyard in the enemy home nation.

11.8 Interception

When the active player makes an air attack (through Offensive Air Support (11.3), Counter-Air (11.5), Naval Strike (11.6) or Strategic Bombing (11.7)), the defending player may use TAC units which have not been activated this turn to intercept the attacking air units either at their target hex or in any hex along their route. The intercepting TAC units must be based within two hexes of the hex in which interception takes place. Place the intercepting TAC units in the hex with enemy air units and resolve this as an air battle (11.9). Japanese TAC may not intercept LSAC unless the Mitsubishi Jets! chit has been drawn.

The active player may not perform interceptions — intercepting air units may not themselves be intercepted, nor may air units performing Defensive Air Support.

11.9 Air Battle

Each player rolls a number of dice equal to the number of his or her TAC factors. For each result of 6, one enemy air factor is eliminated (owning player's choice). Results take effect simultaneously.

Example: An Italian 2-4 TAC is attacked by a 5-4

French TAC. The Italian player rolls two dice, with results of 4 and 6. The French player rolls five dice, with results of 2, 3, 4, 6 and 6. One French air factor is eliminated as are both Italian air factors. Note that the French player still loses one factor, even though the Italian air unit was wiped out.

11.91 Bomber Vulnerability. If a player has only LSAC or SAC in an air battle, his or her opponent hits on a result of 5 or 6 (exception: see 13.42). Note that LSAC and SAC may not "fire" in air battle (see 11.93 for an exception).

11.92 Defeated Escorts. If the active player loses all TAC factors in an air battle and still has LSAC or SAC remaining, the defending player may attack them again with any surviving TAC, hitting on a result of 6 (only).

11.93 American Heavy Bombers. Beginning in 1943 all American SAC and LSAC may return fire in air-to-air combat. One die is rolled for every two factors of LSAC or SAC.

12.0 Supply

To function fully, units must be in supply. Supply for all units is determined during the Supply Segment. Supply status is also checked for ground units when they attack enemy ground units or defend against enemy ground units.

12.1 Supplied Status

To be supplied, units must trace a path unblocked by enemy units or ZOCs (a friendly unit of any type negates an enemy ZOC for supply purposes) to a friendly supply source (see below). Note that control of hexes based on the past presence of units does not block supply as only an enemy unit or ZOC may do so. An enemy port hex not containing an enemy unit or ZOC may not be used to trace supply through a sea zone. The supply path cannot be traced through the territory of any power or country not at war with or allied to the unit tracing supply.

12.2 Supply Sources

Any number of units may trace supply to a single supply source. Supply sources are any objective city in the unit's home nation, the capital of the unit's home nation, any hex on the north or east edge of the Europe or Pacific board within the Soviet Union (Soviet units only) and Finland (Finnish units only), the US off-map box (British and US units only), THIRD REICH hex 4337 (British units only), any port adjacent to the Norwegian Sea, North Sea, North Atlantic, Western Approaches or Eastern Atlantic (US units only and only if the port is friendly-controlled), any Turkish city (Turkish units only), Tripoli (Italian and
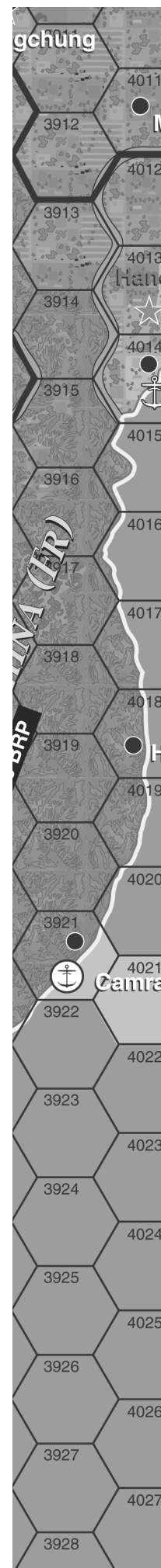
German units only), any objective city in India (British and US only), any major port in Australia (British and US only), any city in the USSR on the Pacific map (USSR only), any provincial capital in Manchukuo (Japanese only), and Fusan (Japanese only). Chinese units of both factions are always in supply when in a hex of China (not Manchukuo). If all home nation supply sources are enemy-controlled or a supply path to them is blocked, the supply sources of an ally or a colony capital (player's choice) can provide supply. Units in a hex with an intact fortress are always in supply, but it is not a supply source for units outside the hex. Outside of China, Chinese units trace supply in the same manner as allied units (Nationalist to an American source and Communist to a Soviet source).

12.3 Effects
Ground units that are unsupplied during the Supply Segment are reduced. If already reduced, or if they have no reduced strength, they are permanently removed from play and not returned to the force pool. Half of the air factors at an air base that is unsupplied during the Supply Segment are eliminated (round any fraction up). Japanese ground units are not automatically reduced in strength. For each Japanese unit which is out of supply during the Supply Segment, the Japanese player rolls one die. On a result of 2 or less, the unit is reduced in strength. Subtract one from the result if the unit is in a jungle or one-hex island hex.

12.4 Last Hurrah
A ground unit which is eliminated in combat and is out of supply at the instant of combat (a line of supply cannot be traced at the time combat is conducted) is permanently removed from play and not returned to the force pool. Note that a combat resolved earlier in the same impulse may open a line of supply and save a unit from this fate; the order in which combat is resolved is very important.

12.5 Overseas Supply
Players may trace supply across a sea zone not controlled by an enemy player, provided a valid supply path can be traced from a supply source to a friendly-controlled port adjacent to the sea zone, then across the sea zone to another port, from which a supply path can be traced to the units requiring supply. A supply path may be traced across a sea zone controlled by both friendly and enemy forces, but not one controlled solely by enemy units.

Example: The Italian player controls the Western Mediterranean. His units in Spain may trace a supply path from Rome to Napoli, across the sea zone to Barcelona, and then to their location adjacent to Madrid. They could also trace supply to

Madrid since Spain is an ally if no supply path to Italy was available.

12.6 Japanese Supply in China
Japanese units in China are in supply by one of the following two methods:

• If they can trace a supply path (12.1) of no more than two hexes to a hex adjoining a river and then following the river (through either hex adjoining the river hexside) to the Yellow Sea or East China Sea zones.

• If they can trace a supply path (12.1) of no more than three hexes to a friendly-controlled Chinese provincial capital.

• If they can trace a supply path (12.1) of no more than two hexes to a Japanese headquarters unit which is itself supplied under one of the two methods above.

12.7 Jungle Supply Limitations
Supply paths may not enter more than three jungle hexes. If a supply path cannot be traced without entering more than three jungle hexes, the tracing unit is out of supply. A friendly headquarters unit which is itself supplied may serve as a source of supply (in effect allowing the supply line through jungle hexes to be extended three additional jungle hexes), but a headquarters may not trace supply to another headquarters.

12.8 Voluntary Elimination of Units
Players may voluntarily eliminate friendly units during any friendly impulse (this is an option when a unit looks to be eliminated out of supply in the future).

13.0 Special Rules

13.1 Airborne
A PARA unit must begin the impulse at an airbase (11.1) within four hexes of the hex in which it "drops." PARA units may be dropped in any land hex except for mountain or swamp. During a General Offensive impulse (only), the active player may "drop" any number of PARA units. During an HQ Offensive impulse, the active player may "drop" one PARA unit. The "drop" may be made during exploitation (9.4) if desired.

13.11 A PARA unit may not move in the same turn (not simply the impulse) in which it conducts a drop. PARA units dropped in enemy-occupied hexes must attack the enemy units there. PARA is treated as INF in combat. If at the conclusion of combat enemy units remain in the hex, any PARA units are eliminated. Other friendly units may also participate in the combat. Dropped PARA units must be eliminated to satisfy losses before any other units are lost or reduced or BRP's spent to satisfy loss requirements.

13.12 One PARA and one HQ unit may be placed in a hex in excess of normal stacking limits (8.3). PARA units are not considered eliminated out-of-supply if lost in the impulse they dropped during combat.

13.13 PARA units are considered to be in supply during any combat that occurs as a result of a drop (and if eliminated during drop combat are returned to the force pool). Immediately following the drop all normal supply rules apply.

13.2 Aircraft Carriers and Fleet Trains

13.21 Aircraft carriers (CV) function as both naval and air units. In addition to their functions as naval units (6.0), they are also treated as TAC with one die rolled for every two factors unless otherwise stated. CV air has a range of 2 and may not perform interceptions (11.8) if in a port and they may never provide defensive air support. CV air may perform naval strikes (11.6) and offensive air support (11.3) during a Naval or General Offensive impulse but must move to a hex within range of the target and may be subject to Naval Impulse Combat (6.9) when this is attempted.

CV air may be intercepted (11.8), but may not be attacked by counter-air (11.5). CV factors may be eliminated in air combat just like TAC.

Example: The British player moves naval units including two 2-factor CV units to a hex within two hexes of a port containing one Italian 9-factor SURF unit. There is no naval impulse combat, so the British player conducts a naval strike. The naval strike is intercepted by a 2-4 Italian TAC, and in air combat one Italian and one CV factor are lost. The surviving 3 CV factors attack the Italian SURF, rolling a 5, 6 and 1. Two hits are obtained, eliminating two Italian SURF factors. After the strike, the British player returns the naval units to a friendly port.

13.22 Fleet Trains have several special abilities:

• Each Fleet Train in a port that is activated and does not move during the entire turn extends the range of all naval units based in that port by one sea zone for all naval movement and sea control movement.

• A Fleet Train can upgrade a minor port it occupies to major status. To do so, activate the Fleet Train during a Naval or General Offensive impulse (only) and flip the counter to its reverse side. It can be returned to its Fleet Train side in the same manner (it must be activated to do so).

• A Fleet Train flipped to its Major Port side also serves as a Shipyard for repair purposes (15.52), but not for new construction and strategic bombing.

13.3 Narrow Seas

The striped sea hexes are narrow waters easily con-trolled by mines and small craft. LC, SURF, Fleet Train and CV units may not enter these hexes unless a coastal hex within two hexes of the narrow sea was friendly-controlled at the start of the impulse

13.4 Improved Aircraft

13.41 Long-Range Bombers. Beginning with the Spring 1943 turn, British and American SAC factors may double their range in an Air Effort or General Offensive impulse (only), but the owning player rolls only one die for every two factors in strategic bombing (11.7) and one for every three factors in naval strike (11.6) or offensive air support (11.3) that takes place more than eight hexes from the SAC's airbase.

13.42 Flying Fortresses. Beginning with the Spring 1944 turn, roll one die for every two American SAC and LSAC factors in an air battle (11.9). If the attacking player has only American SAC, the defender only hits on a result of 6 (see 11.91) and there is no second attack (11.92).

13.43 Super Fortresses. LSAC air units may only be intercepted by German and British TAC. Beginning in the Spring 1944 turn, American LSAC may double their range in an Air Effort and General Offensive Impulse (only), but the American player rolls only one die for every two factors in strategic bombing (11.7) and one for every three factors in naval strike (11.6) that takes place more than 12 hexes from the LSAC's airbase. LSAC may not conduct offensive air support.

13.5 Garrisons

Garrison units must suffer two hits for each factor to be eliminated in combat. They may only move by SR (7.0) or sea transport (10.1), but otherwise function as INF. They may not conduct an amphibious assault (10.2). Garrisons count as a unit for stacking purposes (8.3) and may not attack.

13.6 Fortresses

Beginning with the Spring 1944 turn, garrison units may be removed from play (the owning player is not required to do so) and their counters placed in the owning player's Force Pool as Fortress markers. Fortress markers cost 20 BRP's and may be placed in any friendly-controlled hex not adjacent to an enemy unit. They may not be SRed, have no strength of any kind, do not count against stacking, and act in all respects as Fortresses. A major power may build one Fortress per turn. Once placed, a Fortress counter may not be moved, but may be voluntarily eliminated in order that they can be built elsewhere.

13.7 Blitzkrieg Attack

When TAC (not including CV) factors provide offensive (11.3) or defensive air support (11.4), a number of TAC factors equal to the number of
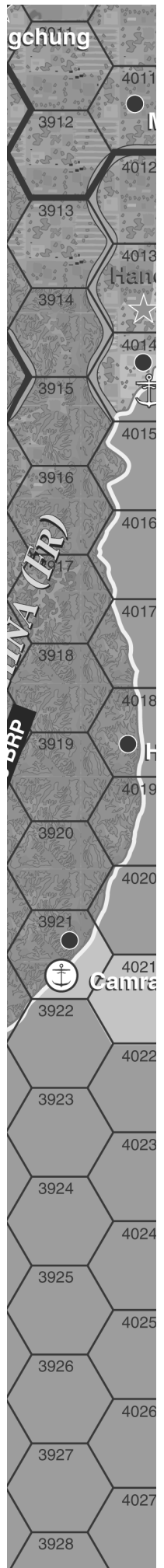
ARM factors involved in the attack or defense score a hit on a result of 5 or 6 (4, 5 or 6 for defensive air support). The attacking player must declare which die rolls receive this bonus before throwing the dice

13.8 Divisions
GREAT PACIFIC WAR introduces a new land unit size, the division.

13.81 Divisions (units with the XX symbol) may be built when they are in the force pool, or units on the map may be broken down into their divisional components using any available unbuilt divisions. Units broken down into divisions are set aside and may not be built, and only return to the map if all their components are reassembled or eliminated during play, in which case they are placed back in the force pool (unless all divisions were eliminated while out of supply). At the beginning of an impulse in which the unit is activated, it may be broken down. Only Japan, Britain and the United States have divisions. The following are the allowable breakdowns:

USA 5-6 ARM = 2 x 2-6 ARM XX

British 4-5 ARM = 2 x 2-5 ARM XX

British and USA 3-4 INF = 2 x 1-4 INF XX

British and USA 3-3 PARA = 2 x 1-3 PARA XX

USA 4-4 MAR = 2 x 2-4 MAR XX

Japanese 3-3 INF = 2 x 1-3 INF XX

Japanese 3-5 ARM = 2 x 1-5 ARM XX

The parent unit may be reformed if the correct number, nationality and type of activated divisions exist in the same hex at the conclusion of movement.

13.82 Divisions do not operate as effectively as full-sized units. The following are a list of these effects:

• When attacking or being attacked and no friendly full-sized unit is participating, add one to enemy combat rolls.

• ARM Divisions do not exert ZOC's.

13.9 Off-Map Boxes

13.91 Australia. The five off-map boxes on the Pacific map are portions of Australia not represented on the map. The controlling player may SR, amphibiously assault and Sea Transport units to and from the areas which contain a port. No other means of moving between the off-map boxes and the other portions of the map is possible.

Each box is a sea zone connected to other sea zones as indicated by the arrows on the map. An amphibious landing may be conducted in any of the boxes with a port in accordance with 10.2. The player con-

trolling the box controls the port in the box.

A player amphibiously assaulting an enemy-controlled box places the landing units there. If there are enemy units present in the box, the enemy player continues to control the box until his or her units are eliminated. The landing units may not attack on the turn they land, and the landing is not oppsed.

Opposing units can coexist in the land portion of the box and are not required to attack enemy units. Should units in the box attack, combat is conducted between all defending units and any units designated as attacking. TAC based in the land box may participate in the combat.

Example: The Japanese player amphibiously lands a 3-3 INF in the Sydney off-map box. An ANZAC 2-3 INF is present. A Japanese beachhead is placed in the box with the 3-3. The ANZAC 2-3 INF is considered to control the city of Sydney. In a subsequent turn the Allied player SR's a 1-4 TAC to Sydney. The turn following this the Japanese player attacks the ANZAC 2-3 INF. The 1-4 TAC provides defensive support and combat is resolved.

The original player controlling the box retains control until no units of the originally owning player (or his or her allies) are present in the box.

There are no stacking limits in the off-map boxes and all terrain is considered to be clear for combat purposes.

SURF or CV units present in the sea zone may not participate in land combat.

If the landing player builds an airfield he or she may bring in TAC or SAC units.

If at any point units of only one side are present in an off-map box, that side controls the off-map box and any port in it.

A number of boxes on the Pacific maps contain the names of other sea zones and arrows. This indicates that movement to these sea zones is possible and that the sea zones are adjacent to each other (think of the maps as wrapping around to meet).

13.92 Atlantic. The Off-Map Movement Chart (included in GREAT PACIFIC WAR and used only in SECOND WORLD WAR) includes several Atlantic sea zone boxes which may be entered during the Sea Control and Strategic Redeployment Segments. The three sea zones on the chart may only be used to conduct sea control and raiding and for purposes of determining SR costs. No Naval Movement or Amphibious Assault may be performed in these sea zones except as allowed by 10.27. Units must SR (using a 9 factor SURF) from the US boxes except as allowed by 10.27.

The number of BRP's that can be raided are noted for each sea zone.

Reykjavik is a Danish port and is not available to any major power unless allied with Denmark. If Denmark is conquered the port is considered British. Only the United States and Britain may occupy the Reykjavik box. See 5.38.

14.0 Industrial Resources

Each player must allocate industrial resources to the various sectors of his or her war effort. He or she will never have enough resources to fulfill all needs.

14.1 Basic Resource Points (BRP's)

BRP's are the currency of SECOND WORLD WAR, and represent the industrial and agricultural output as well as natural resources necessary to fuel modern war. Players keep track of their current stockpile (the number of BRP's they possess) on the track provided on the national display, adjusting the BRP markers as BRP's are expended.

14.2 BRP Base

This phrase refers to the number of BRP's the power receives for its home nation. This may be modified by economic growth (14.4), the loss of home-nation territory, the political and military situation (24.2) or other game events. BRP's gained from conquered nations are not considered part of the BRP base. After this is calculated, players should note the figure (as it will form the basis for the next year's BRP base calculation — that not derived from conquest or tribute).

14.3 Acquiring Resources

Each player begins the game with the number of BRP's shown in the set-up instructions. During the Production Segment of each Spring turn (only), players receive a new allotment of BRP's. A player receives the total of his or her BRP base plus those of minor allies with no BRP track and any conquered nations or territories (including colonies) minus any lost territories (including, for some countries, home-nation cities or objectives 19.5; 22.1) and minus any negative BRP's from the preceding year. Any BRP's left over from the previous turn are not carried over, but, beginning in 1941, can result in economic growth (14.4).

Example: During the Production Segment of the Spring 1943 turn, the Soviet player calculates her BRP's as follows: a base of 122, plus 4 BRP's for the conquered Estonia, minus 9 because Germany controls Smolensk, Kharkov and Sevastopol. This gives the Soviet player 117 BRP's.

14.4 Economic Growth

During the Production Segment of each Spring turn beginning with the Spring 1941 turn, after BRP's are calculated, each player multiplies the number of BRP's "left over" at the end of the previous Winter turn by his or her nation's BRP growth rate, and adds the result to his or her BRP base. Round any fractions up. This gain is permanent. These "left over" BRP's are not carried over to the next year.

Example: The Soviet Union has a growth rate of 30 percent. Taking 12 leftover BRP's from 1944 and multiplying them by 0.3, the Soviet base will permanently increase by 4 (3.6, rounded up to 4) for 1945. The 12 BRP's left over from 1944 are not carried over into 1945.

14.41 American Growth. The United States does not experience economic growth until at war with at least one major power.

14.42 German Autarky. Minor countries allied to Germany are limited to 10% growth.

14.43 Minor Growth. Neutral minors do not experience growth.

14.44 Home Country Growth. When playing GREAT PACIFIC WAR, Netherlands, U.S., French and British economic growth occurs in the home country off-map and does not increase the on-map value of any territory.

14.5 Economic Overheating

A nation's economy may only expand a certain amount before it runs out of labor and raw materials, a situation that eventually leads to economic collapse. Major powers have the following maximum BRP base values (not including any additions for conquered or allied nations):

- Germany: 300
- France: 150
- Italy: 150
- Britain: 200
- Soviet Union: 250
- United States: no limit within the scope of the game.
- Japan: 150

14.6 Minor Countries

Some minor countries maintain their own BRP stockpiles. They may expand their BRP base just like major powers, using the growth rate shown except for those controlled by Germany, which only grow at 10 percent.

Those without their own stockpiles add their BRP value to that of their controlling major power. Their units are constructed using BRP's from the stockpile of the controlling major power.

Minor country BRP base values may never exceed their 1939 values by more than 50%. Chinese

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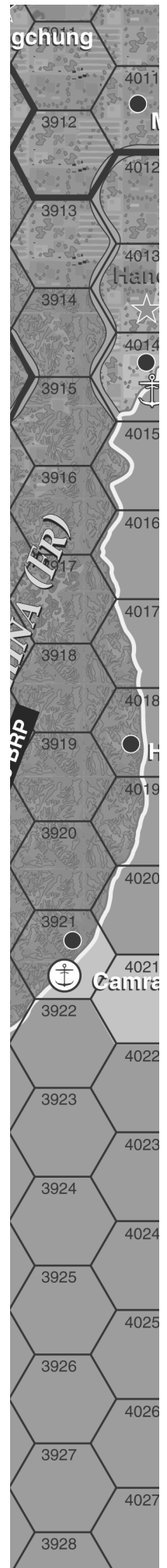
provincial BRP values never grow.

14.7 BRP's from Conquered Countries

Major powers can gain additional BRP's from conquered territory. All BRP losses and gains involving conquered territory take effect only at the beginning of the subsequent Spring turn. If in a subsequent Spring turn a major power no longer controls a territory it had conquered, its BRP's are not received.

14.71 Conquered Minor Countries. When first conquered, one-half (round any fraction up) of the minor country's current BRP stockpile is transferred to the conquering power. In the subsequent Spring turn, the conquering power receives all of the conquered territory's BRP's. Chinese provinces are not conquered, just controlled. Thus, no BRP's are transferred to the power that just gained control of the provincial capital.

If the capital of a conquered minor country is captured, or if the minor country has no BRP track (for example, Norway or Slovakia), no BRP's are received immediately, but, in the next Spring turn, the new conqueror receives the country's BRP's. The award of half a minor country's BRP stockpile only occurs the first time it is conquered.

14.72 Conquered Major Powers. When a major power surrenders, the conquering power receives one-half (round any fraction up) of the conquered nation's current BRP stockpile. If the conquered major power is still controlled in the subsequent Spring turn, the conquering player receives one-half (round any fraction up) of the conquered home nation's BRP base at the time it was conquered (which may have changed from its starting value due to BRP growth (14.4)).

Example: In the Spring 1941 turn, the German player receives BRP's from a conquered France. Vichy has been established. Thus, the available BRP's are 85 (France's base) - 38 (10 for mainland Vichy, 18 for the European map colonies and 10 for the off-map colonies) or 47 divided by 2 (rounding fraction up) equals 24.

14.73 Colonies and Overseas Territories. Some countries receive BRP's from colonies on the map and territory outside the area shown on the board (14.8, 14.9). In THIRD REICH, these BRP's can never be captured or reduced, except through the conquest of the colonies, play of political markers or the loss of access to Italian East Africa (20.1). They are not counted as part of a conquered major power's BRP base.

14.8 Overseas Resources

14.81 Major Powers. When playing THIRD REICH, the following major powers receive the number of

BRP's shown from overseas territories not shown on the Europe game board. These are deducted from the power's BRP base if it is conquered.

- Britain: 45 BRP's.
- France: 10 BRP's.
- Italy: 3 BRP's.
- Soviet Union: 30 BRP's.

14.82 Dutch East Indies. When playing THIRD REICH, the Netherlands receives 10 BRP's (in addition to the 12 BRP's for the home nation) for overseas colonies if its controlling major power controls the North Sea. These are lost if the Pearl Harbor political chit is drawn or if the Netherlands are conquered.

14.83 Required Deployments. In scenarios that use the Pacific map, several nations are required to keep a certain number of units in a colony or area to receive its BRP's. For example, the British player must keep units in India to receive all of its BRP's.

The requirements can vary, depending on the nation's war status. Failure to meet the requirement at the beginning of a Spring turn results in a loss of one-half the affected BRP's (round any fraction up). Note that these requirements need only be met on the Spring turn of each year.

15.0 Production

New units are only received through production. During the Production Segment, each player chooses which units from the Force Pool he or she wishes to construct. Most, but not all, newly-constructed units are immediately available; some require a number of turns to construct (see the Production Chart). The BRP cost is deducted immediately. Place the new unit on the Turn Record Track in the box indicating the turn on which it will be received. Immediately available units are placed in accordance with 15.2.

15.1 Force Pool

Some units begin the game in the force pool. Others are placed there as they are eliminated in game play or arrive as reinforcements. Units in the force pool are available to be constructed as new units, no matter how they arrived there.

15.2 Placement

During the Production Segment, each player moves all items immediately available and those scheduled to appear this turn from the Turn Record Track to the game board, subject to stacking limits. New air units must be placed at an airbase. Except LC's, new naval units must be placed at a shipyard. New LC's can be placed in any port hex. New ground units must be placed in a city

hex. All new units must be placed in a hex in the home nation (not a colony) controlled by the player. For example, an Italian ground unit could be placed in a city in mainland Italy, Sicilia or Sardegna but not one in Libia. If no home nation cities are friendly-controlled, a maximum of one unit per turn may be placed in a city in a colony.

New units may not be placed in any hex that would cause the unit to be unsupplied (12.1) but may be placed in a city adjacent to an enemy unit.

15.21 In THIRD REICH, South African, ANZAC and Indian units built by the British player must be initially placed at Suez (they may be SRed later). If Suez is enemy-controlled, they are placed one turn later at any British-controlled port in Britain or Ireland.

15.22 In THIRD REICH, newly-built US and Canadian units must be initially placed in the United States box (they may be redeployed later).

15.23 In GREAT PACIFIC WAR and SECOND WORLD WAR, Indian units appear in any city in India, ANZAC units appear in any city in Australia and a maximum of one TAC factor may appear each turn in an Australian city. All other units of countries on the Pacific map appear in friendly-controlled cities in the country's home nation.

15.24 In GREAT PACIFIC WAR, all British units appear in the Britain off-map box and all American units appear in the United States West Coast box.

15.25 Chinese units appear in provincial capitals controlled by their faction.

15.26 In SECOND WORLD WAR, American units are placed in the US East or West Coast boxes and Canadian units are placed in the US East Coast box.

15.3 Irreplaceable Units

Units which were out of supply when eliminated (12.4) are not returned to the Force Pool and thus may never enter play again. South African, ANZAC and Polish exile units are not returned to the British or Soviet Force Pools when eliminated, even if in supply, and may not be restored to full strength if they are reduced (9.7). When playing Great Pacific War or Second World War, ANZAC units may be returned to the Force Pool (if in supply when eliminated) or restored to full strength, regardless of where they are used.

15.4 Strategic Bombers

At the start of the game, only Japan, Britain, the United States and Italy may build strategic bombers (SAC). Other players may only build SAC if granted permission by an ally which is allowed to build them (which means they must be in the war and allied with the approving major power). Only

the United States has LSAC and can build them when they appear in the force pool.

15.5 Naval Units

15.51 New Construction. SURF and CV units in the Force Pool (those that start there or are completely eliminated) may be constructed at partial strength as new construction (built and placed on the turn track) and repaired (15.52) later.

15.52 Repair. Damaged SURF and CV units (those that have lost factors) may be repaired (have lost factors restored) at the same production cost as new factors, but in a single turn. They must occupy a friendly-controlled shipyard, including those in conquered or allied countries, during the Production Segment in which they are repaired. A maximum of one factor may be restored each production segment at each shipyard. No nation may have more naval factors in play than allowed by the scenario set-ups (extra factors may not be built "just in case" some are lost).

Example: An Italian fleet loses 3 factors. The Italian player chooses to rebuild them. The reduced strength 6-factor fleet occupies Trieste, which is a shipyard. During the next turn's Production Segment, the fleet is restored to 7 factors at a cost of 4 BRP's.

15.53 Minor Nation Naval Units. Naval units of minor nations that have no shipyard (Greece or Turkey; the Finnish and Siamese SURF units have only 1 factor and so may not be repaired) may not be rebuilt, but may be repaired in an allied major power shipyard.

15.54 Scrapping. During the Production Segment, a player may abandon naval units under construction. Add one-half the unit's BRP construction cost to the nation's stockpile and remove the unit from play. It may not be rebuilt later. During the Production Segment, a player may also scrap existing naval units. The unit must be in a port in its home nation. Add one-third the unit's BRP construction cost to the nation's stockpile and remove the unit from play. It may not be rebuilt or repaired later. If a player scraps a naval unit, he or she must scrap all of its factors.

15.6 Replenishment

During the Production Segment, each player may restore reduced ground units (9.7) to full strength and rebuild lost TAC, SAC and LSAC factors. The reduced unit must be in supply (12.1) and have been in supply at the conclusion of the previous turn prior to the return of naval and TAC units from sea control and may not be adjacent to an enemy unit. The owning player expends a number of BRP's equal to the difference between the unit's

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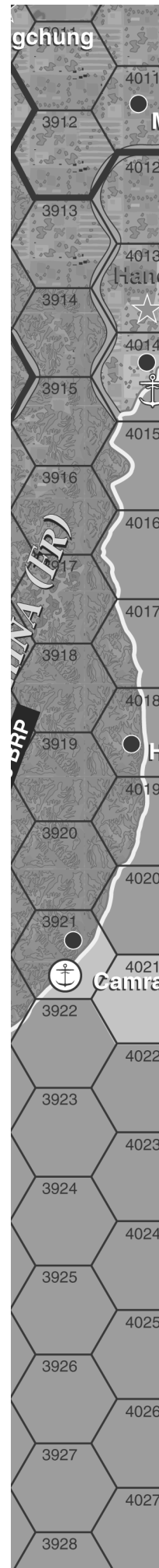
reduced and full strengths (double the cost for ARM and PARA units and triple the costs for air units) and flips the unit to its full-strength side. A partial-strength air unit is replaced with an air unit counter of greater strength. Eliminated units may only return to play through new production. A player may never have more TAC, SAC and LSAC factors in play than allowed by scenario limits.

Example: The Italian Alp INF is reduced to cadre strength during an attack along the French border. No enemy ground units are adjacent to it. During the production segment, the Italian player announces that he is restoring the unit, deducts two BRP's from his stockpile (the difference in cost between the unit's full strength, 3, and its cadre strength, 1) and flips the counter to its full-strength side.

15.7 Ground Unit Costs

Note that building a ground unit (INF, CAV, GAR, ARM, PARA, MAR) in the force pool costs one BRP in addition to the cost for its factors. The Soviet Union and Turkey do not pay this additional BRP to build an INF unit.

16.0 Diplomacy

In THIRD REICH and SECOND WORLD WAR, some minor countries may be influenced to assist or even join the war effort of a major power (there are no such countries on the Pacific map). Diplomatic influence can also determine which player controls a minor country if a major power declares war on the minor nation (5.43). The following minor nations may be influenced by diplomacy (the diplomacy table, found in the scenario book, lists which major powers may influence the minor nation):

• Bulgaria
• Finland
• Greece
• Hungary
• Poland
• Romania
• Spain
• Sweden
• Turkey
• Vichy France (if established)
• Yugoslavia

16.1 Influence

Each of the nations listed above has an influence track. Place each major power's influence marker on this track in the box noted in the scenario setup instructions. During the Diplomatic Segment, a major power may attempt to improve its status through foreign aid (bribery) or reduce that of a rival. Note that Vichy France has only an attitude marker which may be influenced in a manner similar to influence markers.

16.11 Positive Attempts. The player pays from 1 to 4 BRP's, rolls one die and adds the number of BRP's expended. On a total result of 7 or more, the player's marker is increased by one space. A result of 8 or more is required to move an influence marker from the 9 box into the 10 box or out of the 1 box into the 2 box.

16.12 Negative Attempts. The player pays from 1 to 4 BRP's, designates another major power as the target of the attempt, rolls one die and adds half the number of BRP's expended (thus only 2 or 4 BRP's are effective in modifying the roll +1 or +2, respectively). On a total result of 7 or more, the marker of another major power is reduced by one space. A result of 8 or more is required to move an influence marker from the 2 box into the 1 box or out of the 10 box into the 9 box. Players may reduce the status of an ally, but may not reduce their own influence.

16.13 War. A major power's influence marker is immediately moved into the 1 box and flipped to its reverse side if it declares war on the minor country. This indicates no further diplomatic influence is possible with this minor.

16.2 Minor Country Reactions

The scenario set-ups list a number of events that may influence particular neutrals (for example, Romania is positively influenced if a power goes to war with Hungary, but Poland is negatively influenced by the same event). Some events affect all neutral minor countries the same way:

• A major power that declares war on another major power which is at war with the minor: +2 and +1 each subsequent turn.

• A major power already at war with another major power when the minor joins the war: +1 each subsequent turn.

• A major power is allied to a major power that declared war on the minor: -2 and -1 each turn at war (this modifier alone cannot put the marker in the 1 box).

• German and Italian influence if the United States enters the war against them: -1 (this modifier alone cannot put the marker in the 1 box).

• Influence of any power at war with Germany or Italy if the United States enters the war: + 1 (this modifier alone cannot put the marker in the 9 or 10 box).

• German influence if Italy surrenders: -1 (this modifier alone cannot put the marker in the 3, 2 or 1 box).

• Influence of any power at war with Italy if Italy surrenders: (this modifier alone cannot put the

marker in the 10 box): +1

• Influence of Britain and any power allied with Britain if Britain declares war on a neutral minor country: -1. This does not apply if Britain declares war on Norway as a result of the Churchill Directs chit.

• Influence of France and any power allied with France if France declares war on a neutral minor country: -1

• Influence of any power allied with Soviet Union if Soviet Union declares war on a neutral minor country: -1

16.3 Diplomatic Status

The varying levels of influence have the following effects:

• Hostile. During the Political Segment, after all influence attempts have been resolved, if a minor nation is hostile to a major power, the player controlling the major power rolls one die. On a result of 1, if another major power is already at war with said major power, the minor country declares war on the major power and is controlled by the other major power. If no other major power is at war with the one to which the minor country is hostile, the major power's influence marker is turned upside down and may not be moved from the 1 box. As soon as any major power declares war on the one with its influence marker in the 1 box, the minor country does the same.

Once a 1 is rolled, no further BRP's may be expended by that major power to influence its own or any other influence chits in the minor country.

Example: Current Soviet influence in Finland is at 1, making the Finns hostile to the Soviet Union. The Soviet player rolls one die, with a result of 1. Finland immediately declares war on the Soviet Union if any major power is at war with the Soviet Union. If none is, the Finns will do so as soon as one goes to war with the Soviet Union. The Soviet influence marker is turned upside down and may not now be moved out of the 1 box.

• Neutral. See Neutral Nations (5.1).

• Friendly. Air units of a major power may fly over hexes of a friendly minor country.

• Client. Air and naval units of a major power may fly over and use bases in a client nation. Ground units may enter and remain in a client nation. Units may not attack from hexes of the client nation. If the minor country falls out of client status, the units must depart during the upcoming turn or the former client becomes hostile. If a minor country is the client of two or more major powers not allied to one another, none of their

units may enter or fly over its territory.

• Ally. As client, plus the minor nation may declare war on all of the major power's enemies, and the major power may use its units against those enemies (within the restrictions of 24.1). The major power's units may attack from hexes of the allied minor country. The major power with which the minor is allied may bring the minor into the war by having the minor declare war against any major power or minor country already at war with the major power (this costs no BRP's). If the minor country is allied to one major power and the ally or client of another that is at war with that major power, the minor may not be brought into the war (in effect the two sides have stalemated one another in the political arena).

A major power influence marker may be moved from the 10 box of a minor country if the minor is neutral, but not if the minor has joined the war. Minors do not join the war until all influence actions are complete.

16.4 End of Influence

Once a minor country becomes an ally of a major power, remove all influence markers of other powers not in the Client or Ally box. The minor country remains an ally of the major power until it is conquered (24.2), switches sides (24.3) or the major power influence marker is driven from the Ally box (once at war, this is not possible).

If all major powers controlling a minor country are conquered but the minor is not, it becomes a neutral country. Place all influence markers in the 5 box. Any powers which were at war with the minor country's controlling major power may continue the war with the minor at no BRP cost. The decision to continue the war must be made during the surrender segment in which the major power(s) surrendered.

17.0 Territory

For several centuries, territory was the currency of international power politics. Some game events will allow the division of conquered countries, and some minor nations may be influenced by the transfer of territory.

17.1 Territorial Transfer

During the Political Segment, players may transfer conquered territory (only) to another country. The only exceptions to this are the island of Rhodes which may be transferred to Turkey or Greece by Italy (talks between the Turkish and Italian governments were ongoing) and the Südtirol (if the Political chit is drawn). The player currently controlling the territory announces the transfer. The
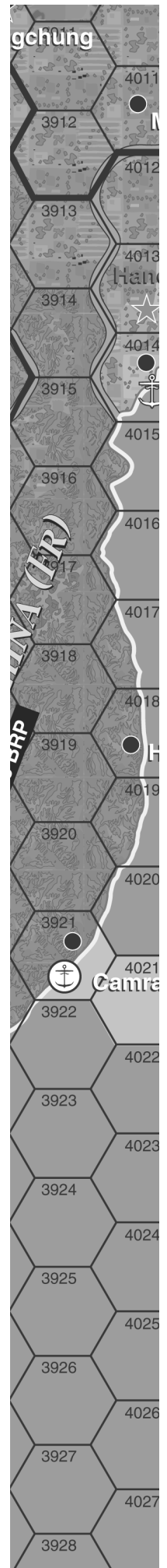
territory then becomes a conquered territory held by the receiving nation (which may be in turn conquered by another player at war with the recipient or transferred by the new owning major power). Transfers are announced when the player can exert influence (when it is his or her turn during the Diplomacy Segment).

17.11 No Returns. A territorial transfer may not be revoked (though the player could declare war on the recipient and re-conquer it).

17.12 Minor Country Deployment. Territory transferred to a minor country is considered part of that country for purposes of minor country deployment limits (26.1).

17.13 Independence. A minor country allied to a major power may be transferred. Its units are immediately removed from play and it becomes a conquered territory held by the receiving nation (therefore, at the start of the 1939 scenario or campaign game Germany could transfer Slovakia to Hungary or Poland).

17.14 Dire Straits. A territory may not be transferred if enemy ground units are present inside it.

17.2 The Former Yugoslavia
If Germany or Italy conquers Yugoslavia, the conquering player may declare Croatia an independent minor ally. Slovenia then becomes a conquered minor country worth 3 BRP's; it is conquered if both its hexes are controlled by the conquering power. The Banat becomes a conquered minor country worth 1 BRP. The remainder of Yugoslavia is worth 8 BRP's if Croatia is declared independent.

The South Styria political chit allows the German player to declare Slovenia part of Germany.

17.3 Ruthenia
Ruthenia, a former province of Czechoslovakia, begins all scenarios other than the 1938 scenario as conquered by Hungary and is considered part of Hungary for minor country deployment (26.1). Ruthenia is worth 2 BRP's. Ruthenia is conquered if both its hexes are controlled by the conquering power.

17.4 Romania
The "Vienna Award" political marker will transfer Transylvania from Romania to Hungary. Transylvania is worth 3 BRP's (deducted from Romania's total, added to Hungary's). If Romanian units control all hexes of Transylvania, it again becomes part of Romania and the 3 BRP's are deducted from Hungary's total and added to Romania's.

The "Molotov-Ribbentrop" political marker will transfer Bessarabia from Romania to the Soviet Union. Bessarabia is worth 3 BRP's (deducted from Romania's total, added to the Soviet Union's). If Romanian units occupy both cities in Bessarabia, it again becomes part of Romania and the 3 BRP's are deducted from the Soviet total and added to Romania's in the next Spring turn.

17.5 Divided Poland
If Poland is conquered by Germany and the Molotov-Ribbentrop chit has been drawn (a likely outcome), Eastern Poland is worth 5 BRP's, Masovia is worth 6 BRP's and the remainder of Poland is worth 9 BRP's.

Masovia is conquered when all four hexes are controlled by the same power. Eastern Poland is conquered when all three cities are controlled by the same power. If the same power controls Masovia, Eastern Poland and Warsaw, Poland is again treated as one conquered country worth 20 BRP's with the capital at Warsaw. Once Germany and the USSR are at war, the 20 Polish BRP's belong to the player controlling Warsaw in the Spring turn.

17.6 Danzig
Danzig, an international city in 1939, is treated as part of Poland unless Poland is conquered by Germany. After Poland is conquered by Germany, Danzig is treated as part of the German home nation for all game purposes, including surrender.

17.7 Bitter End
When a minor country or major power is conquered, the country's colonies are not considered conquered. Thus, when The Netherlands is conquered on the Europe map, the colonies on the Pacific map are not considered conquered. Similarly, the conquest of England following the surrender of Britain leaves India, Australia, Canada and all other friendly-controlled British colonies unconquered.

18.0 Special Rules: Britain
18.1 Mediterranean Trade
If Suez or Gibraltar is enemy-controlled Britain's BRP base is reduced by 10 BRP's in the next Spring turn for each of the territories that is enemy-controlled. Once both have been taken, no raiding of British BRP's in the Mediterranean sea zones is possible until one is recaptured.

18.2 Trade Detour
During any Production Segment, the British player may route all merchant shipping around Africa. Doing so immediately and in each subsequent Spring turn reduces the British BRP base by 10 BRP's, but enemy raiders (6.7) may inflict no BRP losses in any of the Mediterranean sea zones. The British player can reverse this decision but does not regain any BRP's lost.

18.3 South Africa

When a Britain at peace declares war on a major power (including the first turn of any 1939 scenarios when Britain does begin the game at war with Germany), the British player rolls one die. On a result of 1 or 2, South Africa declares neutrality. The British BRP base is reduced by 5 and the SA INF unit is permanently removed from play. If South Africa doesn't declare neutrality, the British SA INF remains in play but may not be rebuilt or replaced. Until Spring 1943 it may only enter hexes in Egypt, Libia, Morocco, Tunisie, Algeria, Palestine, Trans-Jordan, Syria and Spanish Morocco.

18.4 British Surrender

If enemy ground units occupy any cities in Britain, during the Surrender Segment the British player adds the numbers for the surrender conditions below and rolls two dice. If the result is less than or equal to the total of the surrender conditions, Britain surrenders.

• London is enemy-controlled: 6

• Each other enemy-controlled city in Britain: 1

• US is in the war: -3

• All objective cities in India are enemy-controlled: 1 (SECOND WORLD WAR only)

18.41 Surrender Effects. When Britain surrenders, the war is continued from colonies and dominions. British units in Britain may not SR on the turn following surrender, and any ground units in Britain are permanently removed from play at the end of the turn following surrender or when eliminated in combat that takes place in Britain.

18.42 Post-Surrender Production. Any units currently in production are not received unless they are ANZAC, INDIA, CANADA or South African units (British units can be built in subsequent turns).

18.43 Conquered Value. The BRP value of the British Isles is 65. A player conquering Britain would receive 33 each Spring turn (half of this, with the fraction rounded up), more if Britain has experienced economic growth.

Note: Because of factors not shown directly in the game, the BRP values of Britain and her empire do not add up exactly between THIRD REICH, GREAT PACIFIC WAR and SECOND WORLD WAR.

18.44 Economic Base. In THIRD REICH, after having been conquered, the British player's BRP base becomes 45 plus the value of any colonies or conquered countries on the board. If the Pearl Harbor chit has been drawn, this becomes 20 plus the value of any colonies or conquered countries on the board. In SECOND WORLD WAR Britain continues to fight, but loses the 65 BRP's of the home country. In all cases, British units may continue to be built and rebuilt. One shipyard is considered to exist in Canada. British SAC and TAC may be built in Canada and TAC in Australia (1 factor maximum per turn per country) only.

19.0 Special Rules: France

If France surrenders, the French player is out of the game. In five-player campaign games, the French player should take over the United States after the fall of France.

19.1 French Armistice

If any cities in the French home nation are enemy-controlled, during the Surrender Segment France may be required to request surrender terms. The French player adds the numbers for the surrender conditions below and rolls two dice. If the result is less than or equal to the total of the surrender conditions, France requests terms.

• Both Belgium and The Netherlands have been conquered or are at war with France: 1

• Any fortress hex in France is enemy-controlled: 3

• An enemy INF or ARM unit occupies a hex adjacent to Paris: 5

• Paris is enemy-controlled: 4 (in addition to the 5 for adjacent units)

• Sedan is enemy-controlled: 1

• Lyons is enemy-controlled: 1

• Marseilles is enemy-controlled: 1

• Italy and Germany are at war with France: 1

• French INF, ARM, CAV or GAR units totaling 12 or more combat factors have been eliminated out of supply or are in the Force Pool box: 1

• The Soviet Union is at war with Germany: -2

• British ground units totaling six to nine combat factors are in France, The Netherlands or Belgium: -1

• British ground units totaling ten or more combat factors are in France, The Netherlands or Belgium: -1

• At least 10 British TAC factors are based in France: -2

19.2 Surrender Terms

Once France requests terms the player at war with France whose units occupy Paris (or are closest to Paris if Paris is not enemy-occupied) chooses one of the following sets of terms to offer the French player. All items listed under each of the two sets are in effect (players may not pick and choose from them):

Complete Surrender:

• Occupation. Units of the enemy power and its allies may freely move through and base in any hex in France.
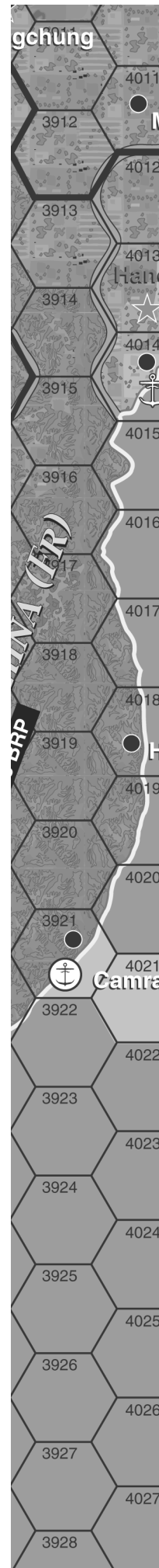
• Disarmament. All French INF, CAV, ARM, TAC and GAR units in France, Belgium and any countries bordering France and Belgium are removed from play.

• Naval Transfer. The player who chose terms rolls one die for each port in France containing French SURF, CV and SUB units. On a result of 1 through 4 the units in the hex are controlled by the enemy power or one of its allies (enemy player's choice, who may divide the units up as he or she wishes). On a result of 5 the units are scuttled and permanently removed from play. On a result of 6 the units move to a port controlled by a French ally (French player's choice; a British port if France has no allies) and may not move in the subsequent turn.

• Troop Movement. The enemy power and its allies may immediately SR three units to any French territory subject to SR limits (SURF or LC must be available, if needed).

• Free France. In the next turn no French impulse chits may be placed in the cup. At the conclusion of the turn following French surrender, all remaining French units may be replaced by Free French units (19.71) No defection die rolls are required (all surviving units defect). Free France remains at war with the country that conquered France and all its allies, and is controlled by the American player. Free France consists of any French-held colonies or conquered countries on either map.

Peace with Honour:

• Occupation. Units of the enemy power and its allies may freely move through and base in any hex in mainland France outside the borders of Vichy France.

• Vichy Territory. Vichy consists of that portion of mainland France designated as Vichy on the map and any French colonies unconquered at the time the terms are accepted. Thus, if Italy had conquered Tunisie prior to the acceptance of terms, it would remain Italian conquered territory.

• Disarmament. The French player rolls one die for each French CAV and INF unit. On a result of 3 through 6 (4 through 6 if the unit is in a French colony) the unit is removed from play. Remove all other units (except naval and air units, see below) from play. Place two-thirds of the surviving units (pull them from wherever they are) in Vichy France; the remainder may be placed in French colonies (French player's choice). Vichy becomes a neutral minor country consisting of the Vichy portion of mainland France, Corsica and those French colonies still controlled by France (see 19.6 below). Up to two French INF units in French Indo-China are exempted from this procedure and remain in play.

• French Navy. All surviving French CV, SURF and SUB factors remain in play. Up to one-third of each type may be placed in ports in French colonies on the THIRD REICH map (if the Armée Navale: Allies political chit is drawn, the 9 SURF factors come first from these, and any remainder from those at Marseille). The remainder must be placed in Marseille (if the Armée Navale: Axis political chit is drawn, the 9 SURF factors come from these). If fewer than 9 SURF factors survive to be placed at Marseille, only the number surviving are received through play of either Armée Navale chit. The one French SURF factor that begins in Indo-China remains on the Pacific map and may not be moved to the Europe map; any other CV, SURF or SUB factors on the Pacific map are returned to Marseille.

• French Air Force. Up to four TAC factors may remain in play. Place up to two in French colonies, up to two in the Vichy portion of mainland France and none in French Indo-China.

19.3 Acceptance

Once the enemy player indicates the terms being offered, the French player rolls one die and applies the following modifiers:

• Ten or more enemy INF, ARM or PARA factors are in Great Britain: -1

• Britain has surrendered: -3

• The Soviet Union is at war with Germany: +2

• Italy is at war with France: -1

• 9 or fewer French SURF factors are in play on the THIRD REICH board (not under construction): -1

On a modified result of 1, Complete Surrender terms are accepted if offered. On a modified result of 1 through 4, Peace with Honour terms are accepted if offered. If France accepts the terms, they are implemented immediately.

19.4 Refusal

If France refuses the terms, she remains in the war. In each subsequent Surrender Segment, France will roll to see if she requests terms again (19.1). If terms are offered again and refused a second time, no further requests are made and France remains in the war until all French units are eliminated and all French cities and colonies are enemy-occupied.

19.5 Economic Loss

If France has not surrendered, the French BRP base is reduced by three for each enemy-controlled home nation city and by 10 if Paris is enemy-controlled.

19.6 Vichy France

Vichy France is a minor neutral country with an attitude requiring special rules. In the unlikely but

not impossible event that Italy or the Soviet Union conquers France and creates Vichy rather than Germany, the Italian or Soviet player fills the role of the German player described in this section. Vichy France has a BRP value of 10 plus any colonies controlled by Vichy. No BRP's are received by Vichy for French Indo-China until Japan, Britain or the USA is at war with Vichy.

19.61 Vichy Attitude. Once Vichy is created, it is treated as a minor neutral with a somewhat different political track. In lieu of influence markers, a single Vichy Attitude marker is used. As events and political play move the marker, it will enter the boxes marked A# or G#. If in an A box, British and US units may enter Vichy territory as if Vichy is a client of Britain and the US. Similarly if in a G box German units may enter Vichy territory as if Vichy is a client of Germany. When Vichy is formed, place the "Vichy France" marker in the 5 box of the Vichy diplomacy track.

19.62 Attitude Adjustments. Vichy's attitude can be adjusted through the expenditure of BRP's for diplomacy like any minor country (16.0). In this case British and US modification and all negative modifiers below move the marker to the left. German and Italian modifications and positive modifiers move the marker to the right. Players do not move the enemy's influence marker since there is not one. The US can expend up to 2 BRP's each turn while the U.S. is still neutral. In addition, move the Vichy Attitude marker as the following events occur:

• French territory is given to another country: 3 to the right if given by Britain or USA; 3 to the left if given by Germany or Italy.

• Britain is conquered: 2 to the right

• British or British-controlled units enter Syria/Tunisie/Morocco/Algeria (each): 1 to the right (this modifier no longer applies after a German or Italian unit has entered a hex of the individual colony).

• British or American units attack Vichy naval or air forces: 1 to the right (each attack)

• Moscow and Leningrad are both enemy-controlled: 1 to the right

• United States enters the war: 1 to the left

• Americans enter Syria/Tunisie/Morocco/Algeria (each): 1 to the left (this modifier no longer applies if the colony is ever German or Italian-occupied and no US units are present in it).

• British or American units are present in mainland Italy: 1 to the left.

• British or American units are present in mainland

France (no adjustment until the second turn following the establishment of Vichy): 2 to the left.

19.63 Vichy and War. When the Vichy Attitude marker is in the A# or G# boxes, the appropriate player may attempt to bring Vichy into the war as an ally. To do so the German player (if in a G box) or the American player (if in an A box) declares that he or she is attempting to bring Vichy into the war as an ally and rolls one die. If the result is less than or equal to the number in the box, Vichy declares war on all of that major power's enemies (this costs no BRP's) and is controlled by that major power. If the result is greater than the number in the box, the marker is moved one box toward the other player.

19.64 Respect. British, US, German and Italian ground, naval and air units (including controlled minors) may enter a neutral Vichy's territory without declaring war on Vichy. British and US units may attack Vichy units in Syria, Algeria, Morocco and Tunisie without declaring war on Vichy. Note that these actions may affect the Vichy Attitude.

19.65 Control. Vichy is controlled by Germany if at war with Britain, the United States or the Soviet Union and controlled by the United States if at war with Germany or Italy.

19.66 Making War on Vichy. Countries are free to declare war on Vichy, but such a declaration is also a declaration of war on Germany and costs an additional 15 BRP's (5 BRP's if already at war with Germany). If Germany declares war on Vichy, the cost is 5 BRP's and all Vichy units are controlled by the American player.

19.7 Free France

If Vichy France exists, the American player may attempt to create Free French forces. Until America is at war with a major power on a map, no US units may enter a Vichy French colony.

19.71 Defections. Each time an American unit moves adjacent to a Vichy ground or air unit, the American player rolls one die and applies the following modifiers:

• German ground unit is within two hexes of the Vichy unit: +1

• American units totaling 20 or more combat strength factors are within 3 hexes of the Vichy unit (SURF and CV may count for only half of total and SUB do not count): -1

• A Free French unit is adjacent to the Vichy unit: -1

On a result equal to or less than the current A# (this is not possible if the attitude marker is in a G box), the Vichy unit is removed from the map and placed in the US Force Pool. During the Production
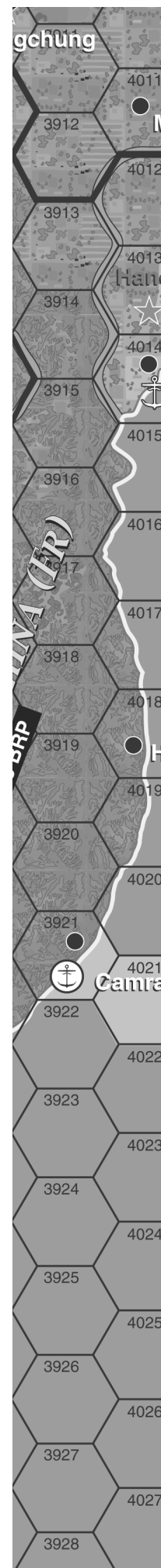
Segment, French units in the US Force Pool may be replaced by Free French ground units (including the ARM unit) of equal or lesser total combat strength, which may then be built by the US player and are treated as American units. A Free French cadre may replace a Vichy 1- or 2-factor unit.

On any other result the Vichy unit remains in play and is controlled by the German or Italian player. Vichy INF and CAV units may not attack British or American units (SURF, CV and TAC may do so) unless Vichy is at war with them.

19.72 Great Scuttle. Once three or more Vichy units have converted to Free French (been removed from play as above, even if they have not been replaced) all Vichy SURF units in France are removed from play and all SURF units elsewhere are moved to a British- or US-controlled port and may not move for that or the subsequent turn. Thereafter they are Free French and treated as US units.

19.73 Retaliation. If the German player declares war on Vichy, all Vichy units within 3 hexes of a German unit are permanently removed from play. All others are placed in the US Force Pool (British Force Pool if the US is not in the war) and may be replaced by Free French units as described above.

19.74 Limits. The number of Free French units provided in the game is a strict limit. If more than 15 combat factors of Vichy French units are placed in the US or British force pool, there is no additional effect. Use French naval units to represent Free French naval units.

19.75 Cross of Lorraine. Note that this political marker may place one Free French unit (the 2-4 INF) in the British force pool. No defection die roll is necessary to bring the unit into play.

19.8 They Shall Not Pass

If France remains in the war until 1941, the French player may begin to upgrade French INF units. Each turn one 2-3 INF (on the Europe map or in the Force Pool) may be replaced by a 3-3 INF (without the expenditure of any BRP's), up to a maximum of eight units. If France remains in the war until 1943, the French player may replace any 3-3 INF with Free French 3-4 INF and may replace one 2-3 INF with the Free French 4-5 ARM. Treat all Free French units as French in this case. Beginning in the Spring 1941 turn, the French player may build one airbase (use a US counter).

20.0 Special Rules: Italy

20.1 Economic Loss

The Italian BRP base is reduced by three if Italy is at war with Britain for the loss of access to Italian East Africa. The 3 BRP's are restored if Suez is controlled by Italy or an Italian ally.

20.2 Italian Surrender

If enemy ground units occupy any hex in mainland Italy (not including Sicilia or Sardegna) during the Surrender Segment, the Italian player adds the numbers for the surrender conditions below and rolls two dice. If the result is less than or equal to the total of the surrender conditions, Italy surrenders.

• Roma is enemy-controlled: 4

• Tripoli is enemy-controlled: 1

• All hexes of Sicilia are enemy-controlled: 2

• All hexes of Sardegna are enemy-controlled: 2

• Albania is enemy-controlled: 1

• Greece is enemy-controlled: 1

• Enemy ground units are present on Sicilia or mainland Italy: 2

• Twelve or more combat factors of enemy ground units are present in mainland Italy (in addition to the modifier above): 2

• Five or more combat factors of Italian INF, ARM, CAV, GAR or PARA units have been eliminated while out of supply and cannot be rebuilt: 2

• Fewer than 9 Italian SURF factors remain in play: 3

• Fifteen or more factors of ground units of a major power allied to Italy are present in mainland Italy: -2

• Leningrad and Moskva are controlled by Italy or a major power allied to Italy: -2

• Britain has surrendered: -2

• Alexandria and Suez are controlled by Italy or a major power allied to Italy: -1

• France has surrendered: -1

20.3 Republic of Saló

During the Surrender Segment in which Italy surrenders, the German player, if at war with the major power(s) that conquered Italy, may attempt to form a Fascist Italian state. If at least five Italian cities are not Allied-controlled (including any on Sardegna and Sicilia), the German player rolls one die. On a result of 4 through 6, the Fascist Italian state is formed as a German minor ally. Fascist Italy has no BRP's; all units must be built using German BRP's. Place one 2-3 Italian INF, two Italian 1-3 INF and one Italian TAC factor in the German force pool. The Fascist Italian forces appear in any German-controlled city in Italy when built, may not leave Italy and are otherwise treated as German units. When eliminated, the Fascist Italian units may not be rebuilt.

20.4 Italian Co-Belligerency

One year (four turns) after Italy surrenders, if the

German player did not form the Republic of Saló and at least five Italian cities (including any on Sardegna and Sicilia) are US- or British-controlled, the American player may add one Italian 2-3 INF to the US Force Pool as an American minor ally. This Italian unit appears in any US- or British-controlled city in Italy when built and may only enter hexes in Italy and Germany. Co-Belligerent Italy has no BRP's; the unit must be built using American BRP's. If eliminated, the unit may not be rebuilt.

21.0 Special Rules: Germany

21.1 Luxembourg

Due to her historic ties to the Grand Duchy, Germany pays no BRP's to declare war on Luxembourg.

21.2 Iron Ore

The German BRP base is reduced by 10 in the Spring turn if Sweden is at war with Germany, or if Norway or Narvik is enemy-controlled and Sweden is not a German ally. If this is the case, the 10 BRP's in the Baltic may not be raided (6.7) in this year. No more than 10 BRP's may be lost (and thus no raiding of the BRP's in the North Atlantic is possible in this case).

21.3 Economic Exploitation

During the Spring Production Segment, Germany (or the major power at war with the Soviet Union or France if Germany is not) receives half (round up) the BRP's lost due to enemy control of Soviet and French cities if the respective power has not surrendered. See 19.5 and 22.1.

21.4 German Surrender

If enemy ground units occupy any city in Germany (including East Prussia) during the Surrender Segment, the German player adds the numbers for the surrender conditions below and rolls two dice. If the result is less than or equal to the total of the surrender conditions, Germany surrenders.

• Berlin is enemy-controlled: 3

• Each other enemy-controlled German city: 1

• Italy has surrendered to the allies: 1

• Both Soviet and British/American units are present in Germany: 1

• The "Hitler Killed" political marker has been drawn: 2

• Japan has surrendered: 1

22.0 Special Rules: The Soviet Union

22.1 Economic Loss

The Soviet BRP base is reduced by three for each enemy-controlled home nation city, and by 10 (each) if Moskva or Leningrad are enemy-con-trolled. If Leningrad is enemy-controlled, no USSR BRP's can be raided in the Baltic sea zone.

22.2 Red Army of Workers and Peasants

The Soviet Union pays 1 BRP per factor to construct INF units, but not the additional 1 BRP (15.7).

22.3 Soviet Surrender

The Soviet Union surrenders when all Soviet objective hexes on the Europe map are enemy-controlled.

23.0 Special Rules: The United States

23.1 Deployment Limits

Although the US player has 15 SR's (7.7) available each turn in SECOND WORLD WAR (nine in THIRD REICH and six in GREAT PACIFIC WAR), only six may be used to bring units onto the Europe map from the United States East Coast box and only five may be used to bring units onto the Pacific map from the United States West Coast box.

23.2 American Surrender

The United States will never surrender.

23.3 American Declaration of War in Third Reich.

The United States declares war through play of the "Pearl Harbor" or "America Joins" political chits.

23.4 American Declaration of War in Second World War and Great Pacific War.

The American player may declare war under only limited circumstances. The American player must request authority from Congress to declare war. The US player has two entry tracks where the status of US relations with nations on the two maps is maintained. The US political status with regard to Germany, Italy, the USSR and, to a lesser extent, France and Britain is maintained on the Europe entry status. The US political status with regard to Japan is maintained on the Japan entry status. The American player may attempt to declare war by stating he or she is doing so, paying 10 BRP's, designating the map(s) and country or countries on which he or she is declaring war and rolling three dice for each map/entry track.

23.41 Procedure. To declare war on Japan, compare the result to the current Pacific Entry number. To declare war on any other country, compare the result to the current Europe Entry number. If the total result is less than the applicable value the American player may declare war on any countries at war with Britain (on the Europe map) or on Japan (on the Pacific map). If Britain is conquered or is not at war with a major power, the American player may declare war on any country except Britain. If unsuccessful, the US Entry value is lowered one on the applicable Entry track.
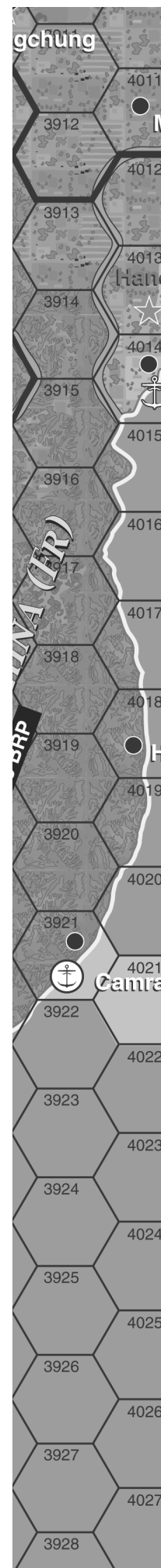
23.42 Price of War. The American player must pay 15 BRP's for each declaration of war against a major power following a successful die roll (in addition to the 10 BRP's to ask Congress). A declaration of war on Germany or Italy requires a declaration of war on the other if the two are allied (a total cost of 30 BRP's).

23.43 US Starting BRP Level. In GREAT PACIFIC WAR and SECOND WORLD WAR the U.S. Starting BRP Level can vary based on the Entry value when the US successfully declares war, to a maximum of 421 (thus, it may benefit the American player to delay entry, to start with a higher BRP base). The BRP levels are given on the Entry charts. In SECOND WORLD WAR, add the levels from both maps, plus 21 for American colonies on the Pacific map. In GREAT PACIFIC WAR, the American BRP base is that from the Pacific Entry track (only), plus 21. A declaration of war on the US by another major power immediately increases the US BRP level for the applicable map to its highest level.

23.44 War and Peace. If the United States declares war on only one map, the Entry value on the other can continue to fluctuate.

23.45 British Propaganda. This rule applies to SECOND WORLD WAR only. During any diplomatic phase, the British player may attempt to influence American public opinion toward the war in Europe. The British player expends 10 BRP's and rolls one die. On a result of 6 the American entry status for the Europe map increases by one. Modify the result by +1 if France or the Soviet Union has been conquered by Germany or Italy. On any other result nothing changes.

23.46 American Limits. At peace, the US player is limited by the specific map entry status as to the actions he or she may perform:

• No enemy units may be attacked except as a part of sea control in off-map sea zones (and must be done in concert with British naval units). If US naval units are placed on sea control while at peace, an equal number of British SURF, TAC or CV factors must be in the sea control box as well or the US units are ignored. British and US units are treated as one force for all purposes while the US is neutral.

• BRP's may be sent to Nationalist China according to the limits listed on the US Pacific Entry Track. If Japan declares unlimited war on Nationalist China the limit is raised to 10 BRP's per turn as long as Rangoon is not Japanese-controlled and is an exception to normal transfer limits (5.5). For every two BRP's sent only one arrives. The other is lost. Once Rangoon becomes Japanese-controlled, the American player may expend 10 BRP's to open the Calcutta trade route to the Nationalist Chinese if Calcutta is not Japanese-controlled. In each subsequent turn BRP's may again be transferred. All transfers cost 1 SR for each transfer of 20 or portion of 20 BRP's and require the use of a 9 factor SURF unit.

• At peace, the US player may transfer BRP's to Britain, France and the USSR if that power is at war with Germany.

24.0 Special Rules: Japan

24.1 Japanese Surrender
If enemy ground units occupy any city in mainland Japan (including all four islands) during the Surrender Segment or a nuclear weapon has been detonated in mainland Japan, the Japanese player adds the numbers for the surrender conditions below and rolls two dice. If the result is less than or equal to the total of the surrender conditions, Japan surrenders.

• Each enemy-controlled city in mainland Japan: 1

• One nuclear weapon has been used on a mainland Japanese city: 4

• A second nuclear weapon has been used on a mainland Japanese city: 2

• Okinawa is enemy-controlled: 1

• Two or more provinces of Manchukuo are enemy-controlled: 1

• Japan has fewer than 20 factors of SURF and CV (combined) in play: 2

• Fewer than 15 BRP's are in the Japanese BRP pool: 2

24.2 Oil and Steel Embargoes
The Japanese economy (BRP's in game terms) was highly dependent on imports of oil and steel. As Japanese aggression in China grew so did American attempts to curtail it. Following each Japanese land combat in China while Japan is at Limited War with China, the Japanese player rolls one die. On a result of 4 or less an oil or steel embargo marker is randomly selected and placed in the political marker container.

When drawn, the Japanese player immediately loses 10 BRP's. In addition, in each Spring turn, the Japanese player subtracts 10 BRP's for the first of each type of embargo marker previously drawn, 15 BRP's for the second and 20 for the third.

Example: Japan and America are not at war. Three Oil Embargo chits have been drawn from the cup. It is the Spring 1941 turn. The Japanese player subtracts 45 BRP's from his total for the three Oil Embargo chits.

The embarg marker effects do not apply if Japan controls Balikpapan and Tarakan in the Netherlands East Indies.

24.3 Japanese Declaration of War
The Japanese player may declare war on major powers under limited circumstances. With one exception Japan may declare war on minor countries and China without restriction.

24.31 Entry Status. The Japanese player represents the official government of Japan, but can be forced to declare war by actions of the Imperial Japanese Navy and Army. The Japanese player has two entry tracks where the status of relations with the US/Britain/France and the Soviet Union are maintained. The tracks are divided into three areas. If in status 1-4, war may not be declared on the country. If in status 5-9, Japan may declare war on the country. If in status 10, Japan must declare war in the turn the status changes or the subsequent turn or lose 25 BRP's immediately and in each subsequent Spring turn until Japan declares war on the country in question. Once Japan is at war with any major power, the use of the tracks is discontinued, and Japan is free to declare war on any major power.

24.32 China Incident. Japan begins the 1939 scenario at limited war with China. Japan may always declare unlimited war on Chinabut all remaining Embargo chits are placed in the container if this occurs.

24.33 Dutch Aggression. A declaration of war on The Netherlands is also a declaration of war on Britain (only 15 BRP's is paid for both).

25.0 Special Rules: China

China is not a major power or a minor country, but something in between. She starts the game at war with Japan in all scenarios.

25.1 Factions
There are two Chinese factions, the Nationalists, controlled by the American player, and the Communists, controlled by the Soviet player, until those powers are at war with Japan (at which point they become allies of the respective major powers). Even while at peace the two factions function as minor allies of their respective controlling powers in that they can be given aid in the form of BRP's without the controlling major power being at war with Japan.

25.2 Chinese BRP's
Each faction receives BRP's equal to the value of the provinces it controls plus 1 BRP for each provincial capital and 1 BRP for each province it controls. Any major power controlling a Chinese province receives the BRP value of the province if it controls the provincial capital and there are fewer enemy than friendly

INF/ARM/GAR/TAC/ PARA/MAR factors in the province during the Spring turn Diplomatic Segment. Two Chinese provinces have no on-map capital. These provinces and their capitals are controlled by the player with the greater number of INF/ARM/GAR/TAC/PARA/MAR factors in the province during the Spring turn Production Segment.

25.3 Declaring War
China may not declare war on other countries and may only fight enemy units at war with China (99.9% of the time, Japan). If Britain is at war with Japan, Nationalist Chinese units may enter Burma, Thailand and French Indo-China (if enemy-controlled). Otherwise Chinese units of both factions may only enter hexes of China, Manchukuo and Chosen. It is not possible for any major power to declare war on only one of the two factions. Note that China begins the 1939 scenario at limited war with Japan.

25.4 Chinese Surrender
China does not surrender. The loss of provinces reduces the ability of the former owning faction to generate BRP's in the Spring turn and place new units.

25.5 Provincial Control.
The Chinese faction that controls a capital at the beginning of a scenario is always considered to control it until another Chinese or an enemy unit occupies it. Note that taking a capital from the other faction is not usually a smart Chinese move, but it is not forbidden.

26.0 Minor Country Special Rules

26.1 Deployment Limits
Minor country forces are restricted in where they can operate outside their own country, as listed below. A unit eliminated while out of supply counts against the number of units that are allowed out of the country. Air units only count against these limits when based outside the country. The units of all countries not listed below may not enter another country and, if forced to do so, are eliminated instead. The one exception to this rule is if a major power declares war on a neutral minor, the forces of the minor country may also enter the enemy power's country and any territory the enemy power controls. Thus, a declaration of war on Greece by Italy adds Italy to the list of countries Greek forces may enter. Limits on the number of units out of the country still apply.

• Bulgaria: Units may only enter or fly over hexes in Greece, Romania, Turkey and Yugoslavia. A maximum of 1 unit may be outside the country at a time.

• Croatia: Unit may only enter hexes in Germany, Hungary and Yugoslavia.
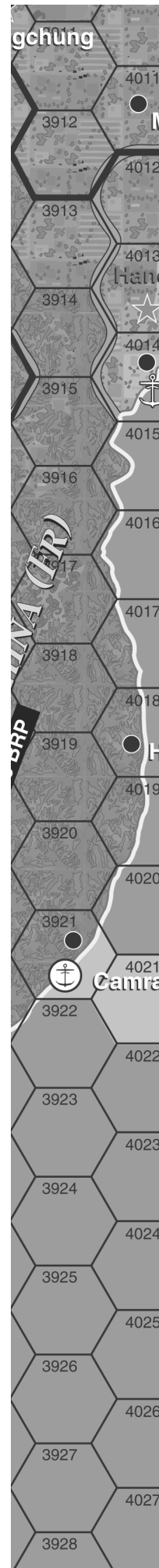
• Finland: Units may only enter or fly over hexes in Sweden, Estonia and the Soviet Union. Finnish units must remain within three hexes of a hex in Finland and may not attack Leningrad unless, at any time previously, the Soviet Union was at war with Finland and no other major power for more than two turns.

• Greece: Units may only enter or fly over hexes in Hungary, Romania, the Soviet Union, Germany, Yugoslavia, Rhodes and Cyprus. If at war with Turkey, units may be present in Turkey. A maximum of two ground or air units may be outside the country at the same time. This limit is increased to three if at war with Turkey and all three units are in Turkey.

• Hungary: Units may only enter or fly over hexes in Romania, Poland, Slovakia, the Soviet Union and Yugoslavia. A maximum of three units may be outside the country at the same time. Romanian and Hungarian units may never stack together. Slovak and Hungarian units may never stack together. If at war with Romania, all units may enter Romania.

• The Netherlands: Until the European portion of the Netherlands is conquered or at war with a major power, units may only enter hexes of the Netherlands, Borneo, Java, Sumatra, Celebes and the sea zones adjoining any hex of these.

• Philippines: Units may only enter hexes of the Philippines or Mindanao and the sea zones adjoining any hex of the Philippines.

• Poland: Units may only enter or fly over hexes in Germany, Latvia, Lithuania, Estonia, the Soviet Union, Hungary, Slovakia and Romania. A maximum of five units may be outside the country at the same time.

• Romania: Units may only enter or fly over hexes in Poland, Bulgaria, the Soviet Union, Yugoslavia and Turkey. A maximum of seven units may be outside the country at the same time through 1942. Each year thereafter the number decreases by one (six in 1943, five in 1944, four in 1945). Romanian and Hungarian units may never stack together. If at war with Hungary all units may enter Hungary.

• Siam: Units may only enter Burma, Malaya, French Indo-China and the sea zones adjoining any hex of these countries. The GAR unit may never leave Siam.

• Slovakia: Unit may only enter Germany, Poland, Yugoslavia, the Soviet Union and Hungary. Slovak and Hungarian units may never stack together.

• Spain: Units may only enter or fly over hexes in France, Germany, Poland, Portugal, the Soviet Union, Morocco, Algeria and Tunisie. A maximum of two ground or air units may be outside the country at the same time.

• Sweden: Units may only enter or fly over hexes in Finland, Norway, Germany, Denmark and the Soviet Union. Sweden may never be at war with Finland or Norway or allied to a major power that is. If this should happen, Sweden breaks the alliance, and the major power's political influence marker is placed in Sweden's 4 box. A maximum of three ground or air units may be outside the country at the same time.

• Switzerland: Units may only enter or fly over hexes in France, Germany and Italy. A maximum of two units may be outside the country at the same time.

• Turkey: Units may only enter or fly over hexes in Hungary, Romania, Syria, the Soviet Union, Trans-Jordan, Palestine, Bulgaria, Egypt, Libia, Rhodes and Cyprus. If at war with Greece, units may be present in Greece. A maximum of seven ground or air units may be outside the country at the same time.

• Yugoslavia: Units may only enter or fly over hexes in Hungary, Romania, Poland, the Soviet Union, Germany, Greece, and Turkey. A maximum of two units may be outside the country at the same time.

26.2 Conquest

Minor countries surrender if their capital is enemy-occupied during the Surrender Segment (exceptions, see 26.5 and 26.6). Colonies, but not the units in them, surrender if their capital is enemy-occupied during the Surrender Segment. The Netherlands territory on the Pacific map does not surrender when the European portion falls.

26.3 Switching Sides

If a minor country and its controlling major power have both been at war with an enemy major power for at least four turns, and an enemy unit occupies the minor country capital during the Surrender segment, rather than surrendering they may switch sides. The controlling player rolls one die for each minor country unit on the board which is not stacked with a unit of the controlling major power. On a result of 1 through 3 the unit remains in play; all others are permanently removed from play. The enemy player may choose not to accept the minor country as a new ally, in which case it becomes a conquered minor country and all of its units are eliminated. This rule does not apply to Belgium, Finland, Poland, Spain, Sweden, the Netherlands or Turkey.

26.4 Finland

Finland may never be at war with Sweden or allied to a major power that is. If this should happen Finland breaks the alliance and the major power's political influence marker is placed in Finland's 4 box. Finnish 3-3 INF units may be rebuilt from 1-3 cadres, but if eliminated may only be rebuilt as 1-3 INF (no longer treated as cadres).

26.5 Turkey

Turkey pays 1 BRP per factor to construct INF

units, but not the additional 1 BRP (see 15.7). Turkey surrenders only when all Turkish cities are enemy-controlled. During the Spring Production Segment, Turkey's BRP value is reduced by 2 BRP's for each Turkish city that is enemy-controlled. The controlling enemy power receives 1 BRP for each Turkish city controlled in a Spring turn.

26.6 Switzerland

Switzerland surrenders when both capitals are enemy-controlled. Switzerland may never declare war; it only goes to war with a country that declared war on it. If Switzerland is conquered, the BRP base of all countries except the Soviet Union are reduced by 10% (round any fraction up) for the next year.

26.7 The Netherlands

When Netherlands territory on one map is conquered, the Netherlands INF units on that map are permanently removed from play. The controlling player rolls one die for each TAC, SURF and SUB factor. Add two to the result if war was not declared on the Netherlands this turn. On a modified result of 5 or more, that factor remains in play, controlled by the controlling major power. If eliminated, they go into that power's Force Pool and may be rebuilt using its BRP's.

27.0 Victory

Forty-two objectives (names in red) are designated on the Europe map and an additional four limited objectives are available. Twenty-seven objectives are designated on the Pacific map and an additional objective is available through political chit play. Victory is usually determined by how many objectives a player or alliance controls (including those within their minor allies). GREAT PACIFIC WAR victory conditions are included in the scenario book for that game.

27.1 Historical Alliance

Third Reich:

If Britain, the US and the Soviet Union end the game at war with Germany and Italy and not one another, the following victory conditions apply at the conclusion of the Summer 1945 turn. If there is a tie for victory, players can agree to continue until one player achieves the higher level of victory. The historical sides must control the number of objectives together to win. Once an alliance has

won, if more than two players participated in the game then the individual victory conditions are used to determine the winner among the alliance. The United States and Britain are considered one for individual victory purposes:

Alliance Victory

Victory/Alliance	Br/US/Sov/Fr	Ger/It
Stalemate Victory	33	7
Marginal Victory	35	9
Tactical Victory	37	11
Decisive Victory	39	13

If play continues after Summer 1945, the German/Italian total required for victory decreases by one each turn. The Br/US/Sov/Fr total required for victory increases by one each turn.

1939 Campaign Game

Victory/Alliance	Br./US	Fr.	Ger	It.	USSR
Stalemate	18	-	5	2	15
Marginal Victory	19	1	6	3	16
Tactical Victory	20	2	7	4	17
Decisive Victory	21	3	8	5	18

1942, 1943 and 1944 Scenarios

Victory/Alliance	Br./US	Ger	It.	USSR
Stalemate	18	-	1	15
Marginal Victory	20	Fall '45	2	17
Tactical Victory	21	Winter '45	3	18
Decisive Victory	23	Spring '46	4	20

Dates on the table indicate the level of victory achieved if at the conclusion of the noted turn the country has not surrendered.

The 1938, 1940 and 1941 scenarios have their own victory conditions; see the scenario special rules.

SECOND WORLD WAR:

If Britain, the US, France and the Soviet Union end the game at war with Germany, Japan and Italy and not one another, the following victory conditions apply at the conclusion of the game (variable as defined in the SECOND WORLD WAR 1939 campaign scenario Ending Turn). If there is a tie for victory, players can agree to continue until one player achieves the higher level of victory. The historical sides must control the number of objec-

tives together to win. Once an alliance has won, if more than two players participated in the game then the individual victory conditions are used to determine the winner among the alliance. The United States and Britain are considered one for individual victory purposes:
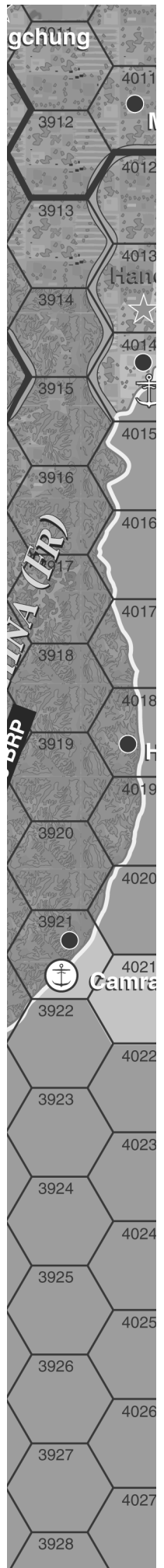
If play continues beyond the 20th turn America has been in the war, the German/Japanese/Italian total required for victory decreases by one each turn.

1939 Campaign Game

Separate victory conditions apply as follows.

Victory/Alliance	Br./US	Fr.	Ger	It.	USSR	Jpn
Stalemate	31	-	5	2	16	10
Marginal Victory	34	1	6	3	17	12
Tactical Victory	36	2	7	4	18	13
Decisive Victory	38	3	8	5	19	14

1942, 1943 and 1944 Scenarios

Victory/Alliance	Br./US	Ger	It.	USSR
Stalemate	18	-	1	15
Marginal Victory	20	Fall '45	2	17
Tactical Victory	21	Winter '45	3	18
Decisive Victory	23	Spring '46	4	20

Alliance Victory

Victory/Alliance	Br/US/Sov/Fr	Ger/Jpn/It
Stalemate Victory	45	17
Marginal Victory	48	20
Tactical Victory	51	24
Decisive Victory	55	27

The Br/US/Sov/Fr total required for victory increases by one each turn.

Dates on the table indicate the level of victory achieved if at the conclusion of the noted turn the country has not surrendered.

27.2 Other Possibilities.

Third Reich

If the Soviet Union ends the 1939, 1942, 1943 or 1944 scenario at war with Britain or with no major power, the following victory conditions apply:

Victory is determined at the conclusion of the Winter 1945 turn. If there is a tie, play continues until one player achieves the higher level of victory.

Victory/Country	Br./US	Fr.	Ger	It.	USSR
Stalemate	12	1	12	3	14
Marginal Victory	13	2	13	4	15
Tactical Victory	14	4	15	5	16
Decisive Victory	16	6	18	7	17

27.3 Nationalist Goals

27.31 Germany. Annexing Südtirol and Slovenia, and still controlling them at the end of play, each counts as a conquered objective for the German player.

27.32 Italy. Controlling all hexes of Corsica at the end of play counts as a conquered objective for the Italian player.

27.33 Soviet Union. Though the Soviet Union rejects primitive ideologies like nationalism, controlling the hexes on both sides of the crossing arrows in Turkey (the Dardanelles and Bosphorus) at the end of play counts as a conquered objective for the Soviet player (in addition to Istanbul).

27.34 Neutral Objectives. Objectives in nations that end the war neutral are not counted toward any nation's total. The US or Britain may not count objectives in neutral nations on which they declared war.

28.0 Optional Rules

Players may use any of the following optional rules if agreed to by all players before play begins.

28.1 East-West War

If in 1944 or later the Western Allies (Britain, the US and France) declare war on the Soviet Union the following events occur:

• The American player rolls one die. On a result of 1 or 2, no French or Free French units may leave France, Germany or Italy and may not attack Soviet units. On a result of 3 or 4, one-half of all French or Free French units may be present outside France, Germany and Italy and all French or Free French units may attack Soviet units. On a result of 5 or 6, French or Free French units are under no special restrictions.

• Germany continues to fight all countries at war with her. When Germany surrenders, the German player rolls one die for each German unit on the board. Add one to the result if the unit is adjacent to a Soviet unit and one if the unit is out of supply. On a result of 1 through 3, the German unit becomes an American minor country unit and must

trace supply to a British or American supply source.

Any German units that do not join the Americans are removed from play. Germany and the units that join the Americans are treated as a minor country with a BRP value of two for each German city that is friendly-controlled. BRP's can be transferred to Germany subject to the limits of 5.5. All German HQ's are removed from play and may not be rebuilt. No German chits may be played and German units may only be activated by US chits. German and American units may stack together. German units may not stack or attack with British or French units.

• Following the surrender of Germany, there is no more economic growth for Britain, France and the United States.

• If Britain or the United States declared war on the Soviet Union (and not the other way around) the British, French (if France never surrendered) and US players each roll one die during each Spring Production Segment. On a result of 1 or 2, reduce the country's BRP base by 10% (round any fraction up).

28.2 Liberation

In a Spring turn, a conquered minor country may be declared a minor ally of a subsequent conquering power if it has been conquered by the second power for at least four turns (its capital captured at least five turns previously). The minor country's original force pool is placed in its force pool box and its original BRP value used as its BRP base.

Example: In 1939, Germany conquers Belgium. In the Winter 1943 turn British units capture Brussels and hold it for five turns. In the Spring 1945 turn Belgium becomes a British minor ally. Belgium starts with 15 BRP's and her 1939 force pool (which will have to be built).

28.21 German Occupation. Minor countries conquered by another major power and conquered again by Germany may not be declared German minor allies unless the "Hitler Killed" political marker has been drawn. They may be transferred (17.1) to an ally of Germany which may then declare the country a minor ally once it has been held by the receiving power for at least four turns.

Example: In Spring 1940, France conquers Switzerland. Germany takes Switzerland from France in Summer 1940. In Spring 1941, Germany transfers Switzerland to Italy. In Summer 1942 Italy declares Switzerland a minor ally with 9 BRP's and its 1939 force pool (which will have to be built).

28.22 Austrian Liberation. Austria may be declared a minor ally of a country that holds Wien for four turns. Austria has a force pool of one 3-3 INF and a BRP base of 8. Austrian units may enter any neighboring country.

28.23 Czech Liberation. Czechoslovakia may be declared a minor ally of a country that holds Praha and Bratislava for four turns. Czechoslovakia has a force pool of one 4-5 ARM, three 2-3 INF and two TAC factors and a BRP base of 20. Its capital is Praha, and its territory consists of both Bohemia and Slovakia. (Ruthenia may be added, but this is not required.) Czechoslovak units may enter any neighboring country, the Soviet Union, France, the Netherlands and Belgium.

28.3 Turn End Play

When an impulse chit has been played and the active player has completed the impulse, but before the active player rolls the dice to see if the turn ends, major powers may spend 5 BRP's (each) to attempt to influence the die roll. Spending 5 BRP's adds or subtracts one from the result (spending player's choice). Each player can spend no more than 5 BRP's on each roll.

After a result that ends the turn has been rolled, any one major power may spend 20 BRP's to cancel the result and extend the turn. The result is ignored and play continues.

28.4 Oil

To a greater extent than other countries, Germany, Italy and Japan were limited by the availability of oil. Japanese limitations are reflected in the rules already. To reflect German and Italian oil limitations use the following rules:

28.41 Germany. Reduce German SR's by two if Ploesti (2817) is enemy-controlled (not neutral). Increase the number of German SR's by two for each of the following hexes that are German-controlled: Baku (4510) and hex 4320 (Mosul). In addition to the above, German SR's are reduced by one for each hit on Ploesti by enemy strategic bombardment to a maximum of two.

28.42 Italy. Increase Italian SR's by one if the additional 20 BRP's for the Oil Strike political chit is received by Italy. This is lost if Tripoli is enemy-controlled.
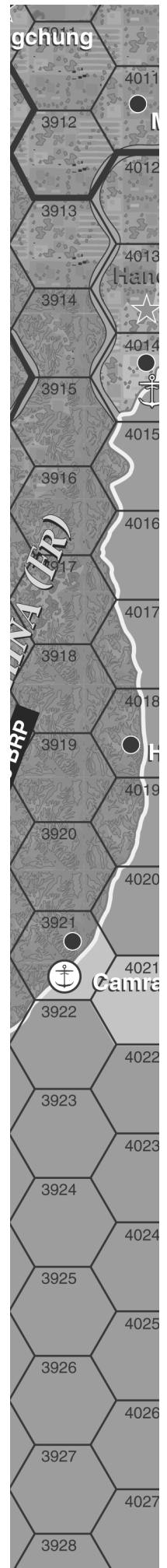
Political Marker Explanations

Not all markers are placed in the container at the start of the game. Some are added on the turn noted or when triggered by the event noted. Unless the description states otherwise, remove the marker from play once it has been drawn.

Placed in container at the date shown. Note that there are two containers from which political markers are drawn in the SECOND WORLD WAR scenarios, one for the Europe map and one for the Pacific map. Unless otherwise noted all markers go in the Europe container.

EVENT-DRIVEN

Oil Embargo Pacific (three markers) and Steel Embargo Pacific (two markers)

See 24.2. The embargo marker effects do not apply if Japan is at war with America or controls Balikpapan and Tarakan in the Netherlands East Indies.

These markers are only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

Two-Ocean Navy Pacific
Place in the Pacific container if the combined US Entry values for both Pacific and Europe is 4 or higher. Until drawn the US player may build no more than 5 SURF and 2 CV factors each turn and may not build Landing Craft. Once drawn there is no limit on US builds.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

Conscription Pacific
Place in the Pacific container if the combined US Entry value for both Pacific and Europe is 6 or higher. Until drawn the US player may build no more than one ground unit (INF, ARM, PARA or HQ) each turn. MAR units may be built without restriction. Once drawn there is no limit on US builds.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

SPRING 1937

No Effect Pacific
Nothing of import takes place in the Pacific. Return marker to the Pacific container.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

Imperial Edict Pacific
The Japanese player must conduct one combat. This may be a ground attack, amphibious assault or airborne drop. If Japan is not at war with a minor or major power or at limited war with China treat as No Effect. Return marker to the Pacific container.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

IJA Politics Pacific
The Imperial Japanese Army takes independent action in China and launches an offensive. At no cost to the Japanese player, place an HQ impulse chit (Japanese player's choice) in the impulse cup and remove the Japanese chit if there is one already in the cup. Ignore this chit and draw another if Japan is at war with a major power or declares war on a major power this turn. Following use, return to the Pacific cup.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

Russo-Japanese Dispute Pacific
The Imperial Japanese Army in Manchukuo and the Soviet forces disagree over a disputed border region. In addition to whatever impulse chit is in the cup, the Japanese and Soviet players place an ATTRITION chit in the cup this turn or the next. The ATTRITION chit may only be used on the Pacific map and may not be used to conduct an attack against any units other than each other's. Units may only enter one hex of the other's territory. Increase Japanese Entry status vs. the Soviet Union by 1 if Japanese units occupy a Soviet hex at the end of the turn. If at the end of the turn the enemy hex is friendly-controlled, it becomes friendly territory. Decrease Japanese Entry status vs the Soviet Union by 1 if Japan suffers greater losses this turn (losses being defined as factors eliminated). Ignore this chit and draw another if Japan is at war with a major power or declares war on a major power this turn. Following use, return to the Pacific container.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

IJA Influence Pacific
The Imperial Japanese Army succeeds in influencing national military policy against the Soviet Union. The Japanese Entry status vs. the Soviet Union increases by one. Return to the container after drawn.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

IJN Influence Pacific
The Imperial Japanese Navy succeeds in influencing national military policy against the US. The Japanese Entry status vs. America increases by one. Return to the container after drawn.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

Government Sanctions Military Pacific
The Imperial Japanese government sanctions the more militant members of the military. One of the Japanese Entry status tracks is decreased by one (Japanese player's choice). The Japanese player rolls one die. On a result of 1 through 4 the marker is returned to the container. On a result of 5 or more the marker is not returned (government officials have been assassinated and no more sanctions will occur).

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

FALL 1939

Molotov-Ribbentrop (three markers)
The Soviet Union may not declare war on Germany (or Germany's clients or allies) for one year (four turns, beginning with this one). Germany may not declare war on the Soviet Union (or the Soviet Union's clients or allies) for one year (four turns). The Soviet Union must give Germany 10 BRPs each Spring turn while not at war with Germany.

After Germany conquers Poland, the Soviet Union immediately (no declarations of war are necessary) receives Estonia, Latvia, Karelia, Eastern Poland and Bessarabia and either Lithuania or Masovia (not both). If the Soviet player chooses Masovia, Lithuania becomes a German minor ally and German influence in

Hungary is decreased by one space. Any German units present in these areas at the conclusion of the turn following the surrender of Poland are eliminated.

Decrease German influence in Romania by two spaces and in Finland by one space. Decrease Soviet influence in Romania, Turkey and Finland to one.

If Romania is a French or British client or ally, the French or British player may choose to intervene and declare war on the Soviet Union. If the French or British player declines to intervene, Romania will not resist (and transfers Bessarabia). Decrease British and French influence in Romania by three spaces each, but no lower than the 2 box.

If drawn on any turn after Summer 1940, discard and draw another chit. If drawn after the first turn it takes effect immediately unless Germany and the USSR are already at war.

Why Die for Danzig?

Poland caves in to German territorial demands. Danzig becomes German territory and German units may pass through any hex adjacent to both East Prussia and Germany itself. France, Britain, Poland and Germany begin the game at peace.

If drawn on any turn after Fall 1939, discard and draw another chit.

No Event

Nothing of import takes place in the world at large. Return marker to the Europe container.

WINTER 1939

Mussolini Is Always Right!

Il Duce directs an immediate attack on a neighbor. The British player chooses the target: Greece or Yugoslavia. The Italian player must declare war on the country this turn. The target must currently be neutral; if neither is neutral, treat this marker as no event and do not return it to the container. No BRPs are paid for this declaration of war.

Mass Strike

French communists disrupt war production. If Germany is at war with France, but not the Soviet Union, France loses 15 BRPs. If Paris has been conquered by Germany and Germany is at war with the Soviet Union, Germany loses 10 BRPs. If neither situation exists, discard and draw another chit.

No Effect Pacific

Nothing of import takes place in the Pacific. Return marker to the Pacific container.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

SPRING 1940

AFV License

German political leaders prevail on industry to make tank designs available to Italian manufacturers. Italian military leaders put aside their stock options to allow manufacture of these designs. If the German player agrees, the Italian player may upgrade 2-5 armor units to 4-5 strength.

Churchill Directs (one Europe, one Pacific)

Another mad scheme from the desk of Winston Churchill has arrived.

If drawn from the Europe container, the German player designates a port controlled by the British player or a player allied to Britain, or a German-controlled beach hex. If a German-controlled beach hex is chosen, the Allied player must amphibiously assault the hex with at least one ground unit during this or the subsequent turn. If a port is chosen, the British player must transport at least two

ground units to that port within the next four turns.

Instead of an invasion or troop movement, Churchill may direct that the Allies attack a neutral nation (German player's choice). The Allied player must immediately declare war on and invade one of the following if neutral: Norway, Netherlands, any one Vichy colony OR attack Vichy naval units.

Once played, return the chit to the container if drawn from the Europe container (Winston has many more ideas). If drawn from the Pacific container, discard the chit once it is used (Winston is less interested in the Far East). A declaration of war by Britain on a minor country as a result of this chit does not affect US entry (Churchill convinces Roosevelt it is a good idea).

If drawn from the Pacific container the Japanese player designates a port controlled by the British player or a player allied to Britain. The British player must transport at least one ground unit to that port within the next four turns.

If Britain is not at war with a major power on the applicable map, ignore the chit, return it to the container and draw another. If at war the British player is required to carry out the mandated action if possible. If another player determines a manner in which the action be accomplished and the British player does not complete the mandated action by the end of the turn the British player immediately forfeits 30 BRPs if from the European container and 10 BRP's if from the Pacific container (if unavailable, they are forfeited the next turn they are available).

Only one marker is in play. In Third Reich and Second World War scenarios the marker is in the Europe container. In Great Pacific War scenarios the marker is in the Pacific container.

Führer Directive

The German player chooses how many impulse chits he or she wishes to place in the container this turn, but the Soviet player designates which chits may be chosen. The German player pays a maximum of his or her remaining BRP's for the chits (he or she may not go negative).

Once played, return the chit to the Europe container.

Yugoslav Coup

Serbian generals overthrow the royal government. Increase British influence by three spaces, decrease German and Italian influence by two spaces each. If Yugoslavia has been conquered, discard and draw another chit.

No Event (two markers)

Same as above, add two markers to the Europe container.

SUMMER 1940

ANZAC Total War

Australia and New Zealand commit all possible forces to the war in Europe. Add 5 BRPs to the British base. 1 x 3-4 INF (2 AZ) is placed at Suez.

This marker is not used in GREAT PACIFIC WAR or SECOND WORLD WAR scenarios.

Great Polish Rally

Polish troops volunteer in huge numbers to liberate their homeland. If Germany conquered Poland, and Poland has been conquered for at least three turns, the Polish Exile INF (3-4) unit is placed in the British force pool. If Poland has been conquered for at least three turns and the Soviet Union is at war with Germany, the 1 INF (3-3) unit is placed in the Soviet force pool.

If either of the above conditions has not been met, the units are available as soon as the condition is met.

If the Soviet Union conquered Poland, Polish troops will not

fight for Germany or the Soviet Union. If Britain is conquered while the Polish Exile unit is in play, the unit immediately is transferred to French or American control (French control if both players are in the game).

Iron Guard
Romanian fascists attempt a coup. The German player rolls one die. On a result of 5 or 6, the coup succeeds. Increase German influence by four spaces. Decrease all others by two spaces.

On a result of 3 or 4, the coup quietly fizzles. Decrease German influence by one space.

On a result of 1 or 2, the coup fails spectacularly. Decrease German influence by three spaces. Increase British and French influence by one space each. If Romania has been conquered, discard and draw another chit.

Cross of Lorraine
Free French forces rally to the Allied war effort. Add one 2-4 Free French infantry to the British force pool. If France is not conquered, return to the Europe cup and draw another chit.

Oil Strike
Oil is discovered in Libya. The player controlling Libya may invest 10 BRPs in exploiting this resource. Two turns later, Libya's BRP value becomes 20.

Armée Navale: Axis
A political settlement with the Vichy government makes French warships available to the Axis. If Vichy France has been declared, one 9-factor French SURF is placed at Toulon, under control of the German player. The German player may use French naval breakdown counters if this fleet suffers losses, but may not restore any lost factors. The SURF factors must always base in Toulon, but are available for the German player's use. If France is not conquered return to the Europe container and draw another chit. If Vichy does not have a 9-factor SURF fleet in play or Vichy is at war with Germany, discard the chit and draw another.

Armée Navale: Allies
Scattered French warships rally to the Allied war effort. If Vichy France has been declared, one 9-factor French SURF is placed at Gibraltar or Suez, under control of the British player. The British player may use French naval breakdown counters if this fleet suffers losses, but may not restore any lost factors. If France is not conquered return to the Europe container and draw another chit. If Vichy does not have a 9-factor SURF fleet in play or Vichy is at war with any major power which is at war with Germany, discard the chit and draw another.

Martial India
The British Raj mobilizes more of India's vast human and material resources for the war effort, risking post-war British rule in exchange for immediate assistance. Increase British BRP base by 10. 1 x 3-4 INF (4 India) is placed at Suez. This marker is not used in GREAT PACIFIC WAR or SECOND WORLD WAR scenarios.

Vienna Award
Germany rules in favor of Hungary in the Hungarian-Romanian dispute over Transylvania. Transylvania becomes part of Hungary. Increase German influence in Hungary by two spaces. Decrease German influence in Romania by three spaces. Remove one 1-3 INF from the Romanian force pool. Discard and draw another chit if Hungary and Romania are both German allies.

Südtirol
Germany may annex the South Tirol if Italy has been defeated or if the Italian player agrees. This counts as a captured objective for Germany. If the Italian player yields South Tirol, increase the number of objectives the Italian player requires for each level of victory by one.

South Styria
Germany may annex Slovenia if the German player has conquered Yugoslavia and declared Croatia independent. This counts as a captured objective for Germany. Both hexes of Slovenia are treated as German home nation territory, and the German BRP base is increased by Slovenia's 3 BRPs. If this has not occurred, discard and draw another chit.

Tripartite Pact Pacific
Japan, Italy and Germany announce a defensive alliance. US entry values go up one on both tracks.

This marker is only used in GREAT PACIFIC WAR and SECOND WORLD WAR scenarios.

No Event (two markers)
Same as above, add two markers to the Europe container.

SUMMER 1941

IRA
Irish nationalists rise against British rule in Northern Ireland. Belfast must be occupied by a British INF, ARM or PARA unit for one year (four turns) or the British player loses 15 BRPs.

Coup in Iraq
The Iraqi military rises against their country's client status. The British player must SR one ground unit to hex 4616, where it must remain for all of this turn and the next.

Arab Unrest
Oppression of Islamic peoples leads to increased political agitation. The British and French players receive no BRPs for Egypt, Palestine, Trans-Jordan, Syria or Iraq in the subsequent Spring turn unless the colony's capital is occupied by a British or French ground unit. Immediately subtract the colony's BRP value from the power's BRP stockpile.

Indian National Army (one Europe, one Pacific)
Indian militarists rise against oppressive British rule.

THIRD REICH: Remove two 3-4 INF from the British force pool. Decrease the British BRP base by 10. If the "Martial India" marker has been drawn, its effects are canceled. If US has not entered the war treat as No Event (no Japanese victories to strengthen the resolve of the nationalists).

GREAT PACIFIC WAR and SECOND WORLD WAR: Each objective in India (not Ceylon) must be garrisoned by a British 3-4 INF at each Spring turn or no BRPs are collected from India. If US has not entered the war treat as No Event (no Japanese victories to strengthen the resolve of the nationalists).

Only one marker is in play. In THIRD REICH and SECOND WORLD WAR scenarios the marker is in the Europe container. In GREAT PACIFIC WAR scenarios the marker is in the Pacific container.

Partisans: Yugoslavia (two markers)
If the Soviet Union and the nation that conquered Yugoslavia are at war, the player who conquered Yugoslavia receives no BRPs for Yugoslavia unless every Yugoslav city is occupied by a ground unit of the conquering nation or an ally.

When the second marker is drawn, the player who conquered Yugoslavia loses 10 BRPs even if all occupation requirements have been met.

If Yugoslavia has not been conquered or if the Soviet Union is not at war with its conqueror, place the marker to the side. As soon as those conditions are met, the chit takes effect.

No Event (one marker)
Same as above, add one marker to Europe container.

FALL 1941

Pearl Harbor (one marker)
The Japanese attack British, Dutch and American forces in the Pacific. The British player must remove three 3-4 INF, one 2-factor CV, one 5-4 TAC and one 9-factor SURF from play. Indian INF may not be replaced if destroyed. Decrease the British SR Value by 2. All At Start US forces are available. The Soviet player receives 2 x 3-3 INF from the Soviet Force Pool at no BRP cost.

This marker is not used in GREAT PACIFIC WAR or SECOND WORLD WAR.

WINTER 1941

Pearl Harbor (one marker)
Same as above, add another marker to the Europe container.

This marker is not used in GREAT PACIFIC WAR or SECOND WORLD WAR.

SPRING 1942

Pearl Harbor (four markers)
Same as above, add four markers to container.

This marker is not used in GREAT PACIFIC WAR or SECOND WORLD WAR.

Hitler Killed
Good Germans finally do the right thing. The German player may not place any offensive (including General Offensive), air effort or naval chits in the container this turn. Germany may not construct any new units this turn, but may restore any reduced ground units to full strength. If Hitler is killed, the Führer Directive chit is discarded when next drawn and another chit drawn.

Nationalist Training and Equipment
American aid to Nationalist China is substantially increased. The U.S. player may spend 3 BRP's (each) to flip Nationalist 1-2 INF on the map to their 3-2 side. Any unit so converted may not conduct any operations this turn. A maximum of two units may be upgraded each time this chit is drawn, no more than one per turn. The BRP's spent do not count against transfer limits. If the US is not at war on the Pacific map, ignore this chit, return it to the container and draw another. Return this marker to the container after use (it may be drawn any number of times).

SPRING 1942

America Joins (one Europe, one Pacific)
Japan has not attacked the United States, but the US joins the war in a limited capacity.

THIRD REICH: The US BRP base is 200. Remove from At Start forces 3 x 3-4 INF and 1 x 9 SURF and from the Force Pool 2 x 3-4 INF, 2 x 5-6 ARM, 1 x 9 SURF, 1 x 5-4 TAC, 2 x 5-8 SAC, 1 x 2 LC and 1 x 0-3 HQ. If the Pearl Harbor chit is drawn its effects replace this one (the US BRP base is normal and all units removed from the At Start forces are placed in the United States box and those removed from the Force Pool are returned there, the British player suffers several adverse effects, and the Soviet player receives additional units). If the Pearl Harbor chit has already been drawn, discard this one and draw another.

GREAT PACIFIC WAR: The US base is reduced by 50 BRPs and the US Entry Status Pacific is reduced by 1.

This marker is not used in SECOND WORLD WAR.

Invade America Pacific
The Emperor demands an invasion of American soil. Dutch Harbor and any one city (Japanese player's choice) in Hawaii count as Japanese objectives. If Dutch Harbor or the chosen Hawaiian city is not Japanese-controlled at some point during the next three turns, the Japanese BRP total is reduced by 10. Treat as No Effect and return to the cup if Japan and the US are not at war.

AIF Pacific
The Australian government demands the return of all Australian units due to the crisis in the Pacific.

SECOND WORLD WAR: All but one ANZAC unit on the Europe map must return to the Pacific map and occupy a hex adjoining a sea zone or a sea zone within two sea zones of Australia within 3 turns. At the conclusion of the third turn ANZAC units in excess of one outside this area are eliminated (they may be rebuilt). Beginning with the fourth following turn, all ANZAC units on the Pacific map and up to 3 British TAC factors stacked with ANZAC or US units are controlled by the American player, but must be built and rebuilt by the British player using British BRP's. Treat as No Effect if Japan and Britain are not at war.

GREAT PACIFIC WAR: Two turns after this marker is drawn, one 3-4 ANZAC INF in the British force pool is immediately placed in any city in Australia (there is no BRP cost). After it appears, it is controlled by the American player, but must be built and rebuilt by the British player using British BRP's. If there is no ANZAC 3-4 INF in the force pool, treat this marker as No Effect.

SUMMER 1942

No Event (one marker)
Same as above, add one marker to the Europe container.

Beneath Contempt
Evidence of German atrocities against Jews, Slavs and others becomes widely known. Decrease German influence with all neutral nations by three.

WINTER 1942

Independent Ukraine
The German government allows the establishment of a Ukrainian state. If all cities in Ukraine are German-controlled, the German player may create Ukraine as a minor ally. Add the three Ukrainian 1-3 INF to the German Force Pool. Ukraine is worth 10 BRPs, its capital is Kiev. Ukrainian units may enter Ukraine, the Soviet Union, Poland and Romania. Any minor country units allowed to enter the Soviet Union may enter Ukraine.

If the Hitler Killed chit has not been drawn, or Germany and the Soviet Union are not at war, or if the Soviet Union has been defeated, discard this chit and draw another.

Japan First (one Europe, one Pacific)
Infuriated by the Japanese surprise attack, the American people demand that the US devote its primary effort to defeating Japan.

THIRD REICH: If the Pearl Harbor chit has been drawn, reduce the US BRP base by 90 at the next year start sequence and remove 4 x 3-4 INF, 1 x 5-6 ARM, 1 x 5-4 TAC, 2 x 2 CV, 2 x 9 SURF, 1 x 5-8 SAC from the US Force Pool or units in play (US player's choice). Soviet player receives 1 x 3-3 INF from the Soviet Force Pool at no BRP cost. If the Pearl Harbor chit has not been drawn, draw another chit and return this one to the cup.

SECOND WORLD WAR: Immediately increase the US BRP base

by 90 and add 4 x 3-4 INF, 1 x 5-6 ARM, 1 x 5-4 TAC, 2 x 2 CV, 2 x 9 SURF, 1 x 5-8 SAC to the US Force Pool. The Soviet player must remove 1 x 3-3 INF from the Soviet Force Pool or from the map. If Japan and the US are not at war, draw another chit and return this one to the cup.

This marker is not used in SECOND WORLD WAR.

Russo-Japanese War
If the Soviet Union is not at war with another major power, Soviet forces are required to repel Japanese imperialist aggression and liberate the peoples of East Asia. Reduce the Soviet BRP base by 35 and remove 10 x 3-3 INF, 5 x 2-3 INF, 4 x 3-5 ARM, 1 x 5-4 TAC, 1 x 2-3 PARA from the Soviet Force Pool or units in play (Soviet player's choice). Reduce the Soviet player's victory conditions by 3 objectives. If the Soviet Union is at war with another major power, discard and draw another chit.

This marker is not used in GREAT PACIFIC WAR or SECOND WORLD WAR.

WINTER 1943

Gloster Jets (two markers)
British scientists perfect jet-powered aircraft in time to enter mass production. British TAC units "hit" in air battle on a result of 5 or 6 for the remainder of the game against countries without jets. If already drawn, discard and draw another.

Messerschmitt Jets (two markers)
German scientists perfect jet-powered aircraft in time to enter mass production. German TAC units "hit" in air-to-air combat on a result of 5 or 6 for the remainder of the game against countries without jets. If already drawn, discard and draw another.

Caproni Jets
Italian scientists perfect jet-powered aircraft in time to enter mass production. Italian TAC units "hit" in air-to-air combat on a result of 5 or 6 for the remainder of the game against countries without jets.

Bell Jets
American scientists perfect jet-powered aircraft in time to enter mass production. American TAC units "hit" in air-to-air combat on a result of 5 or 6 for the remainder of the game against countries without jets.

Yakovlev Jets
Soviet scientists perfect jet-powered aircraft in time to enter mass production. Soviet TAC units "hit" in air-to-air combat on a result of 5 or 6 for the remainder of the game against countries without jets.

SPRING 1944

Divine Wind Pacific
Desperate Japanese military leaders initiate the use of human-guided bombs. This and each subsequent turn the Japanese player may use 2 TAC factors as Kamikazes. These are designated before conducting naval or land combat. Each Kamikaze factor hits on a result of 3 or more, but is eliminated following the attack. Treat as No Effect if enemy land, air or naval units (Soviet and Chinese units do not count) are not present in a hex adjoining a sea zone within two sea zones of Japan.

SUMMER 1944

Magyar Honor
German slaughter of Hungarian Jews sparks opposition from Hungary's government and army. If Hungary is a German ally, the German player rolls one die. On a result of 5 or 6, a coup removes the Hungarian leadership and Hungary remains a German ally. On any other result, Hungary immediately becomes neutral and all Hungarian units outside of Hungary are removed from play. Reduce German influence by 5. German units in Hungary must exit the country this turn or Germany must declare war against Hungary. If enemy units are in Hungary they must exit by the end of the subsequent turn or declare war on a neutral Hungary. If Hungary is not a German ally, discard this and draw another chit.

Poland Guaranteed
The Western Allies guarantee the restoration of Poland as a democracy. No Polish objectives count toward Soviet player totals for victory purposes. If Poland has not been conquered, discard and draw another chit.

WINTER 1944

German Secret Weapons
German scientists develop radio-guided bombs, glider bombs, primitive cruise missiles and similar devices. All German SAC "hits" in Offensive Air Support, Naval Strikes and Strategic Bombing on a result of 4, 5 or 6. In one attack involving German land units each turn, the German player may add one to the result for every die roll for German units (this must be declared before the die is thrown).

Fundamental Differences
The Western Allies and the Soviet Union reach an impasse concerning the postwar future of central and eastern Europe. Increase the number of objectives required for victory by the Soviet Union and US/Britain by three.

SPRING 1945

Mitsubishi Jets Pacific
Japanese scientists perfect jet-powered aircraft in time to enter mass production. Japanese TAC units "hit" in air-to-air combat on a result of 5 or 6 for the remainder of the game against countries without jets.

In SECOND WORLD WAR this chit goes in the Pacific container. It is not used in GREAT PACIFIC WAR.

SUMMER 1945

Manhattan Project (one Europe, two Pacific)
American scientists split the atom with extreme prejudice. During each US Air Effort impulse, the US player may designate one LSAC or SAC unit to make a nuclear attack on either map (a maximum of one attack in each impulse and no more than the total number of Manhattan Project chits currently drawn in a single turn). If a hex containing enemy units is attacked, all ground units in the hex are reduced. Place a blank marker in the hex (discarded political chits work well for this purpose). No units may enter the hex for the remainder of the game. If an objective city is attacked, reduce the owning country's BRP base by 15 immediately. Once drawn from either container the marker is placed aside (since the number drawn affects the number of nuclear attacks allowed in a turn).

In THIRD REICH the marker goes in the Europe container. In GREAT PACIFIC WAR the markers goes in the Pacific container. In SECOND WORLD WAR all chits are used; one goes in the Europe and two in the Pacific container.