Empires of History: WWII Full Global Conflict

Empires of History: World War II

The War to End All Wars, Round II.

Article 231 of that Treaty — the infamous war guilt clause — said:

"The Allied and Associated Governments affirm and Germany accepts the responsibility of Germany and her allies for causing

all the loss and damage to which the Allied and Associated Governments and their nationals have been subjected as a

consequence of the war imposed upon them by the aggression of Germany and her allies."

And hence the path was set for World War II, even though it would take a generation to ferment.

The Guild of Blades Publishing Group Presents:

Empires of History: World War II
A World War II Territorial Strategy Game

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Introduction:

Empires of History: World War II is a territorial strategy game based on the World War II conflict. As a complete game it covers the principle theatres of operation in detail; those being the Western and Eastern fronts in Europe, the Balkans, North Africa and the battle for the Atlantic. In the Pacific the game covers the Japanese conflict on the Asian mainland, princ ipply in China, but allowing with conflict with the Sovients and the expansion of the war into Southeast Asia and India.

All areas of the world are represented, though historical non fighting areas like North America, South America, lower Africa and most of Australia are not represented on the maps in detail to conserve space (ala, so your Empires of History: World War II game will actually fit on a single table for play), but they are represented in "offmap" zones. More on that in a bit.

A key part in learning to play Empires of History: World War II is understanding its game maps. As such, we'll spend a brief bit of time going over select map aspects and how they are used in play.

Off Map Zones:
An off map zone is a land territory or sea zone that is meant to be used as a playable space on the game map, but didn't really "fit" on the game map in a conventional sense. Meaning, these are areas outside the primary locations the maps are meant to display. All of the Americas, much of lower Africa, lower Australia, a stretch of the Ural Mountains in the Soviet Union and a few other places are represented by off map zones. All off map zones are presented by a small rectangle, not much larger than the size of a game counter piece. To move a unit into or out of an off map zone, you must first determine what the off map zone connects to. In some cases, some off map zones are directly adjacent to other off map zones. In these instances, these zones are connected, the same as if two regular land territories or sea zones would be connected. But often off map zones are not connected and they are never directly connected to the main maps (hence why they are "off map"). The areas these off map zones represent in the world ARE connected to other parts of the world, of course, so you must use Map Zone Connection Points to see where they connect. See below.

Map Zone Connection Points:
Seeing as the game contains 2 separate maps, the maps provide a quick and easy means to tell which territories, sea zones and off map zones connect to other said locations on the other map. A Map Zone Connection Point is indicated on the map by a small white hex with a black number inside. Any land territory, sea zone or off map zone (land or sea) containing one of these hexes connects with one or more land territories, sea zones or other off map zones. Off map zones adjacent to each other are connected. Otherwise an off map zone is only connected to other off map zones, land territories and/or sea zones that also have a Map Zone Connection Point in them that shares the same number. Say, for instance, if an off map zone has a Map Zone Connection Point that has the number 6 in it, then any other off map zone, land territory or sea zone on ANY of the maps that also has a Map Zone Connection Point with the number 6 in it is considered to be adjacent and movement back and forth between those two points is possible.

Land Territory:

A land territory is any territory or off map zone that is not a sea zone. Land territories ALWAYS have name, though they do not always have a resource value (though most do). Only land units may be in a land territory, excepting when sea units enter a "port" within a land territory.

Sea Zones:

A sea zone is any area on the map or an off map zone which is colored a light blue and designed to represent a wate area. Sea zones do not have names, though they sometimes have resource values (sea trade) within them. Sea zones are only ever a light blue. Check the colorization of the expanses of the middle Pacific or North Atlantic Oceans. Sea zones may only contain ships or ships. Land units may only be in a sea zone when being transported by a ship. Aircraft may fly over sea zones, but not land in them, excepting when landing onto an aircract carrier within the sea zone.

Straits:

Any and all straits are represented on the map by a set of arrows that point at two land territories. A strait represents two land territories that are separated by a very narrow waterway. Ships may pass through that waterway, yet land units may still move across straits. Land units attacking across straits would be subject to the following penalties: Infantry -2, Artillery -2, armor not allowed. During their build new units phase, any nation owning one or more territories adjoinned by a straits may purchase a naval Mine unit and place it in the little "Mine" box located near the straits. Once placed a naval Mine can only be removed by a Mine Sweeper ship unit. Note that not all narrow water ways are straits, as in that land units may cross between the two territories, though some of the non straits narrow water ways may still be mined.

Mountains:

Mountains are represented on the maps by multi white peaks within a given territory. This means that particular territory is a "mountain territory". Mountain territories differ from regular territories in a number of ways. Firstly, planes (fighters and bombers) may not land in a mountain territory unless the mountain territory has a city. Armor units may not attack into a mountain territory at all. Infantry in a mountain territory recieve a +2 Defensive bonus and Artillery attacking into a mountain territory recieve a -2 to their Attack rolls.

Rivers:

The game map presents a few of the world's largest rivers in key areas where they might directly affect troop movements and combat. These are represented on the maps by a border between two territories where that border line is blue (all other territory boundaries are just black). Armor units may not attack across a river. Infantry and Artillery units that attack across a river recieve -1 each to their Attack Levels.

Territory Resource Markers:

A territory resource Marker is the white circle with a black number within it. These are present in most land territories in the game, but not all. A territory worth zero resources will have no territory resource marker present. Territory resource markers represent the resource value of the territory (see Phase 12: Collect Resources). This number will never change. A nation's native territorial resources are always worth full or face value to the native nation. To any nation that has conquered the territory, the face value is only worth half. (see Phase 12).

Naval Resource Marker:

A naval resource marker is similar to a land resource marker excepting that it is present inside a sea zone. Naval resource markers are specific to a particular nation and are a circle with a thin black outline colored inside the color of the nation for which the naval resource marker belongs. Naval resources are resources a nation is able to collect each turn, same as land resources, excepting there are a number of ways that collection of a naval resource may be distrupted for the turn. A nation may only ever collect naval resources that are the same color as their own nation. They may not ever be captured or conquered, only prevented from being collected.

Cities:

Certain land territories on the map are "City Territories". This simply means they are land areas where there is a major city of strategic importance. There are 3 types of cities represented on the map. Capital cities are always represented by a golden star. Regular cities are represented by a sort of tan colored unusual shape. Refer to the map key on the top left of the European map for more clarity. The last type of city is a colonial city which is represented by a small white square with a very narrow black boundary. In all cases a city will have number value listed inside, or beside it as is the case with many of the stars representing capital cities. In the case of capital cities and regular cities, this number represents its "fortification value". A colonial cit's Fortification Value is always considered to be just 1, so the number inside a colonial city represents its "size". All non colonial cities are assumed to have 1 anti aircraft gun built into them and all cities act as air bases.

Fortification Value:

As mentioned above, all cities have a fortification value. For colonial cities, this value is always 1. For all other cities, it is the number printed inside or next to the city. This number represents the size, population, industrialization and other aspects of a city that measure its importance. Generally, bigger more important cities are better defended and harder to assault. As such a fortification value represents the number of "free" hits a defending players gets by virtue of defending against an attack from with the city territory. See land combat for further details. The second thing a fortification value represents is industrial capacity, excepting colonial cities which are considered to have none naturally. What this means is, each city may be used as an industrial complex, allowing it to be used as a location to place mechanized game units, with the maximum allowed to be placed out of a single city in a single game turn being equal to its fortification value.

Colonial Cities:

A Colonial City represents an important population center within an important colony owned by one of the major colonial powers. It is represented on the map by a smaller white box with a number inside it. The number inside represents the size and importance of the colonial city and it will directly relate to how many units may be built out of that colonial city (see Phase: 11, Place New Units)

Major Ports:

A Major port is a small anchor symbol that is contained within a black circle. Major ports represent large sea ports where a nation may port large number of ships. They also represent large ship docks where the nation is capable of building new ships. A port acts like a sea zone, even though it is contained within a land territory. Ports allow ships to enter them, though only the ships belonging to the nation who currently controls the port or its allies. Ships belonging to enemy nations may not enter the port or attack the ships within the port. In this manner, ports may act as safe havens for your ships. Though any aircraft units that may reach the land territory that contains the port may opt to attack the port and any ships held within the port. Aircraft doing this will attack the port, but not the land territory (you must chose, one or the other). Fighters you or an ally have within a land territory with a port may chose to intercept and combat any fighters or bombers attempting to attack the port. Movement into or out of a port for a ship will consume one movement point. Movement into a part for an aircraft consumes no fuel points per se, as the port is considered within the land territory and the aircraft will use a fuel point to enter the territory. A Major Port may hold an unlimited number of ships. All ports are assumed to have 1 anti aircraft gun built into them.

Minor Ports:

A Minor Port is a small anchor symbol by itself. A Minor port has all of the same traits as a major port excepting for two differences. A minor port is NOT a location where new ships may be built and a minor port may only hold 2 ships.

Hamburg - Kiel Canal:

The territory of Hamburg (in Germany) contains the Kiel Canal. This canal allows ships to travel between the Baltic Sea zone and Shagerrak sea zone. Whatever nation controls this territory at the start of any turn may make use of the canal to allow travel between the two sea zones. Travel between these two sea zones by use of the Kiel Canal allows ships to bypass any Mines that may have been placed on the Denmark straits.

Fortified Territories:

A fortified territory is any territory with one or more faces containing a series of small yellow circles. Any unit that would attack into a city by way of crossing from a land territory or sea zone and would have to cross a fortified line to gain entrance into the territory is assumed to be attacking a "fortified" position. If the defender thusly qualifies as defending from behind a fortified position, then for that combat all defending land units shall get 3 defensive die rolls rather than 1, allowing them the potential to "hit" up to 3 attackers for each defender. A fortified territory, is NOT, by default assumed to be fortified from attack from all directions; only those faces which would have the attacker cross the line of fortified yellow circles.

Gibraltar:

Gibraltar is special territory. Land units on the Gibralter territory are nearly immune from air attack. Any and all aircraft attacking Gibralter may only score a "hit" against the defenders on a roll of a "1", regardless of the aircrafts usual attack rating.

Suez Canal:

The Suez Canal shows up on this map as a short canal in the middle of the land territory of Suez. Any nation that has control of the land territory of Suez may make use of the Suez Canal. Control of the canal will allow your ships and your allies' ships to travel from the sea zone adjacent to Cairo to the north (the Med) directly to the Red Sea (an off map sea zone). Movement between those two sea zones is represented by Off Map Connection Point 15, but said movement is only allowed if your nation or its active allies controls the Suez land territory.

Oil Resources:

Oil Resources are represented on the map by little black oil wells. They are only present in a small number of land territories. In a few cases an oil well will have a small number next to it, representing multiple oil resources rather than just 1. Oil resources are collected separately from normal resources and they are saved directly on the map until used, captured or destroyed. Oil resources are extremely important as they must be spent as a part of building any ships or mechanized land and/or air units such as armor. The game comes with a suitable number of oil resource markers, for marking saved oil resources on the map. For the sake of historical accuracy, "oil" for these purposes represents only very large deposits of oil and coal.

Resources To:

Various small islands and other territories on the map will have small black text saying "to" followed by the name of another territory. What this means is the resource value of the territory in question will automatically be collected at the place that the "to" says. This might mean the resources will travel via sea to ultimately reach the location where they will be collected for the turn. However, this should NOT be confused with Naval Trade points. These resources can be prevented from reaching the "to" location, and thus they can be prevented from

being collected by the nation on its collect resources phase. If the territory on the map is connected to the "to" location via land, in order for the resource/s to be collected, they must be able to trace a route of connected land territories from one point to the other and where all such territories are either controlled by the nation or its allies, or belong to a neutral nation. If the territory is separated from the "to" location by one or more sea zones, then in order to collect the resources from that territory the player needs to be able to trace a line of sea zones from one point to the other where none of those sea zones contain enemy ships.

Small Territory Off Map Boxes:
There are a few territories, for the sake of reasonably accurate map representation, ended up fairly small and likely "too small" to contain the game counters within them. For these instances, there are a series of small territory off map boxes on both European and Pacific maps that show pictures of these territories. You may place your game counters into these small territory off map zones to represent units actually inside those small territories.

The Game Components:

Empires of History: WWII comes with the following game components:

1) 21" x 33" four piece European Map
2) 21" x 33" four piece Pacific map
3) This rules booklet.
4) Manpower Chart.
5) Resource Chart.
6) Diplomacy Chart.
7) Allied Diplomacy Options Book
8) Axis Diplomacy Options Book
9) USA Diplomacy Options Book
10) 1D10
11) Player & Neutral Nation Sheets.
12) 1360 Full color Due Cut Game Counters
13) Approx. 544 full color cut out game chit pieces.
14) Assorted B&W cut-out markers (mines, oil resources, etc)
15) 9" x 11.25" x 1.5" Game Box.

The Game units. You will find two kinds of game units. The first are game units that are already pre die cut. All you need to do is punch these units out to make them ready for game play, though be careful when punching them out to avoid any possible tearing. The other units are printing on sticker sheets, but not pre die cut. You will also find blank chipboard sheets. Apply each sticker sheet to a chipboard sheet, then cut with scissors or xacto out the game units.

The Basic Strategy:

The goal is simple: complete and total victory over the enemy by any means possible within the confines of the game rules. A, complete victory is the total conquest of every nation, major and minor, or a surrender from those nations not conquered. To accomplish total victory, each side will have to effectively manage all of their armed forces, squandering nothing. The game begins with the Axis powers having the initiative, with Germany positioned to make conquests in Europe and Japan in the Pacific. They have this early advantage because two of the three major Allied powers, the USA and the Soviet Union begin the name neutral. The Soviet player begins with a somewhat weak military and will want to sped the early game improving that strength and possibly attacking and absorbing neutral nations to gain more resources and to better their strategic position. The Soviets may opt to partner with the Germans by signing the Partition Pack and sharing in the destruction of Poland, and in so doing, they offset their ability to initiate war with Germany for a longer period of time without economic penalty.

At the start of the game there are really two separate wars ongoing. The game begins with the German declaration of war and attack on Poland. France and the British Commonwealth have already responded by declaring war on Germany. At that stage, the Soviets are still neutral and must opt to accept the Partition Pact before they can declare war on Poland. Italy is also neutral and may chose actions from its list of diplomatic options to decide how and when to join the conflict. The United States begins neutral and undecided how to view the conflict, but due to its population's background, does tend to have a bent that favors England. Most major political decisions and actions by the Allied and Axis troops will have an impact on shaping the United State's view on the war and ultimately its joinning on one side or the other (see US Entry). By the time of the onset of war in Europe Japan and China had already, more or less, been at war for 5 years. China had been fragment in that era, but by the time of the general state of World War II it had become controlled by 3 factions. In the north the Chinese communists had come to power and in the west an independant state of Xiang had broken away. The rest of China was loosely controlled by the Chinese Nationalists. The Chinese Communists and Nationalist factions begin the game both at war with each other and at war with Japan while Xiang begins as a neutral state. These two separate wars remain as two separate conflicts until such a time that the

United States gets involved in one conflict ends up at war with another nation belonging to the other conflict. The acception being the relations between Russia and Japan, where a war between these two does not necessarily mean Japan becomes at war with any of the other Allied powers.

As a part of the conflict resources play an essential role. They are the "money" and materials nations need to build their weapons of war and the finance them. As such, a key part of game play is to take resources away from the enemy and to gain them for your own use. This means the capture of land territories and the use of ships and submarines to attack an enemy's naval trade. Also, access to Oil Resources can be important as they are needed in order to build ships, aircraft and merchanized land units. Capturing Oil Resources and or preventing access to them by the enemy can greatly influence what each nation is able to build. Additionally, in such a great conflict as World War II, each nation builds armies to the maximum extent they are able, including how many men they are able to field. As such each nation has a "Manpower" rating, which is essentially the maximum number of fighting aged men they can put into infantry type units. Each infantry type unit built by that nation will reduce its Manpower rating by 1 until it is all used up. Once used up, infantry units then cost twice as many resources to build and get -1 to attack values and -1 to defense values. Needless to say, running out of fighting aged men is going to be a difficult event for your armies. A means to prevent or at least delay this eventuality is to build armies of mixed units, so that you have other types of units in play besides just swarms of infantry units.

Conquest:

A nation is considered conquered when all of its cities and industrial complexess have been captured or destroyed. A conquered nation may no longer collect resources or build units, though its existing units may continue to fight on. A conquered nation may also choose to declare a "government in exile" and name a host nation for its armed forces. The host nation must be an ally. The host then assumes command of the "government in exile's" forces. The exiled nation's units may function as units of the host's army (i.e.,movement and combat) and will remain under the host's control until the conquered nation is liberated. Liberation occurs once the conquered nation's capital has been allied controlled for two full turns. While a government is in exile all of its remaining territories not already captured by the enemy are assumed to be territories originally held by the host nation

Surrender:

At the end of any turn, any nation may offer to surrender. Once a nation surrenders it exists the war and may not rejoin. At the time of surrender all enemy nations retain ownership of any territories originally belonging to the surrendering nation. The surrendering nation will give 25% of its remaining resources each turn to one or more of the nations belonging to the side they surrendered to, divided up by those victorious nations however those players see fit. An offer to surrender need not be accepted by the opposing side, but to decline a surrender means the people of the nation attempting to surrender will have no choice to fight on for their survival with renewed vigor. If a nation's offer to surrender is declined, thereafter that nation shall get a bonus to their manpower equal to 50% of the nation's original total manpower. Additionally, the nation attempting to surrender will have its infantry get both a +1 to Attack and Defense ratings for the rest of the game.

United States Entry:

The United States begins the war neutral. Things that happen in the war and political options chosen by the players will have an impact on the time when the US can enter the war. US entry begins at zero and can go up to 15 and down to a negative 10. If the US Entry reaches 15 by the start of the US turn, the US players may declare war on the Axis Powers. If the US entry is at or below -10 by the start of one of its turns, then the US player may declare war on the Allied powers. Some events that can affect the US Entry will have automatic number adjustments to the current US Entry number. Others may have a random chance of affecting the US entry, where the US player would roll a 10 sided dice for a chance of the event affecting its entry status. Any nation declaring war on the US will automatically bring the US into the war on the other side.

The Units:

Infantry:
Infantry were the primary units of all WWII armies. Infantry have meager attack values but defend well. In fact, at the start of play infantry are the only unit with a good defensive capabilities and are required to effectively use the defensive bonuses of a trench.

Manpower limits:
Infantry, as are all things, a limited commodity. It takes soldiers to form an infantry unit. Each infantry unit is roughly equal to 10,000 men, or one WW1 division. Of course, each nation had a different organizational standard for their divisions se we had to go a lot further than a count of divisions to get a proper estimation of each nations, manpower limit. This manpower limit assumes that for every infantry unit lost representing shattered and disorganized divisions), half of the fighting men are killed and the other half may join newly formed (purchased) infantry units. This means that once a nation has built as many total infantry units as its

manpower limit represents, then all of its "class A" fighting men are dead, wounded or already in uniform. After that point, old men and adolescents are needed to fill the ranks of new infantry. Comparatively, these units are less effective soldiers, needing twice as many to make an equal strength infantry unit. That's twice as many supplies to equip that infantry unit.

The "bottom line" so to speak is this: Once a nation has reached its manpower limit, all infantry units purchased after that point cost twice as much as normal and will get a -1 to Attack and -1 to Defense values.

Mountain Infantry:
A form of specially trained infantry unit. They are like regular infantry units in all ways except they recieve a +1 Attack and a +2 Defense whenever fighting in a mountain territory.

Paratroopers:
A form of specialty infantry. Paratroopers are like regular infantry in most ways, excepting they can be loaded onto Bomber units and dropped into an enemy held territory.

Marines:
A form of specialty infantry, marines do not suffer the attacking penalties when doing a beachlanding attack.

Militia:
A form of infantry. Militia are cheap to build because they are comprised of regular citizens hastily cobbled together into a fighting force, but they lack much training and tend to be poorly equipped.

SS Infantry:
A form of elite infantry units belonging only to the Germans. They can not be built until the German player choses the political option to "field" the SS into the regular army.

Artillery:
Artillery attack well but defend poorly. They are useful units as they do not consume a manpower point when built. Additionally, Artillery units on defense can help to prevent Armor Breakthrus.

Armor:
Armor (tanks) were invented during World War I, but did not evolve to be a truly deadly and essential part of land armies until World War II. They both attack and defend well, but are not cheap to build and require one Oil Resource in order to build. Armored units are dangerous on the attack for their potential to lead an Armored Breakthrough. See Land Combat. Armored units do not consume a manpower point.

SS Armor:
A form of elite armor belonging only to the Germans. Can not be built until the German players choses the political option to field them into the army.

Cavalry:
Outdated by World War II, cavalry were not particularly effective units. Only a small number of nations even use them as a unit type. They have a fair attack and poor defense. They consume a manpower point when built.

Generals:
Generals represent the high-ranking field commanders that led the armies and guided the trategies in WWI. Each general has its own combat rating according to his historical role and abilities. Generals are not units which can be taken as casualties, nor can they attack by themselves. Generals accompany units on attacks or stand with them in defense. They add their combat factors, divided any way the players chose among the troops they are with. Troops receiving the bonus cannot have their combat ability raised above 9. Once assigned for a combat, a general's point cannot be reassigned for each new round within that combat. A general is destroyed when the troops they are with are destroyed. Once destroyed, a particular general is removed permanently from the game. If a nation has no "named" general counters left un-built, then they cannot build any more general units for the remainder of the game. When building a new general, all unbuilt generals for that nation should be turned upside down so the general that is built is selected at random. Generals may be transports by any ship and if transported by a transport, they use none of the transports's load capacity.

Anti Air Guns:
Anti Aircraft weaponry is used to help protect select land areas from air borne attack. You may have multiple anti air guns in a single territory. Cities and ports automatically are assumed to have 1 anti air unit with them, always. These anti air guns built into cities and ports may not be taken as a "lose" and simply sop fighting at the end of any turn when all other defenders of that territory have been eliminated. Each AA unit gets only one die roll against enemy planes entering the given territory; not one die role per plane. Multiple AA units may be placed in one territory. The AA roll against aircraft happens before any other combat. Planes destroyed do not get to attack. AA units may

not be used in an attack, nor may they accompany troops moving into an enemy territory. Anti air guns may thusly only be moved into a territory you already controlled at the start of your turn.

Battleships:
Prior to World War II battleships were the kings of the high seas, to be replaced eventually by aircraft carriers and naval air. But battleships remain the kings of ship to ship naval battles. In addition to naval combat, battleships may also shore-bombard to assist beach landing units. In order to do a shore bombardment the battleship must have started the turn in a sea zone adjacent to a land territory where you have forces attempting a beachlanding assault. The battleship may get 1 attack roll for the first round of combat, but does not get to participate in later rounds of combat. You may use a maximum of 1 battleship to shorebombard for each land unit you have beachlanding. For instance, if you have only 1 land unit attempting to beachland, you could not use 2 or 3 battleships to shore bombard; just 1. The first time a battleship is hit, it is considered only damaged and must be hit another time in order to be destroyed. Damaged battleships may not attack or shore bombard, but may move and defend. A damaged battleship may be repaired for 20 resources if it has started the turn in a port controlled by that nation or an allied nation.

Destroyers/Cruisers:
These are the support ships of the navy. Destroyers only have about half the firepower of a battleship and can be destroyed with a single hit, but are also the fastest ships around. Destroyers cannot shore bombard.

Transports:
These are military and merchant ships designed to carry any needed material across sea zones. A transport may carry either resource points or troop points, but not both at the same time. Resource points represent a nations' production capacity. These are shown on the maps as numbers, with each territory having one resource value. (See Phase 12: Collect Resources).During the Naval Movement phase a transport unit may pick up saved resources placed within a territory with a port. Any number of resources may be transported. Resource points may be kept on transports for any length of time. Once naval movement is complete, those resources may be unloaded into any port in a territory adjacent to the sea zone the transport is in. If that ports belongs to the same nation the resources belonged to, then the full amount arrives safely. If the resources are being given to another nation see Phase 12: Collect Resources for information on resource lending.

All transports begin play with a maximum load capacity of two troop points. An infantry unit uses one troop point to transport and all other land and air units require two troop points each. A transport cannot carry more troop points than its maximum capacity, though its maximum capacity can be increased by weapons research. A transport that is picking up more than one unit may pick up those units from more than one territory as long as all of the territories are adjacent to the sea zone the transport is in. Likewise, the transport may unload units into different territories so long as all territories are adjacent to the sea zone the transport is in. A transport may move before picking up units, but may not move after dropping them off. If at any time a transport is sunk while carrying troops or resource points, then whatever was being transported is also sunk.

Aircraft Carriers:
Aircraft carriers grant a nation two great advantages in naval conflicts. First, an aircraft carrier allows extended ariel operations for a limited number of fighters. This can become especially handy when hunting down submarines. More important is that with fighters onboard, an aircraft carrier supplements those other naval units when attacked by land-based aircraft (See phase 8: Air Combat). Aircraft carriers at the lowest technology level can carry 2 fighter units, and, like battleships, require 2 hits to be destroyed. Damaged carriers require 25 resources per hit to repair. A damaged carrier cannot launch fighters, though fighters may still land on it.

Submarines:
Submarines are submersible torpedo boats designed to sneak up on merchant convoys and sink important weapons and supplies. Submarines are able to avoid standard detection through its ability to dive beneath the surface of the water. During game play a submarine is able to share the same sea zone as enemy ships. Historically submarines were responsible for sinking thousands of tons of supplies. During play there are two phases where submarines may take actions. They may move during the Naval Movement Phase like any other ships. Submarines may move through any sea zone, regardless of the existance of enemy ships. Though a submarine trying to cross a straits that has been mined will still have to make the mine field die roll as other ships to see if they survive. The first phase involving submarines is the Submarine Interception segment of naval movement. During this phase submarines will have the option to attack any ships that are passing through or end the turn in the sea zone the submarines are in. The second phase relating to submarines is the Collect Resources phase. That is a time when submarines may attempt to attack merchant shipping and eleminate some to all of the Naval Trade a nation has within the sea zone a submarine is in.

Fighters:
Movement for aircraft works differently than for any other units. Movement is measured in fuel expended not distance covered. All fighters begin with fuel points. On your nation sheets you will notice under movement fighters have 2 numbers listed. The first is the fighters fuel points, which limits its ability to fly and operate at distances. The second is the number of territories away that it may "intercept" enemy aircraft. It takes 1 fuel point to enter any land territory and I fuel point for each round of combat the fighter participates in (Anti-Air shots' do not count as a round).

For example: A fighter attacks the territory adjacent to it. It used 1 fuel point to move to that territory. The fighter

participates in the first round of combat, which uses another fuel point. The fighter will have used 2 fuel points and will require a third to fly one territory away and land.Movement into a sea zone requires 2 fuel points This represents the fact that most sea zones are at least twice the size as any land territory. Fighters based on an aircraft carrier or based within a land territory do not use any fuel points to engage in an air combat over that territory, though each round of battle will still consume a fuel point. Fighters are listed as having two combat values. The higher combat value are only for "air battles" while the lower combat value is applied with the fighter is engaged in a land battle (lending air support to the land battle, that is). fighters have a distinct advantage against infantry, as infantry are not equipped with the long range heavy weaponry needed to be effective against aircraft. If an attacking force is all air (no land units), all defending infantry get -3 to their normal defensive value.

A fighters second type of movement is call air interception. This is the distance away a fighter may move on its defensive turn, to intercept enemy aircraft engaging in a mission over another territory. At the start of play the interception range is typically just 1, but radar technology can give your fighters an additional +1 range to air interception. Fighters are automatically allowed to intercept and engage enemy fighters and bombers in air combat when those enemy aircraft move into the same territory to carry out a bombing mission or to generally attack the territory. Air interception allows you fighters to move 1 (or 2 with radar) territories adjacent, to intercept enemy aircraft attacking into those adjacent territories. Moving into 1 or 2 territories away to intercept enemy planes does consume 1 fuel point for each territory though.Fighters may not land or operate out of any territory. They require an air base. All cities automatically automatically count as an air base. Aircraft carriers also count as an air base, but limited to their fighter carrying capacity. Otherwise, a fighter may only land in a territory if that territory also contains an airbase unit.

Bombers:
Bombers are large aircraft designed for longer range flight and can carry heavy payloads. Bombers have poor air combat values, but strong land attack values. On your nation sheets, a bombers fight combat value is its "air combat" value. Bombers can not intercept and therefore are never the attackers in an air combat. The second combat value listed for a bomber is its land attack value. If an air attacking force is all bombers, defending land troops except for anti air guns do not get a defensive roll, though bombers only get one round of combat (bulk dropping of bombs) in this case before their payloads are empty.

Bombers may be used in one of several ways Bombers may attack units just as fighters can. Bombers may also do industrial bombing and tactical bombing (see Phase 4: Industrial & tactical Bombing) or bombers may drop paratroopers. Bombers expend fuel for movement and combat in the same way as fighters. Bombers may not be stationed on aircraft carriers. In order for a bomber to pick up and drop paratroopers, the paratrooper must start the turn in the same territory as the bomber unit. 2 Paratrooper units may be carried by a bomber. A bomber can drop the paratroopers into any territory the bomber itself is able to reach, but the bomber must first survive any air interception that might occur in that territory first.

Industrial complexes:
These represent major industrialized regions within a certain territory. All newly purchased Artillery, Armor, Anti-Air Guns, Fighters and Bombers must be placed on the maps within territories where the producing nation has Industrial complexes. The Industrial Complex must be in a territory under the producing nation's control at the beginning of that nation's turn in order for any newly built units to be placed there during the unit placement phase. Newly built Industrial Complexes may only be placed:

      1) In a territory originally held by the nation.
      2) Territory under the nation's current control.

Industrial Complexes have a defense rating of 1. If a player chooses, the Industrial Complex may participate in the defense of the territory it is in, but if it does it is subject to possible destruction like any other unit. If the Industrial Complex does not participate in the battle it cannot be destroyed. All non colonial cities automatically are considered to be "limited" industrial complexes. Units restricted to being built out of an industrial complex may be built out of cities, limited each turn to a number being placed equal to the city's fortification value. The automatic industrial complex feature of cities do NOT get a defensive roll like industrial complex units built and placed onto the map, nor can they be taken as a casualty (they are always a part of the city).

Industrial complexes have no limit to the number of units that may be built in them within a single turn. Though units bought and placed through an Industrial Complex built within a colonial territory will count against the total build limit of the colonial city that is a part of that colony. If a series of colonial terrieries has no colonial city, then an Industrial Complex may not even be built and placed in those territories.

Naval Mines:
Naval mines can be built and placed into narrow water ways to restrict naval movement from between the two sea zones connected by that water way. To build a naval mine a nation must own one of the territory adjacent to the narrow water way. Narrow water ways where mines may be built are marked on the map by a little blue box in the water with the word "mine" within. One or more mines may be built into each narrow water way. Any time any ship (yours or your enemy's) attempt to move across the narrow water way, all ships will be subject to one

roll from each mine present. That means a single mine will get one combat roll against each and every single ship moving across the water way. If two mines were present, you would get 2 combat rolls against every single ship moving across the water way.

Partisans:
Partisans are non standard units that are like freedom fighters, opposing occupation of homeland territories by enemy troops. They neither attack well or defend well, but they can serve a strategic purpose as they can be built behind enemy lines. Only a handful of nations can build partisans. A partisan can only be built if your nation has territory occupied by an enemy at present. Once paid for, when it comes time to place the partisan unit it can only be placed on one of your homeland territories currently owned by an enemy nation, but it must also be a territory absent of any actual enemy land units. Partisan units operate as if infantry units and they may liberate territories and even attack outside of your homeland territories into territories adjacent to one of your homeland territories, but they may not move further away from your homeland than that. Partisans exert a zone of control affect on all territories adjacent to the territory they are in, where those adjacent territories do not have an enemy land unit within them. On the start of the enemy player's turn, all such affected territories may not be used to strategic move units into or out of, nor may a line of supply be traced through the affected territories for the purpose of strategic movement of territories to territories that lay beyond. If a partisan's presence or its exerted zone of control affect is still in affect by the end of the enemy nation's turn, they can also sever lines of supply for the purpose of resource collection. Partisans units do NOT consume a manpower point when built.

Minesweeper:
Minesweepers are specialty ships designed to try and disarm naval mines. Any minesweeper ship that begins the turn in a sea zone that has a narrow water way on one of its borders and where that water way has been mined, the mine sweeper may attempt to disarm the mine. The minesweeper may attempt to disarm one mine per turn. The disarm attempt happens before naval movement, so if the minesweeper is successful it can remove the naval mine and make the way clear for other naval ships of yours to then cross through to the adjoinning sea zone safely. When attempting to disarm a naval mine, roll 1D10. On a roll of 1-3 the mine will be disarmed. On a roll of a 10, the minesweeper will be destroyed by the mines.

Game Set Up:

Empires of History: WWII comes with a number of small booklets and a host of nation sheets and a few game charts. It is recommended that the nation sheets and charts be photocopied to preserve back-up copies. The nation sheet data is extremely important not to lose, as they contain unit information and costs and a nation's starting unit placements. When setting up the game, you will also need to find table space for the Manpower Chart, Resource Chart and Diplomacy Chart. The two maps need not be set up on the same table area, but you will find game play is easier when you can see both maps close together.

Before play can begin, each player will need to place all of their nation/s' starting units on the map, their starting nation's marker on the starting manpower chart and on the starting resource chart. The turn marker should be placed on the Sept/Oct 1939 box on the turn chart on the lower left hand side of the Pacific map. You will need to divide up the nations into two principle sides. One for the Axis powers and one for the Allied powers. How best to do this will depend on the number of players you have in your group. We suggest the following divisions.

Two Players:
1) All Axis nations
2) All Allied nations

Three Players:
1) All Axis Nations
2) England (and minor colonies), Chinese Communists, Soviet Union
3) Poland, France, Chinese Nationalists, USA, British Major Colonies (India, Canada, Australia + NZ. S Africa)

Four Players:
1) Germany + all minor allies
2) Italy, Japan
3) England (and minor colonies), Chinese Communists, Soviet Union
4) Poland, France, Chinese Nationalists, USA, British Major Colonies (India, Canada, Australia + NZ. S Africa)

Five Players:
1) Germany + all minor allies
2) Italy, Japan
3) England (and minor colonies), Poland, France
4) Soviet Union, Chinese Communists
5) Chinese Nationalists, USA, British Major Colonies (India, Canada, Australia + NZ. S Africa)

Six Players:
1) Germany
2) Italy + all Axis minor allies
3) Japan
4) England (and minor colonies), Poland, France
5) Soviet Union, Chinese Communists
6) Chinese Nationalists, USA, British Major Colonies (India, Canada, Australia + NZ. S Africa)

Seven Players:
1) Germany
2) Italy + all Axis minor allies
3) Japan
4) England (and minor colonies)
5) Poland, France, British Major Colonies (India, Canada, Australia + NZ. S Africa)
6) Soviet Union, Chinese Communists
7) Chinese Nationalists, USA

Eight Players:
1) Germany
2) Italy + all Axis minor allies
3) Japan
4) England (and minor colonies)
5) British Major Colonies (India, Canada, Australia + NZ. S Africa)
6) Soviet Union
7) Chinese Nationalists, USA
8) Poland, France, Chinese Communists

* Minor nations allied to a particular major nation will take their actions in the same phase as the major power they are allied to. This phase is for minor nations which are at war with neutral major nations.

Phase 0: Air Rebasing:
At the start of each turn, you must land any aircraft that were in flying cover positions (whether in sea zones or over land) to any legal land based air base or aircraft carrier within range. (see Phase 5 and Phase 7 for air movement details)

Phase 1: Diplomatic Actions:
During this phase a player has a number of different diplomatic actions available to them: These are detailed below:

1.1: Declarations of War: Any nation the player intends to attack this turn, if the player is not yet at war with that nation, then they must declare war on them at this point. Make sure to determine the effects of the declaration of war on US Entry or any other neutral major nations.

1.2: Diplomatic Influence: Most minor nations and some major neutral nations can be influenced by the major nations already active in the main war. There are five diplomatic stands on the chart below; these are Central Power Camp, Favorable to the Central Powers, Completely Neutral, Favorable to the Allies, and the Allied Powers Camp. All neutral minor nations begin either neutral or favorable to one side or the other.

Axis Camp	Favorable Axis	Neutral	Favorable to Allies	Allied Camp

A nation may spend 10 resources for a chance at making a neutral nation more favorable to them. The chance of this happening is 2 in 10 per attempt. Only one attempt can be made on a particular nation by the player each turn. For instance, Spain begins the war completely neutral. Germany could spend 10 resources for a diplomatic influence attempt on Spain. Assuming the roll was successful, Spain would then become favorable to the Axis Powers. If Germany or another Axis Power nation could successfully influence Spain again, then Spain would join the Axis Powers side. If, however, an Allied nation successfully influenced Spain before that time, then Spain would move one position closer to friendly relations with the Allies and become neutral again.

A few minor nations begin the game favorable to a particular nation. This means they are favorable to whichever alliance that nation belongs to. Any members of that alliance may attempt to influence such a minor, but the nation that the minor is favorable to may make diplomatic influence attempts on the minor for a cost of only 7 resources. Nations with a * before them can be diplomatically influenced, but

such attempts shall only succeed on a roll of 10. Check the Diplomacy Chart for further information on neutrals who begin favorable to one side or the other.

1.3: Nation Specific Diplomatic Options. All major powers in the game have specific diplomatic options unique to them. Unless a particular diplomatic option specifies a different time or circumstance on when it should be played, now would be the time to play any of other diplomatic options you wish to play this turn. Remember to resolve the affect of playing said options on the US Entry.

1.4: Surrender: At this point a nation may offer to surrender. If the surrender is accepted, return all troops from the surrendering nation that are outside of its homeland territories to its capital. Leave all other troops where they are. That nation now becomes a neutral and will pay its 25% of remaining resources to side it surrendered too. If any nations do not accept the surrender, then the player's nation remains at war with those nations.

1.5: Resource Gifting: Nations may attempt to gift resources to allies. This gifting is independant of the various "support" options certain nations have as political options. In order to gift resources to a nation, any number may be gifted, but the resources to be gifted must be able to trace an uninterrupted supply route by land or by sea to the target nation to recieve the gift. See the collect resources phase for details on resource collection and supply routes. Resources gifted in this fashion are halved, rounded up, once gifted. Only resources may be gifted, not manpower. Oil resources may be gifted, but the Oil Resources must be physically moved. More on that a bit further down.

Phase 2: Technology:

A player may now attempt to develop new technologies or pay to upgrade units for technologies already developed. For the cost of 10 resources the player may select a technology to try and develop. They may attempt to develop as many different technologies as they want at a cost of 10 resources per, but cannot make two attempts on the same technology in the same turn. Different technologies that apply to the same unit type still count as different technologies. A d10 is rolled and on a result of 9 or 10 the technology is gained. Many technologies can support more than one advancement. The number of gains that may be attained with each technology and the bonuses applied from that technology are listed on the tech upgrade chart, a copy of which can be found on the back of each nation sheet. A handful of nations begin with one or more technology advances already. These will be listed on the backs of each nation sheet. Most tech upgrades are self explanitory, but a few require a bit more detail. These are:

1) Armor Breakthroughs.
With the Armor Breakthrough technology, your armor and infantry supporting them are better able to exploit holes punched through the enemy lines. See land combats for a definition of a standard breakthrough. With the armor breakthrough technology your forces may move onto to attack another territory so long as you capture the first territory and have more armor remaining in your attacking force than your next target territory (the 2nd to be attacked) has in armor and artillery combined. With the breakthrough technology, it does matter how many armor and/or artillery you have to defeat in the first tettitory attacked.

2) Dive Bombers.
With this technology, fighters you have participating in land combats roll to hit and if they are successful, you chose the unit that they destroyed, as opposed to the defending chosing his loses. You can not chose a general.

3) Heavy Armor.
In addition to the other bonuses, your armor units must now take 2 hits in order to be destroyed. However, when chosing where to assign hits to your troops in battle, once you have assigned the first hit to an armor, you must also assign the next hit your troops have recieved to the same armor. Armor that recieve one it but are not destroyed by the end of the battle automatically heal that hit.

4) Heavy Bombers.
Your bombers now get to roll 2 attack dice. They get them when doing land attacks but also when doing industrial and tactical bombings.

Phase 3: Build New Units:

During this phase players may spend saved resources on new units. The player selects all of the units they want to purchase, adding up their value and making sure they have not spent more than the total number of resources they had saved. Resources saved in different locations (See Phase 11: Collect Resources) cannot be grouped together for spending purposes. Also, when spending resources saved in different locations, make sure to group these purchased units into different stacks so as to remember what locations they were build out of. For instance, the British player may have saved 80 resources in England and 14 resources in Egypt. The British player would spend his 80 resources on one stack of units and set them off to the side. He would then spend his 14 resources on another stack of units, albeit a much smaller one, and also set it off to the side, keeping it separate from those units purchase for England. All purchased units are not placed on the board at this time (see Phase 11: Place New Units). Also remember to check your nation sheets to see the Oil Resource cost for building each unit, then subtract the necessary Oil Resources you have saved up on the map. Those Oil resources must be able to trace

a supply line to the location the resources were saved and are being spent.

When building a general, place all available general units face down and mix them up. Pick a general from those available at random.Items built will not all get to be placed onto the maps later this turn. Many items take longer to build than that. Any unit with a dash for a build time will get placed later this turn. Set them aside, keeping them divided into groups by production area as listed above. Anything with a production time of 1 or greater will get placed onto the build chart listed on the lefthand side of the European map. Items with a 1 build time will be placed on the "Enters Next Turn" block, items with 2 listed as a build time listed on the "Enters in 2 Turns" block and so forth. Also attempt to keep these units divided by production area.

Phase 4: Industrial & Tactical Bombing:

The player may now attempt industrial and tactical bombing missions against the enemy. Industrial bombing raids can be done with any bombers units, but not with fighters. Industrial bombing can be targeted against an enemy Industrial Complex, an enemy City or any territory on the map that an enemy has stored Oil Resource points. Each bomber that successfully penetrates the AA fire and intercepting fighters (See Phase 8: Air Combat) gets to either subtract 1D10 resources from the target nation's saved resources or 1 Manpower from their Manpower reserves or one saved Oil Resource from those stored in the territory. Resource bombing must target an industrial complex while Manpower bombing must target an industry complex or a city. Oil bombing may target any territory with Oil Resources saved on it. You can not reduce more resources than the value of the territory being bombed. If you targeted manpower instead, the manpower lost is subtracted from the nation/colony for which the city belongs. If a nation or colony has already reached its manpower limit, bombing to target manpower has no affect.

Any aircraft may attempt tactical bombing. Tactical bombing is the targeting of strategic positions prior to an attack in order to aid that attack. Such targets could include bridges, known supply routes, ammunition depots, artillery locations, relief troops or any number of other things. Any aircraft that successfully make it passed any AA fire and/or intercepting fighters automatically score 1 Tactical Strike Point. If three or more Tactical Strike Points are scored against a territory in a single turn, then any infantry attacking that territory that turn receive a +1 to their attack ratings. Industrial and tactical bombing missions constitute the participating aircrafts' action for the turn. The aircraft cannot move, re-base, or participate in combat on any turn it does a bombing mission.

Phase 5: Naval Movement:

Before naval movement can begin, all ships must be assigned to a task force. A task force is merely a group of ships traveling together to execute the same mission. A submarine or group of subs may then attack the ships (see Submarine Interception) within a particular task force without having to confront all ships in that sea zone. Aircraft may be sent into a sea zone during naval movement and assigned to a task force as cover. If subs attack that task force, the aircraft may then participate in the battle. Aircraft being sent into a sea zone without any accompanying ships to attack an enemy fleet also move during naval movement.

> **Example:**
> British player has 2 battleships, 5 destroyers and 3 transports in sea zone B. He assigns 1 transport, 1 battleship and 1 destroyer to task force #1, which has the transport pick up 2 infantry form territory A and move into sea zone A. 1 destroyer is assigned by itself to be task force B, witch is sent to sea zone C to help out against a German sub pestering the fleet there. 1 battleship, 1 destroyer and 2 transports are assigned to task force C, which picks up 4 infantry from territory A. Task force C remains in sea zone B so the transports may attempt to land the infantry they picked up in territory B. The remaining 2 destroyers are assigned task force D and do nothing, as they used up their action earlier trying to detect subs.

Phase 5.1: Submarine Interception:

Once a player has assigned ships into task forces, a player with subs in the same sea zone may choose to have the subs attack any number of task forces. A sub may intercept and attack any task force moving into or out of the sea zone the submarines are in or attempting to offload a transport into a territory adjacent to the sea zone the subs are in. Task forces which are doing none of these things may not be targeted by subs for interception.

> **Example:**
> Using the example above, let us say the German player had 4 subs in sea zone B. He could send subs to intercept task forces A, B and C but not D. He decides that going after C is too risky, but task forces A and B make tempting targets. He sends 2 subs against the 1 destroyer in task force B, fairly certain of success. He sends the remaining 2 subs against task force C, not because the odds suggest total victory, but because with decent luck will cause the British player to lose either a battleship or the loaded transport and the destroyer. Either outcome will mark a small economic victory for the Germany u-boat navy.

Combats that arise from sub interception are fought as usual with the following exceptions. If the attacking subs attempt to retreat the combat ends but the surviving subs remain in the sea zone. The intercepting subs cannot retreat if aircraft are assigned to the naval task force, but once the aircraft are forced to return to land (due to lack of fuel points), then the subs may retreat as usual.

Phase 6: Naval Combat:

There are several steps involved in naval conflicts. All naval battles, including those that occur from submarine detection and sub interception can be resolved by using these steps.

Step 1) Any fighters stationed aboard undamaged aircraft carriers may attempt to intercept any aircraft in the attacking force and engage in air combat (see air combat).

Step 2) Defending ships get to roll their defensive factors against any attacking aircraft that make it past the air battle (if any). Any ship that rolls equal to or less than its defense factor successfully scores a hit against the attacker. The attacker removes on plane for each hit that is taken. Aircraft at this stage do NOT get to roll against the defending ships.

Step 3) Any AA guns on the ships get to fire at the planes that are going to attack.

Step 4) All attacking ships and surviving arracking aircraft roll for hits. Then defending ships and planes roll for defense. Players roll 1D10 for each ship or aircraft, with a roll equal to or lower than the ship's attack/defense level meaning that ship has scored one "hit" against the opposing force.

Step 5) Both the attacker and defender take losses, removing one ship for each "hit" the opposing side scored that combat round. Except for Battleships and Aircraft Carriers, both which can take two or more hits before they are removed from play. Hits scored by AA guns can only be used to destroy planes and hits scored by submarines can only be applied to ships. If no such targets remain, those hits can not be assigned.

Step 6) The attacking force may now opt to retreat into any allied occupied or empty sea zone. Retreating aircraft are subject to 1 round of defensive fire by the defending ships as listed in step 2, but no AA gunfire.

Step 7) If the attacker does not retreat, then repeat steps 4-7 over until the attacker retreats or there is a winner.

Phase 7: Land Movement:

The player now moves any land and aircraft units they wish to move. None of the aircraft can have participated in submarine detection or naval movement earlier in the turn if they are to be moved during the land movement phase. If a bomber began the turn in a territory with paratrooper units, then it may load up to 2 paratrooper units before moving. When moving units into a territory that contains enemy units, then air and/or land combats occur (see Phases 8 and 9). Moving a unit into an enemy controlled territory containing no units automatically puts that territory under the moving player's control or liberates it for an ally if it was originally owned by an ally nation. Aircraft cannot capture territories. Units that were picked up by transports during the naval movement phase may move into a territory adjacent to the sea zone they are in at this point. If the units move from the transports into an enemy owned territory (even those territories that are not occupied by enemy units), then a Naval Invasion will take place.

Phase 7.1: Strategic Movements:

In place of standard movement, a unit may do a strategic move instead. Strategic movement represents the rapid transit of a unit via the roads and rail lines within the nation. A strategic move allows a unit to travel any number of friendly controlled (and incorporated) continuous land territories. Each and every territory on the map has a strategic movement capacity, with that capacity being equal to one unit for each resource point of the territory. The maximum number of units which may be strategically moved in and/or out of a territory in a single turn is limited by the maximum point value of the territory involved. Units which moved during Phase 7 cannot strategically move in the same turn.

> **Example:**
> Japan has just declared war on Russia and the Russian player now needs to strategically   move more troops out east to shore up his defenses. Russia has a couple of infantry in   Tambov which he can afford to pull off the front, which is just perfect since Tambov only has a resource value of 2 and thus can only have a maximum of 2 units strategic in or out (combined) in one turn. The Russian player opts to move one of those infantry to Aga and the other to Chita. Aga has a resource value of 1 so that is the maximum number of troops that could move strategically moved into or out of it, but Chita has a resource value of 2, so another unit could yet strategically move in from somewhere else.

Phase 8: Air Combat:

When aircraft move into a territory (or sea zone) containing enemy fighters, the enemy fighters have the option of intercepting or letting them go. When an interception is chosen, air combat occurs. Additionally, when enemy aircraft have moved into a land territory adjacent to another territory where you have a fighter (or 2 territories away with the appropriate fighter tech upgrade), and the territory they have moved into is where they will be either strategically bombing, tactically bombing or aiding in a land battle, then your fighters may intercept from those other territories, using a fuel point to move into the territory under attack. Air combat is fought in the same manner as land

combat with the exception the both the intercepting fighters and the attacking aircraft use their attack values as their combat rating. Remember, that bombers always use their defensive combat value in air combats. Air combat unfolds in the following order:

Step 1) Both sides roll a D10 for every aircraft they have in the combat. All fighters fight using their attack ratings. Bombers use their defense rating. Any unit that rolls equal to or less than its combat value will score 1 "hit" against the opposing force.

Step 2) Both player remove one aircraft for each "hit" scored against them by the opposing player.Step 3) Any bomber that is carrying paratrooper units which has survived the first round may now "drop" those paratrooper units onto the territory below. Bombers that are carrying paratroopers may "defend" in the air combat, but will not then also be able to "attack" come the land combat phase.

Step 4) Each plane removes 1 fuel point. Those planes which must disengage from battle for lack of fuel points must leave the battle and be flown to a friendly controlled territory within range (fuel points remaining). Intercepting aircraft may expend all of their fuel points in this battle, since once they disengage they need only land in the territory that is under attack. The attacking player may now decide to retreat and end the battle. If he chooses to remain and the intercepting player still has fighters remaining, then repeat steps 1-4.

If the active (player currently taking his turn) has aircraft which are intercepted and successfully defeats or merely outlasts (has a lot more fuel points) the intercepting aircraft, then the mission the aircraft had originally been sent on to fulfill for the active player may continue, assuming those planes still have enough fuel points remaining to do so. This could mean moving beyond the territory the air combat took place in to do a tactical and resource bombing mission, or merely to attack the territory that the air battle occurred in.

Phase 9: Land Combat:
Land combat occurs whenever the active player moves land/air units into an enemy controlled territory containing enemy units (this includes dropping paratrooper unit onto an enemy held territory). This includes free standing Industrial Complexes if the defending player opts to them defend. Before combat occurs, be sure to apply any beach landing penalties to the attacking force. Remember that these penalties cannot lower a unit's attack value below 1. Attacking aircraft can only participate in the land battle if those aircraft still have two or more fuel points remaining after any air battles that took place.Land combat, like air combat, is resolved in a few quick steps. Firstly, if the defending player has any Anti Air units in the territory, the roll 1D10 for each AA Gun unit now. This is the free roll that AA units get and the attacking force does not get to roll in exchange. Hits scored by the AA units can only be applied to attacking aircraft. Once AA guns have rolled, proceed to the following three steps:

Step 1) Both players roll 1D10 for each unit they have (attackers trying to roll equal to or less than each unit's attack value, defenders rolling equal to or less than their defense value), adding up the number of Hits they score against the opposing force. Remember that defending fighters in the territory under attack now roll based on their defense value, even if those fighters also participated in an air battle which preceded the land battle.

Step 2) Both players remove 1 unit for each hit scored by the opponent (unless in the case of Heavy Armor, in which case 2 hits may be applied to an armor unit before it is removed). The defender may opt to lose an Industrial Complexe instead of a unit, but can not lose the city; it merely stops fighting once all other defending units have been destroyed.

> Step 2.1) City Fortifications. Each city on the map has a "fortification value". Each city's fortification value is marked on the map by a number on or next to the city, excepting colonial cities which always have a fortification value of 1. The defending player may skip applying 1 hit for each point of city fortification value. City fortification points do not replenish from one round of combat to the next, so as they are consumed during the course of the battle, once all used up, then the defending player will need to start removing units for additional hits scored against them. City fortifications are never "detroyed", just reduced during the course of a battle. Once the battle has ended, a city's fortification returns to its full amount.

Step 3) Attacking player subtracts 1 fuel point from all attacking aircraft. All aircraft which must disengage for lack of fuel points leave and fly to whatever friendly territory they can reach. Aircraft *must* disengage with enough fuel points to safely return to a friendly territory. If any attack would make this impossible, then the aircraft cannot take part in that attack. If the attacking player wishes to continue the attack, repeat steps 1-3.

Phase 9.1: Naval Invasions:
A naval invasion occurs whenever land units move from a transport into an enemy owned territory. The natural defenses of a coastline will apply penalties to the invading force. Tanks may not participate in naval invasions at all. Infantry are -3 and artillery are -4 to their attack value. Aircraft receive no penalties when attacking a coastal territory and/or in support of a naval invasion. Beach landing forces can NOT retreat from a naval invasion. In addition to applying penalties to the invaders, every nation has a coastal defense force. These are small coastal guard units stationed to help repel invading forces. Each and every naval invasion will face a 1 defense factor coastal defense unit in addition to any other defending units in that territory. The coastal defense unit will always be the first unit lost by the defending force. This coastal defense unit is NOT present for attacks which are made solely by land, even if it is a coastal territory being attacked.

Phase 9.2: Armored Breakthroughs:

An armored breakthrough can happen any time the attacking force attacks a territory with more armored units than the defender has both armor units and artillery units. When this happens and the attacking player captures the territory, they "may" be able to move into an adjacent territory. The adjacent territory can be friendly or enemy owned. If it is friendly owned, then the armor and any mechanized infantry may move into the friendly territory. If the adjacent territory is enemy owned, then the armor and any mechanized infantry may move into the enemy held territory and attack it, but only if that next territory has less total armored and artillery units than the breakthrough force has armored units. This will lead to the resolution of another land combat. Artillery may never accompany forces on a breakthrough as they do not have the necessary movement to advance another territory, nor do non mechanized infantry. Aircraft with moved to assist in the initial attack also may not then move on to engage in the second attack, so armored breakthroughs must always proceed without the assistance of air units. If the first territory attacked is a city territory, no armored breakthrough is possible.

The technology upgrade of Armored Breakthroughs allows the attacking player to get an armored breakthrough any time they have successfully attacked one (non city) territory and captured it and would have more armor units than the next adjacent enemy territory to attack has armor and artillery units combined. The number of armored and artillery units the enemy had in the first territory attacked does not matter.

Phase 9.3: Blitzkrieg:

A Blitzkrieg is a special option reserved for the German player. They have up to 3 blitzkrieg turns they may use through the course of the game. They may declare at the start of any turn that they will use the blitzkrieg that turn. On a Germany blitzkrieg turn the German forces will gain a number of powerful advantages. These are:

1) All German infantry act as mechanized infantry for the turn (ala, they get +1 movement if they do not yet have the mechanized tech upgrade)

2) All German armor are treated as of having both tech upgrades of Heavy Armor and Armored Breakthroughs.

3) Cities do not provide their fortification value in defense against a German attack.

4) All aircraft (fighters and bombers) get two attacking dice rolls in land combats (but not air combats).

5) Attacking infantry units get +1 to their Attack Value for the turn. Infantry get +3 to attack and armor get +1 to attack on the very first blitzkrieg only.

6) On a blitzkrieg turn, cities do not prevent armored breakthroughs if the city was the first territory attacked.

7) If a German attacking force has a general with a rating 8 or above, all land units within that that territory which move into the same territory/ies as the general get +1 additional movement point for the turn. If this would allow armor and infantry two opportunities for armored breakthrough (attacking a total of 3 territories), then that is allowed.

Phase 10: Place New Units:

Ok, remember those units that you built back during Phase 3?. Its now time to place them on the board. Certain units can only be placed on the maps in certain locations and quantities. These are as follows:

1) New units may only be placed in territories which were originally owned by the nation and under their country at the start of their turn.

2) Infantry may only be placed in City territories originally owned by the nation.

3) All non infantry land units and aircraft units may only be placed in a territory with an Industrial Complex owned by that nation. (also see #1). Remember that non colonial cities can act as an industrial complex for unit placement, up to their fortification value

4) All ships can only be placed into a major port onwed by the nation. (also see #1).

5) Colonial cities. Units may also be built in colonial cities. Each colonial city has a limit to the number of units that may be built out of it each turn. That limit is equal to the number inside each colonial city. Infantry as well as ships built out of a major port and all items built out of an industrial complex will count against the colonial city's build limit.

6) Partisan units can only be placed on enemy held territories that do not actually have an enemy unit in them. A valid territory for placing a partisan must also not be within 2 territories distance from a territory you nation both controls and has land units within. A maximum of one partisan may be built in a single territory per turn

When placing new units, it is important to remember that not all units are "built" instantly. Some units take additional time to train and/or build. On your nation sheets each unit has a listed "build time". Infantry, Cavalry and Partisans all should have a dash (-), meaning zero turns to build. That means, you built them back at the start of your turn, you can now place them onto the board, paying attention to the above mentioned placement limitations. For all other units, you will need to utilize the build time chart on the far left hand side of the European map. Anything on the "Enters next turn" block may now also be placed. After placing all said units, you may advance the build time on everything else of yours. Units on the "Enters Next Turn" block may be moved into the "Enters This Turn", items in the "Enters in 2 Turns" may be moved into the "Enters Next Turn" block and so forth.

Phase 11: Collect Resources:

The player now gets to add up all of the resources from all of the territories they control. For most nations, the total sum of these resources will trace a route back to the nation's homeland where the resources will be saved. However, for a few nations with colonial possessions, some resources will automatically be routed to be saved at a colony instead of the imperial mainland. These resource divisions are detailed at the top of each nation's troop and manpower charts earlier in this book. Also, select islands or other territories where it is not obvious where the resources should be saved, have the location for them to be saved directly on the map.

In order for a resource to be saved it must be able to trace a "line of supply" from the territory the resources belong to, to a Supply Center in the homeland or colony where the resource is suppose to be saved at. A "line of supply" is any number of friendly controlled territories and/or sea zones in a continuous line from the point of the resource location to a Supply Center. For these purposes, sea zones that are empty, contain only neutral vessels, or contain allied ships are considered "friendly". If a "line of supply" cannot be traced from the territory with the resources to a supply center (this could happen if there were enemy ships in the way or a territory had been surrounded and cut off by the enemy), then the resources cannot be saved along with the other resources for that nation/colony. A "supply center" for these purposes are any City, Industrial Complex, or Port in a territory belonging to the nation or colony. In the event a resource cannot trace a line of supply to a supply center the resource can not be saved for that turn and is simply lost.

Naval Trade resources must follow a similar rule. If enemy ships (not counting subs) are in the sea zone containing your Naval Trade points, then you simply can not collect those Naval Trade Points this turn. If enemy submarines are in those sea zones instead, then those submarines may opt to attack the merchant convoys that represent the Naval Trade resources. When that happens a Convoy Battle will occur (see below).

Conquered Territories:

Only your original homeland and colonial territories provide you full resource value for collecting resources. All conquered territories are only worth half value (round up). During Phase 11, after adding up the resource values of all home territories, then add up the total resource values of all territories you have conquered. Divide that figure by half (round up) and add it to the resource value of all your original territories. Once this is done, then add up the value of all Naval Trade resources you are allowed to collect. If any enemy nations have subs in sea zones where you have Naval Trade resources, before you can collect those resources you must first resolve any Convoy Battles.

Convoy Battles:

During an enemy's collect resource phase, if you have submarines in the same sea zone as Naval Trade Resources belonging to that player, then you may chose to have your submarines attack that shipping and try to destroy those resources. For each submarine you have in the sea zone roll 1D10. On a roll of 1-3 the submarine fails to destroy any Naval Trade Resources, on a 4-6 it destroys (ONE) Naval Trade Resource, 7-8 it destroys (TWO) Naval Trade Resources and a 9-10 it destroys (THREE) Naval Trade Resources.

Of course, whenever submarines attack merchant shipping like this, the merchant ships will attempt to fight back and any combat vessels the enemy has in that sea zone will attempt to hunt your submarines. First you must roll to see if the merchant ships themselves can successfully fight back against the subs. The player owning the Naval Trade Points gets this defensive roll regardless of whether they have actual ships in the sea zone or not. Roll 2D10 and if you roll a 20, one submarine get destroyed.

If the nation owning the Naval Trade Resources or any of its allies have ships in the sea zone and the submarines chose to attempt to attack that trade this turn, then those ships will have a chance to hunt and attack any submarines participating in the convoy attacks. Each ship attempting to detect enemy subs must roll equal to or lower than it's search capability (see below). Addition

ally, fighters and bombers (assuming they have the range: fuel) may be flown into a sea zone with enemy subs and also attempt to locate and destroy those submarines.

Submarine Detection Capability
Battleships 2   Bombers   2
Destroyers 4   Fighters   1

All ships and aircraft that successfully detect the submarines are then engaged in battle against all of the enemy submarines in that sea zone (see Naval Combat). Ships and aircraft that failed the detection attempt remain in that sea zone, but may not participate in the battle.

All Convoy Battles only last one round. The Submarines get a defensive roll, but they can not possibly hit any enemy aircraft. After one round of combat the submarines manage to retreat from the battle, though the subs will remain in the same sea zone after the Convoy Battle.

For clarity, subs have 3 figures shown under combat abilities. The firstis the submarines "standard" attack velue when intercepting other combat vessels. The second is a special attack value that applies when the submarine has attacked a naval task force that only has transports in it. The last is the submarines "defensive" value when enemy ships have successfully detected the subs and attacked them.

Oil Resources:

This is the stage where you also collect your oil resources. Place Oil Resource counters directly onto the map on the territories where your Oil Resources are. They begin there. On following turns, those not used up in production may be moved, either by strategic movement rules (and each oil resource consumes a strategic movement point for a territory) or by ship, though to be loaded onto a ship it must first be a port.

At the start of play the USA is giving/trading 2 Oil Resources to Japan. Germany gets 2 in trade from Romania and 1 in trade from Sweden. The Romanian Oil Resources enter play at their source territory, but the Swedish Resource will trace a sea supply route to the nearest German port if able.

Phase 12: Air Guard

Air Guard is an option where you may deploy aircraft into sea zones, where they will stay until the start of your next game turn. In order for an aircraft to be able to do this it must firstly have enough fuel points to be able to fly into a sea zone and land into an adjacent territory and still have at least one fuel point remaining in order to participate in one round of combat, plus the aircraft can not have taken any actions earlier in the turn. While in the sea zone the aircraft may participate in any combats that arise from enemy ships entering the sea zone. These aircraft will then land during the Air Rebasing phase at the start of your next turn.

Assorted, but Important Notes:

1) Poland's Turn Order:

Poland is considered to be a "major Allied Power", though due to its circumstances and its high perpensity for being conquered, its turn order is bundled together with the movements of all other Allied minor nations.

2) German Minor Allies:

The nations of Finland, Hungary, Bulgaria and Romania are minor allies of Germany. They begin the war neutral. If not being played by a separate player, these nations will sit neutral until such a time that Germany declares war on Russia or Russia declares war on Germany. When this declaration of war happens, the German or Axis player that will control them may spend "saved up" resources for each of these nations. This equates to be a sum equal to the nation's total resources times 5. The player may spend this money on any units available to the nation and then may place them on the map anywhere the nation controls, ignoring usual unit placement rules and unit build times.

If the minor allies are being controlled by an active player from the start of the game, these nations all collect 1/2 of their

total resources while neutral. The player controlling them may opt to declare war on other minor nations, though such a declaration will not make them a part of the general war nor raise their income recieved to more than half. All the minor allies will go to full production on the event of war between Germany and Russia. Conversely, any of the minor allies may also opt to declare war on any active enemy of Germany and join the war prior to war between Germany and Russia. Doing so will have a 2 in 10 chance of raising US Entry 1 point for each such declaration of war. This will raise the nation's production to full, but also in making the nation a part of the general war, they may also become the target of any of theforces active in the general war (such as a British invasion, for example) without impact to the US Entry. Should a major nation have a political option to declare war on one of these minor German allies, then the minor will shoot up to full production for the duration of that war, without any penalty to US Entry.

3) Bulgaria:

Bulgarian was only nominally a German ally. Out of necessity, more or less. Unless any political options change this, Bulgaria will NOT send any troops to fight Russia. Bulgarian troops will not enter Russian territory, attack a Russian occupied territory or even partake in the defense of an Axis held territory if it is attacked by Russia. In the event of such an attack, the Bulgarian forces will automatically move one territory adjacent to the territory under attack, with that move in the general direction of Bulgaria as opposed to away from it.

4) Conquest of Poland:

Poland becomes stunned, but not officially "conquered" the city of Warsaw is captured. Once stunned, Poland will be unable to build additional troops out of any Polish homeland cities for 1 turn. Though not yet fully conquered Poland may still declare a government in exile and its remaining forces in play may fight on as per usual. Should any Polish cities remain unconquered beyond the "stunned" period, they once again function as usual.

Optional Rules

Rocket Technology:
An optional technology is that V2 Rockets developed by Germany historically. There are no "counters" for the V2 rockets, but something as simple as a penny should stand out and serve the purpose. The war begins with Germany having no rocket technology. Germany and only Germany may opt to invest into rocket tech, each tech attempt costing the same 10 resources to try and having the same chances of success. Rockets will be as rocket launching units, which will be able to fire one rocket attack per turn, the effectiveness of which will depend on the tech level achieved. There will be 4 levels of rocket technology to be had. They are as follows.

Tech 1) Short Range Rockets. May only fire into adjacent territory and only at cities. Cost 12 to develop. They fire one shot into an adjacent territory at an attack level of 1. If it scores a hit, the enemy must remove 1 unit.

Tech 2) Cost 20 to build. Must pay 8 to upgrade any existing rocket units to level 2 before any may be used or built at level 2. Firing range of 2 and this includes sea zones. Fires into a territory with an attack level of 2 or may be used for strategic bombardment purposes on any city, lowering resources an automatic 2 points.

Tech 3) Cost 30 to build. Must upgrade any rockets built at levels 1 or 2 before they may be used at tech level 3 or any can be built at this tech level. Range of 6 (offmap boxes consume 2 range points each). May fire into an adjacent territory with an attack level of 2, fire up to 6 territories away with an attack level of 1 or may be used to strategic bombard a city up to 6 territories away to lower manpower by 1 or resources by 2.

Tech 4) Cost 45 to build. Must pay to upgrade all rockets built at earlier tech levels. Range of 12 (offmap boxes consume 2 range points each). May attack an adjacent territory at attack level 3, fire up to 12 territories away with an attack level of 1 or may be used to strategic bombard a city up to 12 territories away to lower manpower by 1

or resources by 2.

Nuclear Bombs Tech:
Only 4 nations are allowed to attempt to develop nuclear bomb tech. Those are the United States, Germany, United Kingdom and Japan. Of these nations, there are two levels to "buy into" the program. Buying into having a nuclear program is not getting nuclear technology, it is simply buying into setting up a development program. For Germany and the United States this cost will be 125 resources each. For the United Kingdom and Japan this cost would be 160 resources each. Buying into the program opens the gateway for potential research. To discover nuclear technology a nation will need to achieve 3 technological breakthroughs. To make an attempt at development will cost 2o resources. You will need to roll percentile dice (that is a 1-100 dice result, obtained as rolling 1D10 as the "tens" and 1D10 as the "1" with a 00 being a 100. A nation's base chance is 12 out of 100 to make a tech advancement. In the case of Germany, they start off with a +6 on this chance and the United States starts off with a +4. The united states has the political option to smuggle scientists out of Germany, each success in doing so carrying with it a +2 to the USA's nuclear tech advacement attempts. With each scientist smuggled out, Germany's chance at success will drop 2 percent (-2) until it falls to a base chance of 10. It can not drop below 10.

Once a nation makes all 3 tech advancements in Nuclear technology, they may then begin building Nuclear bombs. Nuclear bombs will have a cost of 25 resources each and have a build time of 3 turns each and must be placed on an Industrial Complex. They may be picked up by bombers like Paratroopers (they have no natural movement as units, but may be strategically moved) and then dropped onto a territory like a paratrooper. A nuclear bomb, when dropped with have the following affects.

> 1) It will be an attack against the territory of 12 attacks with attack levels of 9.
>
> 2) If dropped on a city, that city may not build units for the remainder of the game.
>
> 3) If dropped on a city, that city gains a resource value of just 1 for the remainder of the game.
>
> 4) If dropped on a city, the nation owning that city will lose an amount of Manpower points equal to the fortification value of that city times 3.

Lines of Supply:
This optional rules mandates that units must remain in supply or else they will suffer some negative effects. In order to be "in supply", land units must be able to trace a continious line of land territories from the position they are at currently to a city control or that an ally controls (including colonial cities). This line of supply, alternatively, can also be traced to a port that the nation controls (assuming the port territory is also not a city) or that an ally controls. However, such a port must then also be able to trace a continious line of sea zones to a territory with a city they or their allies control, where that line of sea zones can not contain any enemy ships or submarines.

If land units are not in supply, those units will be at a -2 to all Attack and Defensive rolls. Aircraft starting the turn in a territory that is out of supply can not conduct any attacks, but may fly to another location, but will only have half (rounded up) of their normal fuel points.