



STRATEGIC PHASE

- ★ Draw and draft new cards (one by one, until you receive two, discard one).
- ★ Discard one card and draw a new card (Powers may use a  tech).
- ★ Powers may use a  tech.



ACTION PHASE


PLAYERS TAKE TURNS PLAYING ONE CARD FOR:

OPERATIONS

You can preserve 1 OP by rotating the card.



Deploy 1 Land unit in your  for 3 OPs.
Deploy 1 Naval unit in your  for 3 OPs.

 * German player only.
Deploy U-Boots for 2 OPs.



Attack 1 enemy unit for 3 OPs (Resistance and U-Boot for 2 OPs).



Move 1 unit for 2 OPs.



Launch (one per round) and force opponent to discard cards
(You cannot preserve 1 OP from played card for Launch).

* Air strike – attack with your Air Fleet enemy units up to 2 areas away
(You cannot preserve 1 OP from played card for Air Strike).

TECHNOLOGY

Play a card facedown next to your Technology board.

EVENTS



Your or your teammate's bonus.



Your opponent's penalty.




Use bottom number of OPs.




Move 1 unit of any type.



Deploy for free in your .



Deploy for free in your .



Choose a card from the discard pile and play it as technology.



Place 2 Armies in conquered neutral areas.



Place 3 Resistance units in Axis controlled neutral areas.

DIPLOMACY



Place card in front of you and score VPs.

If another card with the same flag is placed, remove the card with lower value. If new card has lower value, both cards are removed. If equal, both remain on table.



LAND-LEASE (Allies only)

Play 1 card and advance AJW track one space.
Take top card from the deck into your reserve.




PASS

You can have no more than 1 card in your reserve at the end of the end of the Action phase.




ADMINISTRATIVE PHASE

- ★ Check the win condition.
- ★ France/Italy may switch factions.
Place/remove control marker if occupied by another Power than previous control.
- ★ Remove Damage markers.
- ★ Powers may use their unused Air Fleets.
Strategic bombing up to 2 areas away – place damage markers.
- ★ Countries refresh their Air Fleets and Rocketry technologies.
- ★ Technologies become available.

STACK




-    with ★ or ★★ – up to 2 units
with ★★★ – up to 4 units
-  – up to 2 U-Boots
-  – no stacking limit

CONTROL

-    with ★ or ★★ – 1 unit
with ★★★ – 2 units

U-Boots/Resistance – NO CONTROL

TECHNOLOGIES

-  **Mechanization** – Land movement cost reduced by 1 OP.
-  **Self-propelled Artillery** – Land attack cost reduced by 1 OP.
-  **Attack Aircraft** – Land attack cost reduced to 1 OP.
-  **Heavy Bombers** – You are allowed to deploy second Air Fleet.
-  **Landing Crafts** – Naval movement cost reduced by 1 OP.
-  **Heavy Battleships** – Naval attack cost reduced by 1 OP.
-  **Aircraft Carriers** – Naval attack cost reduced to 1 OP.
-  **Arsenal** – Land deployment cost reduced by 1 OP.
-  **Shipyards** – Naval deployment cost reduced by 1 OP.
-  **Radar** – reduce no. of cards discarded due to Rocketry by 1.
-  **Espionage** – look at 3 cards from the hand of one chosen opponent, you may discard one card, if you do the opponent draws a replacement.
-  **Enigma** – draw two cards instead of one, choose one to keep, and discard the other one.
-  **Flying Bomb (V1)** – discard a min. 5 OPs card, chosen opponent randomly discards 1 card.
-  **Rocket (V2)** – discard a min. 5 OPs card, chosen opponent randomly discards 2 cards.
-  **Nuclear Bomb** – discard min. 6 OPs card, chosen opponent randomly discards 3 cards.