

TOTAL DOMINATION

WEI-CHENG CHENG

World War 2, 1939-1945

Total Domination is a strategic wargame for 2-4 players that is playable in 90 minutes. Players command the military forces of Germany, the United Kingdom (UK), Japan, and the Soviet Union (USSR) during the Second World War. Through smart play of your operation cards, you will help your team (Allies or Axis) earn Victory Points (VPs) and deny them to your opponents by controlling areas, conducting diplomacy, and researching technologies.



1.0 • COMPONENTS

one double-sided game board (basic and alternative)



60 cards



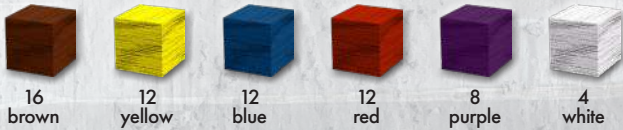
18 solo cards



double-sided France and Italy markers



64 colored cubes



two double-sided VP markers



6 Resistance tokens



one Solo VP marker



Victory Points markers



Allies Join War markers



4 Neutral Armies



12 Damage markers



one Round marker



one Allies Join War (AJW) board



one Round board



4 Technology boards



a number of counters, including:

German player

- 10 German Armies
- 1 German Fleets
- 2 German Air Fleets
- 3 U-Boots
- 1 Italian Army
- 1 Italian Fleet

UK player

- 3 UK Armies
- 4 UK Fleets
- 2 UK Air Fleets
- 1 French Army
- 1 French Fleet
- 3 US Armies
- 2 US Fleets
- 2 US Air Fleets

Japan player


- 7 Armies
- 6 Fleets
- 2 Air Fleets

USSR player

- 9 USSR Armies
- 1 USSR Fleet
- 2 USSR Air Fleets
- 2 Chinese Armies

2.0 • SETUP

1 Place the game board in the center of the table. Place the AJW and Round boards in the middle of the game board **1**. However, if you play with the Arctic Expansion, place the AJW and Round boards next to the game board (see 11.4 The Arctic Expansion).

- If you use the alternative side of the board do not use the AJW and Round boards.
- If you are playing with the Arctic Expansion all areas are accessible to all players; if you aren't, do not use the areas inside the area marked with the dashed line 

2 You each take a different power. Sit on your power's side of the board, take a Technology board and a set of cubes (4 brown, 3 yellow, 3 blue, 3 red, 2 purple and 1 white), and place those cubes on your Technology board **2**.

Take all units assigned to your power and place them in your supply next to your Technology board. If there are fewer than 4 players then consult the appropriate rules section (see 10.0 Rules For Two & Three Players).

3 Place the round marker **3** in the leftmost box of the Round track, and the two Allies Join War (USA **4**, China **5**) on the leftmost boxes of their AJW tracks. Set all Resistance tokens and damage markers aside **6**.

- If you use the alternative side of the board place all the markers as described for the basic board but place them on the designated places on the alternative board instead of the Round and AJW boards.

4 Put the VP markers on the VP track in the boxes marked with each power's color **7** (☀️ = 7VPs, ⚙️ = 8VPs, ★ = 9VPs, 🇬🇧 = 10VPs). Each player's starting VPs (marked on the VP track) are equal to the VPs they have for controlling their Home areas.





2

6

18

13

10

11

12

14

19

5

4

9

6

8

10

15

3

1

16

2

20

21

1

3

7

2

5



5 Each player's starting units go in their areas as indicated on the game board.

- Germany:**
- 1 =
 - 2 =
 - 3 =
 - 4 =

- UK:**
- 5 =
 - 6 =
 - 7 =
 - 8 =
 - 9 =
 - 10 =

- Japan:**
- 11 =
 - 12 =
 - 13 =
 - 14 =

- USSR:**
- 15 =
 - 16 =
 - 17 =
 - 18 =

- Neutral:**
- 19 =
 - 20 =
 - 21 =

6 Take the 4 US cards and 2 China cards from the deck (see 3.4 Colors). Shuffle them separately to form the US deck and China deck, then place them to the indicated place on the board (8 US, 9 China). Shuffle all other cards to form a draw deck, then place it in the middle of the game board 10.

7 Place the France and Italy markers near to the board 11.



Experienced players may place their starting units freely (see 11.3 Alternative setup).

If you play with the Arctic Expansion place one additional in Finland (see 11.4 The Arctic Expansion).

You are now ready to play the game.

3.0 • CORE CONCEPTS

3.1 Allies and Axis

There are 2 factions: **Allies** (UK and USSR) vs. **Axis** (Germany and Japan).

All areas not controlled by a faction are Neutrals.

3.2 Powers

The **UK**, **USSR**, **Germany**, and **Japan** are **Powers** controlled by the players. **France** and **Italy** are partner Powers and are controlled by specific players at the start of the game: the UK player initially controls France, and the German player initially controls Italy. Control of these partner Powers may change several times during the game. The US and China start the game as inactive Powers which may join the Allies faction later in the game.

Powers in the same faction are **Teammates**, while powers in the other faction are **Opponents**.

Units of the same faction are **Friendly Units**. Units from the other faction and neutral units are **Enemy Units**.

3.3 Cards

Cards have multiple uses. When you play a card, choose one of the following actions:

1 Operation points (OPs)

Each card has a number, between 3 and 6, on the top left side, called **Operation Points (OPs)**. OPs are used to deploy units, move units, attack units, and launch rockets.



2 Technology

In the top right corner of each card is a **Technology** icon. Play the card face down to develop this technology.

3 Event

In the bottom of the card is an **Event** with one or more **Event Icons**.

The color of the card is relevant **only** if the card is played for *the event*. You can play the event only if it is in your power's color.

Lend-Lease

UK and USSR players: discard one card to perform a **Lend-Lease** action in a round (see 9.1 Lend-Lease).



Discard pile

This is a place on the board, next to the draw deck, where you are going to put all of your discarded cards. Cards in the

discard pile are always face-up and all players may look through them at any time.

3.4 Colors

Every power has a specific color for its home areas, event cards, and units:

- – Dark Gray for **Germany** (Axis)
- – Tan for **UK** (Allies)
- – White for **Japan** (Axis)
- – Red for **USSR** (Allies)
- – Green for **US** (starts inactive, but can join Allies)
- – Purple for **China** (starts inactive but can join Allies)
- – Blue for **France** (starts Allies but may change)
- – Black for **Italy** (starts Axis but may change)
- – Grey for **other countries** (neutral)

3.5 The Map

The basic map is an abstracted world map with the North Pole in the center, surrounded by connected **areas** represented by shapes (squares, circles, and octagons).

AREA TYPES



Land areas, where Armies and Air Fleets can be stacked.



Island areas, where Fleets and Air Fleets can be stacked.




Coastal areas, where all unit types can be stacked.

Each area has different stacking (see 3.7 Stacks), and control restrictions (see 3.8 Control).




HOME AREAS

Colored areas are **Home areas** for the corresponding power. A Home area with no enemy unit is always controlled by its owning power and always in supply, even if it has no friendly units.

CAPITALS

Home areas with (3 stars)  are **Capitals** of the corresponding power. The Capitals have a special ability: if there is an enemy unit in your Capital, during your turn you can Attack that unit, even if you don't have any units in adjacent areas. Capitals also have additional control rules (see 3.8 Control) and a higher stacking limit (see 3.7 Stacks).


CONNECTIONS

Adjacent areas are connected by a Sea Link (blue ) , Land link (brown ) , or a matching colored pair of triangles () (which is a second type of Land link). Please, be aware that you do not have triangle connections on the alternative side of the game board.

FACTORY

In areas with a factory icon () , players can deploy land units (Armies and Air Fleets).

SHIPYARD

In areas with a shipyard crane icon () , players can deploy sea units (Fleets).

VICTORY TRACK

Around the board is a victory track with a designated threshold of victory points needed to win the game.

3.6 Units

Units represent the various forces that each player will control throughout the course of the game. The number of units is limited to the number of elements representing units of a given country, as listed in the relevant section (see 1.0 Components).

Armies

Main land units capable of controlling land and coastal areas.

Fleets

Main sea units capable of controlling island and coastal areas.

★ Air Fleets

Special units available to all players.

★ U-Boots

Special German sea units.

★ Resistance

Special Allied land units.

3.7 Stacks

A stack is a group of units in the same area. Only units controlled by one player can be in a particular area; units from different powers cannot stack together with the exception of U-Boots and Resistance, which can be located in an area with a unit of any country. Each area has a stacking limit:

- **1-star and 2-star areas** can have a maximum of **2 units**.
- **Capitals** can have a maximum of **4 units**.
- Armies, Air Fleets, and Resistance units can stack in **Land** areas.
- Fleets and Air Fleets units can stack in **Island** areas.
- All unit types can stack in **Coastal** areas.
- U-Boots can stack only in the Atlantic and Caribbean areas (and in Iceland with the Arctic Expansion), no more than 2 U-Boots per area.
- U-Boots and Resistance do not count against the general stacking limit of 2 units in a 1-star or 2-star area.

Armies can **NEVER** end their move in an Island area. Fleets can **NEVER** end their move in a Land Area. All unit types can end their move in a Coastal area.

3.8 Control

The area control rules depend on the type of the area.

1 A Power Home area:

- a) With no enemy units is always controlled by its owning power and is always in supply, even with no friendly units.
- b) With enemy units is controlled by the player whose units are in the area, with the exception of the Capital:
 - If there is one enemy unit in the Capital, the Capital is treated as uncontrolled (the player of the Power the Capital belongs to loses 3 VPs).
 - If there are two or more enemy units in the Capital, the Capital is treated as controlled by the opponent (the player of the Power the Capital belongs to loses 3 VPs, and the opponent gains 3 VPs).

2 A Neutral area:

- a) Is controlled by the player who has a unit there.
 - b) If there is no unit there, it is treated as uncontrolled.
- Any area can be controlled by any player's units, with these exceptions:
- U-Boots and the Resistance cannot control any area.
 - A player's units cannot enter, and so cannot control, the Home areas of their teammate.



Players immediately gain or lose VPs based on changes in control. When an area changes control, the previous owner loses the appropriate amount of VP and the new controlling country (if there is one) gains VPs (indicated by the number of stars in the area).

3.9 Supply

Your unit is in supply **1** when there is a continuous path of any length through adjacent areas, each controlled

by your own Powers (**not by your teammate's Power**) from the unit to one of your Home areas that has no enemy unit **2**.

Your units in your home areas are always in supply. If there is no supply path, the unit is out of supply **3** and unable to attack or move.

- ★ Resistance and U-Boats do not need to trace supply and cannot interfere with the enemy supply line.



4.0 • PLAYING THE GAME

Every round represents one year and is divided into three phases: Strategic, Action and Administrative. The Strategic phase has several steps. In the Action phase, players do actions in turns. The Administrative phase ends the current year.

The colors on the round track indicate the initial power for each round (starting with Germany in 1939). The numbers at the top of the round track are the number of cards to draw in each round.

4.1 Strategic Phase

During the Strategic Phase, do the following steps in order:

A. DRAW AND DRAFT NEW CARDS.

You each draw the number of cards indicated above the current year:



Now do the first round of the card draft: simultaneously, you each pick one card from your hand, set it aside to keep, and pass the remaining cards to the next player. The direction you pass cards alternates during the game:

- In '39, '41, '43 and '45 you pass the cards to the player to your left.
- In '40, '42, and '44 you pass the cards to the player to your right.

IMPORTANT: In '39 the German player draws 5 cards, and in '41 the Japanese player draws 5 cards; they pick 2 cards to keep (instead of only 1) in their first round of draft. In '41 if the Japanese have cards in reserve from '40, then in that case the Japanese player picks 3 cards instead of 2 to keep in the first round of the draft.

After the first round of the card draft, continue additional drafting rounds: simultaneously, you each pick one card from your hand (which you received from the player to your right or left) and set it aside to keep it, then pass the remaining cards to the left or right. This continues until you each have two cards in your hand: this is the last round of the draft. You each pick one card to keep and discard the other card. The draft is now over, and you each take your cards you set aside into your hand.

B. DISCARD ONE CARD AND DRAW A NEW CARD (POWERS MAY USE ENIGMA).

Now in player order, you each may discard one card from your hand and draw a replacement card from the deck. If you have Enigma technology, you can use it now (draw two replacement cards, keep one, and discard the other).

C. IN PLAYER ORDER, PLAYERS MAY USE ESPIONAGE TECHNOLOGY.

After the Strategic phase, proceed to the Action phase.

4.2 Action Phase

You each take turns playing one card for: **Operations, Technology, Events, Lend-Lease** or **Pass**.

PASS

You must pass when you have no cards in hand, and you may pass if you do not want to play any more cards this round.

If you pass with cards remaining in your hand, you may place one card facedown into reserve for the next round, and you must discard all other cards from your hand. The card in the reserve will be available to you at the beginning of the draft during the next Strategic Phase. You take it into your hand with the drawn cards and choose 2 cards instead of 1 during the first round of the draft. The rest of the draft is completed as per the basic rules.

IMPORTANT: UK and USSR players – if you did a Lend-Lease action this round, you cannot reserve a card when you pass.




After you pass, you may not do any more actions in this round. In a 2-player game, you may reserve half (round up) of your cards in hand (instead of only 1 card) when you pass.

After you have all passed, proceed to the Administrative Phase.

4.3 Administrative Phase

A. CHECK FOR VICTORY.



The VP track shows thresholds which the Allies and the Axis must reach or exceed to win the game. The Allied VPs are the sum of UK + USSR VPs, and the Axis VPs are the sum of German + Japanese VPs.

The threshold for the Axis to win is 29 VPs . The threshold for the Allies at the beginning of the game is 33 VPs . However during the game the threshold may be raised by 2 additional VPs for each Inactive Power that joins the Allies (the US/China) or up to 37 VPs if both Inactive Powers join the war .

If the Axis has reached its VP threshold, then the Axis wins. Otherwise if the Allies have reached their VP threshold, then the Allies win. At the end of the game if no faction has reached its VP threshold, the Axis wins (see 5.2 Victory at the end of '45).

B. PARTNERS MAY SWITCH FACTIONS.



France

France starts the game as a Home area of the UK. The UK player can build the French Army and Fleet (and no other units) in France. If an Axis player controls France in the Administrative Phase, it becomes a collaborator of that Axis player. All French units are removed from the game board and go to the occupier's supply. From now on, that Axis player can build French units in France and treat them like their own units. Place an Axis Control Marker in France to show this (Germany control /Japan control .

In a later Administrative phase, if the Allied player (UK or USSR) takes control of France, then France reverts to UK control, and all French units go to the UK player's supply. If a UK unit takes control of France it stays in the France area, however if the control of France is taken by a USSR unit it has to be immediately relocated to the closest in-supply area controlled by USSR, and cannot exceed the stacking limit of that area (it is not a move action, the USSR player does not pay any OPs to do this). Control of France may change back and forth multiple times in this way.

Italy

Italy starts the game as the Home area of Germany. The German player can build the Italian Army and Fleet (and no other units) in Italy.

If an Allied player controls Italy in the Administrative Phase, it becomes a collaborator of that Allied player. All Italian units are removed from the board and go to the occupier's supply. From now on, that Allied player can build Italian units in Italy and treat them like their own units. Place an Allied Control Marker in Italy to show this (UK control /USSR control .

In a later Administrative phase, if an Axis player takes control of Italy, then Italy reverts to German control, and all Italian units go to the German player's supply. If a German unit takes control of Italy it stays in the Italy area, however if the control of Italy is taken by a Japanese unit it has to be immediately relocated into the closest in-supply area controlled by Japan, and cannot exceed the stacking limit of that area (it is not a move action, the Japanese player does not pay any OPs to do this). Control of Italy may change back and forth multiple times in this way.

C. REMOVE DAMAGE MARKERS.

Remove damage markers on your Home areas which are under your control.

D. POWERS MAY USE THEIR UNUSED AIR FLEETS FOR STRATEGIC BOMBING.

See 11.1 Air Fleets for details.

E. REFRESH USED AIR FLEETS AND ROCKETS.

Refresh all used Air Fleets and Rockets. Flip the Air Fleets tokens to their active side and rotate back any used Rocket cards.

F. TECHNOLOGIES BECOME AVAILABLE.

Turn faceup all the technology cards developed last round and announce what new technology you possess. Adjust VP markers immediately for new technologies.

G. ADVANCE THE ROUND MARKER TO THE NEXT YEAR.

After the Administrative phase, proceed to the Strategic phase.

5.0 • WINNING THE GAME

5.1 Victory Points

All VPs are based on the current game state. If you lose an area or discard an influence card that gives a player victory points, then immediately adjust your VP marker to subtract or add the appropriate number of VPs. Each player's starting VPs (marked on the VP track) equals the VPs they have for controlling their Home areas.

Control VPs

You earn VPs by controlling areas. Each Capital you control gives 3 VPs. Each 2-star area you control gives 2 VPs. Every 1-star area you control gives 1 VP.



1

Influence VPs

You earn VPs by playing Influence event cards. Every Influence card on the table gives 1 or 2 VPs. If you lose an influence card, then you lose its VPs.

Tech VPs

You earn VPs by developing technology cards of different types.

5.2 Victory at the end of '45

If no power has reached its VP threshold (see 4.3.A Check for Victory) by the Administrative Phase of '45 (the last round of the game), the Axis wins.

6.0 • OPERATIONS

You may perform operations during your turn by playing a card for its operation points. You can use operation points to **deploy**, **attack**, **move**, **launch** or **bombard**. You can choose any combination of deploying, attacking and moving in any order with a single card, as long as you do not spend more than the number of OPs shown on the card.

If you do not spend all your OPs from a card, you can save 1 OP to use later by rotating the played card 90° clockwise. You may have only 1 saved OP at any given time during the Action phase. Later in this Action phase, if you play another card for OPs, you can discard the rotated card to add its 1 saved OP to the later card's OPs. (You can even add 1 OP to the 7 OPs event card.) At the end of the Action phase, all remaining rotated cards are discarded, and their saved OPs are lost.

IMPORTANT: You cannot save 1 OP from discarding a rocket card or after Air Strike, and you cannot use only a saved OP for operations in a turn, you must always play a card for OPs.

6.1 Deploy

It cost 3 OPs to deploy a unit

(1 OP for every under these icons:).



Take 1 unit of your faction from your pool and put it on a (same color) Home area with a Factory or Shipyard without a damage marker or enemy unit. You must respect stacking limits.

The unit type must match the building icon on that area: = Army/Air Fleet; = Fleet.

With **Engineering technologies** (), the cost to deploy a unit is reduced to 2 OPs. (see 8.1 C Engineering Tech).

You can always voluntarily destroy your own units during your turn in order to deploy them elsewhere.



You can have only one **Air Fleet** on the game board at a time. If you develop Heavy Bombers (), you can have two.

German player only: you can deploy **U-Boots** in the Atlantic and Carribean areas (and Iceland if using the Arctic Expansion), this is indicated by the icon. Deploying one U-Boot always costs 2 OPs; this cost cannot be modified.


Puppet and **Resistance** units are not deployed by spending OPs. Certain events bring them into play; (see 7.2C Puppets and 7.2D Resistance).



Damage Marker

When a player's Air Fleet bombards, or a player's units take control of an opponent's Home area with  and  icons, place a **Damage Marker** in that area to show it cannot deploy units. To place a Damage Marker in an enemy Capital, you need 2 units there. The marker will remain there until the first Administrative Phase when the area is no longer enemy-occupied (see 4.3.C Remove Damage markers).


6.2 Move








Spend the indicated number of OPs on the technology tree 1 OPs for every uncovered  under these icons:

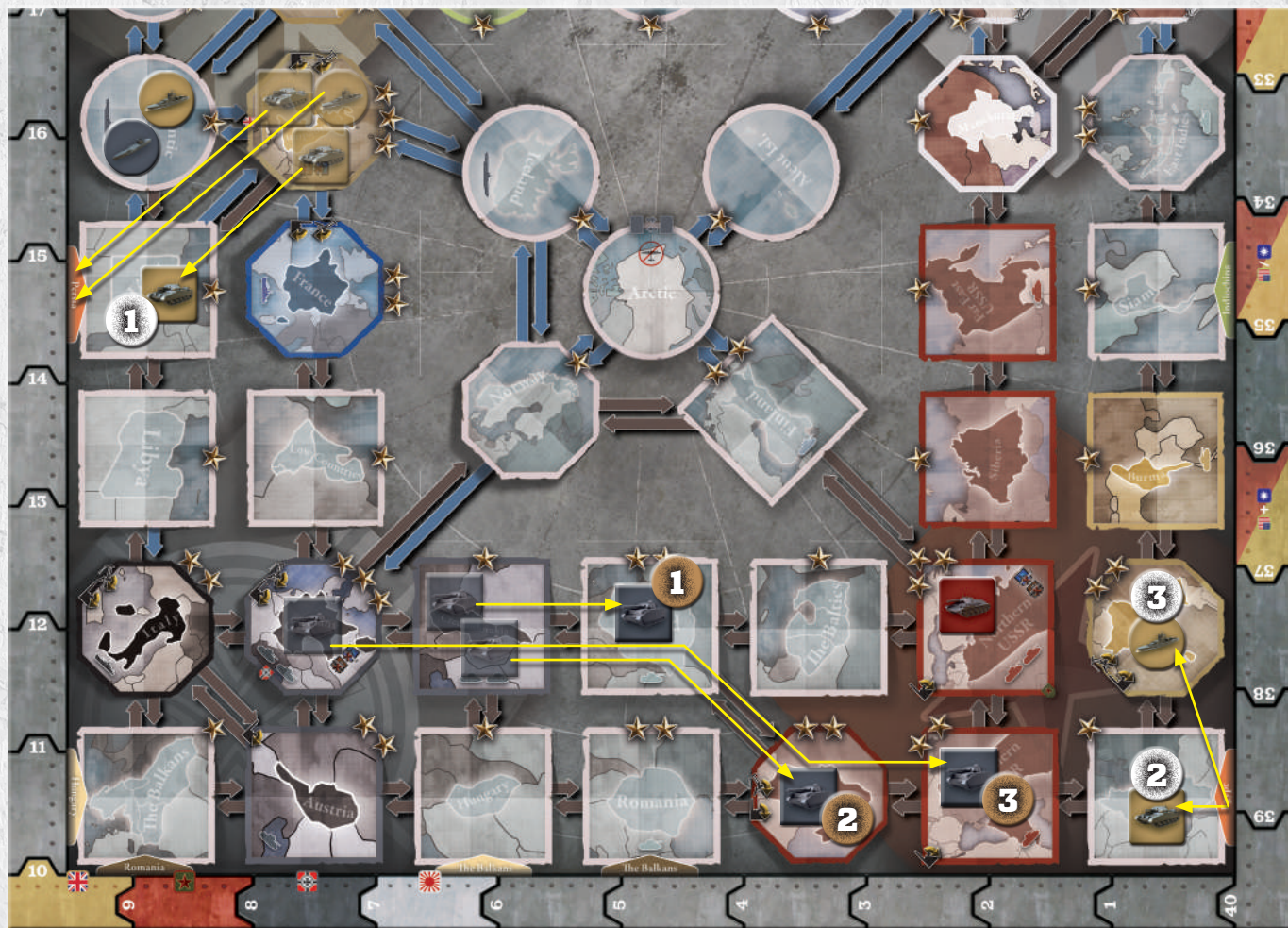


to move one of your in-supply units through any number of adjacent in-supply areas you control, into an in-supply area you control or into an unoccupied area adjacent to one of your in-supply areas.

Units can move **through** either land or sea links to an in-supply controlled area and exceed stacking limits during movement, as long as they respect stacking limits in their destination.

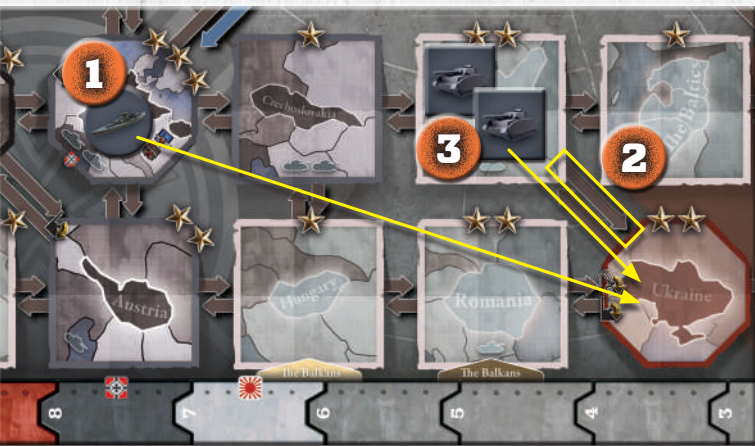
IMPORTANT: Units can pass through any type of in-supply area on their way to their final destinations .

Example: Germany first moves an army to an adjacent area , then moves another army through the first move's destination , and finally moves another army through the second move's destination . Similarly the UK player first moves an army to an adjacent area , the second army is moved through the off-map connection  , thanks to which they may move their Fleet into the area on the opposite side of the board .



Sea Link and Land Link

The first unit to move in a given turn through a blue link (➡) into an unoccupied coastal area adjacent to an in-supply area must be a Fleet, and likewise an army through a brown link (➡).



Example: You are the German player. Ukraine is unoccupied, and you want to move your Fleet into Ukraine ①. But the link from Poland to Ukraine is brown ②. So you must first move an Army through that link ③ and then move your Fleet via Poland to Ukraine.



Example: You are the UK player. Italy and Germany are unoccupied. You want to move your army into Germany via Italy ①. The link to Italy is blue ②, so first you must move your fleet into Italy ③, then your army can move (through the blue link) into Italy and (because Italy is now in supply) it can continue moving (through the brown link) into Germany.

You can **ALWAYS** move through, to and from areas containing your Partner Nation (France, Italy) units. You can move through, to and from areas containing your Additional Power (US, China) units if that power is at war, but you can **NEVER** do so if that power is not at war. You can **NEVER** move through or to

areas containing units of another power (not even your teammate) or move into your teammate's empty areas.

★ **Exception:** if an enemy controlled area contains only enemy Air Fleets, you can move an Army or Fleet (not Air Fleet) into that area. In this case, your unit stops and immediately destroys those enemy Air Fleets.


U-Boots. U-Boots do not need to be in supply to move. Spend 2 OPs to move one U-Boot between areas (see 11.2 U-Boots).

Air Fleets If you move your Air Fleet do not flip its token (to the hangar side). You flip the Air Fleet token only when you use an Air Fleet for Air Strike or Bombardment (see 11.1 Air Fleets).

Resistance units cannot move.

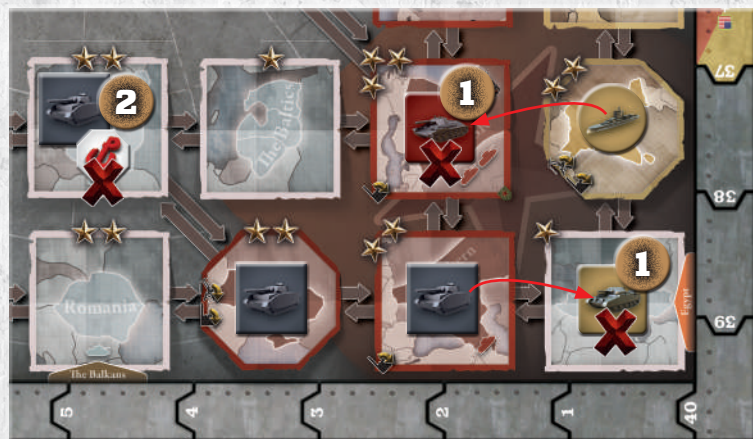
Army and Navy technologies  let you move units more efficiently (see 8.1 Technology board).

6.3 Attack

① Spend the number of OPs shown on the technology tree (1 OP for every uncovered  under these icons:



to remove 1 enemy unit. It does not matter which unit you use to attack, you always spend OPs equal to the cost of destroying the unit you are attacking. This action can be performed multiple times during your turn and by the same unit. The target unit must be adjacent to one of your own in-supply units.



Army and Navy technologies let you attack more efficiently (see 8.1 Technology board).

Air Fleets can be attacked only if they are the last type of unit in an area.



IMPORTANT: It doesn't matter what kind of unit you have adjacent to the target unit. The OP cost depends only on the target type.

★ **Exception:** Spend 2 OPs to remove 1 enemy **U-Boot** or **Resistance** unit. To do this, you must have a unit in the **same location** as the target. Only an **Army** can destroy a Resistance unit **2**, and only a **Fleet** can destroy a U-Boot **3**. The cost to destroy U-Boots and Resistance cannot be modified.



6.4 Launch

You can launch one rocket if you have developed any of the **Rocketry technologies**



(see 8.1 Technology board).

You can launch only one rocket in a round. You can choose to launch any one type of rocket you have developed. Depending on the type of rocket you launch, you discard one card and choose one opponent to discard cards:



discard a card with minimum 5 OPs; chosen opponent randomly discards 1 card



discard a card with minimum 5 OPs; chosen opponent randomly discards 2 cards



discard a card with minimum 6 OPs; chosen opponent randomly discards 3 cards

Tactic events apply to the card value (7.1 Tactics), however +1 OP from a saved card does not (see 6.0 Operations).

IMPORTANT: You cannot save or use remaining OPs from your discarded card.

Rotate your rocketry card 90° to mark it as used. In the next Strategic phase, you will rotate it back and can use its power again next year (see 4.3.E Refresh used Air Fleets and Rockets).



Radar technology decreases by 1 the number of cards you must discard from a rocket launched at you.

★ 6.5 Air Strike

You can perform an Air Strike with an Air Fleet (see 11.1 Air Fleets).



7.0 • EVENTS

Cards have event icons at the bottom. You may play an event card only if your power color matches the card color.

UK player: you cannot use US event cards until the US enters the war (see 9.0 Allies Join the War). After the US joins the war, you treat US events as your own, and the Logistic event lets you deploy any type of the event's indicated units in any combination you wish, as long as you deploy UK units in UK Home areas and US units in US Home areas.

Soviet player: likewise for you and China event cards. Types of events are: **Tactics, Logistics, Science, Influence.**

7.1 Tactics

Tactics events modify the OPs on the cards.

A. +1/-1

+1 and -1 modify the OPs of a power's cards played for OPs later this round. Multiple +1 and -1 events can be played on the same power for cumulative effect.



+1 OP Bonus

Put the +1 OP tactics in front of you or your teammate. The player this card is in front of adds 1 OP to the value of each card played for operations this round.





-1 OP Penalty

Put the -1 OP tactics in front of one of your opponents. The opponent this card is in front of subtracts 1 OP from each card played for operations this round.

B. 5/6/7







5/6/7 modify the OPs of cards played with a given value.





Use the OPs at the bottom of the card () instead of the original OPs () printed at the top of the card, if the Event is in your power color. There are three types of these cards: 5 OPs instead of 4, 6 OPs instead of 5 and 7 OPs instead of 6.



Any applicable +1 bonuses and -1 bonuses are applied *after* this effect.



7.2 Logistics

Logistics events let you deploy any unit indicated on the event (  ) and/or move units () and/or deploy Puppets ( Axis) or Resistance ( Allies). You can play the indicated Logistic event actions in any order.


A. DEPLOYMENT

For each  icon, you can deploy one Army in your factory () that you control.

★ For each  icon, you can deploy one Air Fleet in a Home area with a Factory () that you control.


For each  icon, you can deploy one Fleet in a Home area with a Shipyard () that you control.

B. MOVEMENT

For each  icon, you can move one unit of any type.

IMPORTANT: You can use this action to move one of your units already on the game board, or a new unit which you deployed during this event.

C. PUPPETS (AXIS PLAYER)

 Each Puppets icon lets you deploy up to two of your armies. Each army must go into a different non-Home Axis area which already has at least one of your units and is controlled by you. *This is an exceptional way to deploy armies, representing the many nations which fought on the Axis side during the war.*



D. RESISTANCE (ALLIED PLAYER)



Resistance units are special types of units that can be placed only in a non-Home Axis controlled area. They enter play only by this event. An Allied player may place up to 3 Resistance units in any combination of up to 3 areas. Each Resistance unit reduces an area's VP by one, to a minimum of 0.


If there is no Axis unit in the area with Resistance units, the units remain in the area. If an Allied unit is placed in an area with Resistance, return all Resistance units in that area to the supply.



Resistance can be destroyed for 2 OPs (see 6.3 Attack).






In the game, the symbol, which was the sign of the Polish Underground State, commemorates the armed and intelligence efforts of numerous underground organizations that fought against the occupiers.

7.3 Science

You can play event card with an  icon **1** to develop a technology. All rules of the technology action apply (see 8.0 Technology), but you must choose a card from the discard pile **2** instead of from your hand (take all cards from the discard pile, secretly choose one of them and place it facedown as usual when playing a technology card). If the discard pile is empty, the science event cannot be played.



7.4 Influence

Influence cards feature a nation's flag and VPs (   ). You may play an influence card to score the VPs shown on that card. Place the revealed influence card next to your Technology board and immediately gain the indicated number of VPs . That influence card stays there until the end of the game, or until another player (a teammate or an opponent) plays an influence card with this same country on it.



If a second influence card with this country is played, compare both cards:

- If the new card has a higher value than the old cards that were already on the table, the new card remains on the table, and its owner gains the card's VPs. The old cards with the lower values are discarded and their owners lose that card's VPs.

- If the new and old cards have equal values, both cards remain on the table, and the new card's owner gains its VPs.
- If the new card has a lower value than the old card, both influence cards are discarded, and the old card's owner loses its VPs.

7.5 Peace cards ()



Play Peace Card from your hand and play an additional card from the top of the draw deck. Add OPs from both cards. Spend those OPs on any operations.

Example: Play the card with US Peace event, next play a card from the top of the draw deck, it is a card with 3 OPs. Add 1 OP from US Peace card to 3 OPs from the card you have drawn. Now you have 4 OPs to use for any operation you wish.



8.0 • TECHNOLOGY

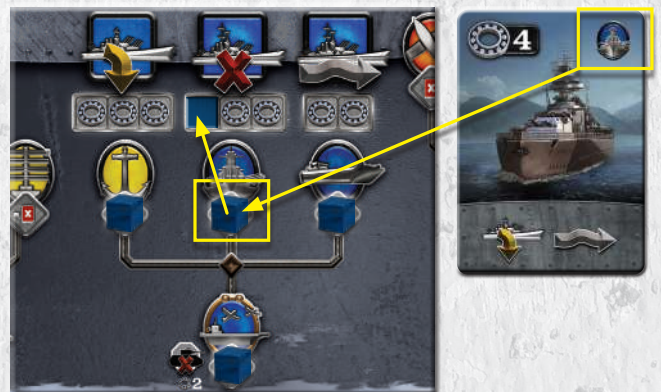


Cards have a technology icon on the top right showing which technology can be developed using the card.


To develop a technology, play the card facedown next to the right side of your Technology board during the Action Phase.



During the next Administrative phase, all players reveal their technologies developed that round, which are activated for the rest of the game.



Every time you develop a technology you move (or remove) a cube linked with that technology on (or from) your Technology board.

The cubes for **Army**, **Navy** and **Engineering** technologies are moved to cover an  icon under specific technologies, reducing the OP cost of various actions (see 6.1 Deploy, 6.2 Move, 6.3 Attack).



Remove cube from the game

The cubes for **Intelligence** (Spy and Enigma), **Rocketry** (V1, V2, A-Bomb), **Radar** and **Heavy Bombers** technologies are removed from the board; the uncovered space indicates that you have developed that technology.

Each player can develop only one technology card per round. There are five different types of technologies: **Army** (brown), **Navy** (blue), **Rocketry** (orange), **Intelligence** (purple), and **Engineering** (yellow).

Technologies are ongoing abilities of a power and remain in effect once they are revealed. The Army, Navy and Engineering technologies affect all units controlled by the player who developed them.

8.1 Technology board





A. ARMY TECH (BROWN)

Army tech increases your efficiency when moving your land units and attacking enemy land units.





A1 Mechanization

You spend only 1 OP (instead of 2 OPs) to move each Army and Air Fleet. Move this tech's brown cube to cover one  icon under the  action to show the cost is only 1 OP.





A2 Self-propelled Artillery




You spend only 2 OPs (instead of 3 OPs) to destroy an enemy Army or Air Fleet. Move this tech's brown cube to cover one  icon under the  action to show the cost is only 2 OPs.




A3 Attack aircraft

You spend only 1 OP to destroy an enemy Army or Air Fleet. Additionally, you spend only 2 OPs to destroy an enemy Fleet in a Coastal area. You can develop this technology only if you have already developed  ,  ,




and  in previous rounds. Move this tech's brown cube to cover one  icon under the  action.


The icon next to the Attack Aircraft technology  reminds you of the reduced cost of attacking a fleet in a coastal area. This reduction is cumulative with the effect of the Heavy Battleships technology.



A4 Heavy Bombers

You can deploy 2 Air Fleets (instead of 1). You can develop this technology only if you have already developed  ,





and  in previous rounds (remove this tech's brown cube to show you have developed Heavy Bombers).

B. NAVY TECH (BLUE)

Navy tech increases your efficiency when moving your sea units and attacking enemy sea units.





B1 Landing Crafts

You spend only 1 OP (instead of 2 OPs) to move each Fleet. Move this tech's blue cube to cover one  icon under the  action to show the cost is only 1 OP.





B2 Heavy Battleships




You spend only 2 OPs (instead of 3 OPs) to destroy an enemy Fleet. Move this tech's blue cube to cover one  icon under the  action to show the cost is only 2 OPs.



B3 Aircraft Carriers

You spend only 1 OP to destroy an enemy Fleet. Additionally, you spend only 2 OPs to destroy an enemy Army and Air Fleets in a Coastal area. You can develop this technology only if you have already developed  ,  and





Move this tech's blue cube to cover one  icon under the  action. Aircraft Carriers technology  reminds you of the reduced cost of attacking an Army or Air Fleet in a coastal area. This reduction is cumulative with the effect of the Self-Propelled Artillery technology.



C. ENGINEERING TECH (YELLOW)

Engineering tech increases your efficiency when building units and partially protects against rocketry attacks.

C1 Arsenal

You spend only 2 OPs (instead of 3 OPs) to deploy an Army or Air Fleet. Move this tech's yellow cube to cover one  icon under the  action to show the cost is only 2 OPs.

C2 Shipyard

You spend only 2 OPs (instead of 3 OPs) to deploy a Fleet. Move this tech's yellow cube to cover one  icon under the  action to show the cost is only 2 OPs.

C3 Radar

You discard one card less when you are a target of **Rocketry technology**. Remove this tech's yellow cube to show you have developed Radar.

D. INTELLIGENCE TECH (PURPLE)

Intelligence tech lets you manipulate cards during the Strategic phase. It also lets you develop higher levels of Rocketry technologies.

D1 Espionage

During the Strategy phase, you may look at 3 random cards from one opponent's hand. If you wish, choose 1 of the 3 cards and discard it; in this case, the opponent draws 1 card from the deck to replace it. Remove this tech's purple cube to show you have developed Espionage.

D2 Enigma

During the Strategy phase, you may draw two cards instead of one, choose one for your hand, and discard the other. Remove this tech's purple cube to show you have developed Enigma.

E. ROCKETRY TECH (ORANGE)




Rocketry techs can force opponents to discard one or more random cards from their hands.

IMPORTANT: If you have more than one Rocketry tech, you must choose only one rocket to use in a given round, and you can use that chosen rocket only once in the round.

E1 Flying bomb (V1)


Discard a card with at least 5 OPs to make a selected opponent discard 1 random card. Remove this tech's orange cube to show you have developed V1.

E2 Rocket (V2)

Discard a card with at least 5 OPs to make a selected opponent discard 2 random cards. You can develop this technology only if you have already developed , as well as  or , in previous rounds.







Remove this tech's orange cube to show you have developed V2.

E3 Nuclear Weapon (A-Bomb)

Discard a card with at least 6 OPs to make a selected opponent discard 3 random cards. You can develop this technology only if you have already developed  in previous rounds.

Remove this tech's orange cube to show you have developed the Nuclear Weapon.

8.2 Technology VPs

There are five tech colors (). After you have developed your first technology, each time you develop an additional technology of a different color (one you didn't have), you gain 1 VP. So if you have developed at least one technology in every color, you have gained 4 VPs total. To easily track how many VPs you have gained from technology colors, move the white cube on the  track on your player board.

9.0 • ALLIES JOIN THE WAR

At the start of the game, the Additional Powers - the US and China - are inactive. The US will immediately join the UK, and China will immediately join the USSR, if the corresponding Allies Join War (AJW) marker reaches the last box on its Join War track.



China Joins War track



US Joins War track

As soon as the US joins the UK, all US units are treated as UK player units, can be stacked in the same area, and make an area in-supply, and US Home areas are treated as UK Home areas.


IMPORTANT: US units cannot be deployed in the UK's Home areas with  and vice versa.


These same rules apply to the USSR and China. The Allies immediately gain VPs for controlled US or Chinese areas when the US or China joins the war.

There are two ways to advance an AJW marker:


9.1 Lend-Lease

Lend-Lease is a special action for the UK and USSR players. Each round, the UK player can discard exactly 1 card

from their hand to advance the  AJW marker one box to the right. The UK player then draws one card from the US deck and puts it aside. The UK player gets this card in the next strategic phase at the start of the draft. Similarly to the card in the reserve (see 4.2 Action Phase), the player adds it to the remaining cards drawn at the beginning of the draft and chooses 2 cards from them to keep, and gives the remaining cards to the next player. The draft continues as normal. The UK player can look at this US card but can't take it or use it until the next draft. If the UK player does Lend-Lease, they cannot set aside any other card this round. If the AJW marker is in the last box, a Lend-Lease action for this power is no longer possible.

The USSR player can similarly do Lend-Lease to advance the  AJW marker and draw a China card.

9.2 Axis Invasion

Whenever an Axis player attacks a US unit or moves one unit into a US Home area, the  AJW marker advances one box to the right, but the UK does not receive a US card. Instead, the UK player draws 1 US card and shuffles it into the draw deck. After the US joins the war, the Invasion of the Axis forces is not considered. The same rules apply to the USSR and China.

An AJW may advance several boxes in one round due to Axis attacks and unit movements.

10.0 • RULES FOR TWO & THREE PLAYERS

10.1 Two Players

In a 2-player game, you play both Powers of one faction and draw cards equal to the total of both powers, minus 1. All cards in your hand are common to all powers you control, but you can still only play an event card if your power color matches the card color, and you must develop technologies separately for each power. The powers' turn order is unchanged (e.g. you cannot do two actions in a row with Germany, unless the UK, Japan, and USSR have already passed). If you pass with one power, you must discard half of your hand cards (rounded down).

Your two Powers still act independently, as if played by two separate players.

The **Draft** rules in a two player game are the same, except that you set aside 2 cards (instead of 1) during each round of drafting. (In '39, the Axis player sets aside 3 cards in the first round of the draft, and in '41 the Axis player does the same.)

Radar technology is shared between your two powers. When you are a target of **Rocketry** tech, you must decide whether to use radar to decrease the number of cards you must discard. When you use Rocketry, you target the opponent, not a specific enemy Power. When you use a Radar tech, rotate its card 90 degrees to show that you cannot use it again this round. But if you have a second Radar tech, you can use it to defend against a second Rocketry attack. During the Strategy phase, **Intelligence** technology works as in the 4-player game, however if a player develops this same technology for both powers:

A. Espionage

The player chooses 2 of the 5 cards and discards them; in this case, the opponent draws 2 cards from the deck to replace them.

B. Enigma

The player may draw 3 cards instead of 1, choose 2 for their hand, and discard the other one.

10.2 Two Players Variant

This is a 2-player variant where you play a 2-player game but just like a 4-player game. In this variant, both of you play powers separately, so one of you controls the Axis and the other the Allies, but you do not mix cards between powers. It is challenging to have two separate decks (one for each of your controlled powers), so we recommend this variant only for experienced players.

All the rules and the **Draft** rules are the same as in a 4-player game.

10.3 Three Players

In a 3-player game, one player plays both major powers of one faction, while the two other players play one major power each. All players use cards and develop technology cards separately for each major power (the player covering two major powers will manage two separate hands of cards).

The **Draft** rules are the same as in a 4-player game.

★ 11.0 • ADVANCED RULES

11.1 Air Fleets

Air Fleets are land units, and all rules regarding land units apply to them. You can deploy an Air Fleet in a Home area with a Factory (🏭). The cost of deploying an Air Fleet is equal to the cost of deploying other land units (initially 3 OPs).

Air Fleets do not control an area, but the capacity limit of the area does apply to them. Air Fleets can be the only type of unit in their owner's Home areas, but Air Fleets can never be the only type of unit in a neutral area. If Air Fleets are the only units in a neutral area, remove them and return

them to their owner's supply. If Air Fleets are the only units in a Home area, and an enemy unit ends their move in that area, remove the Air Fleets and return them to their owner's supply. Air Fleets can be attacked if they are the only type of units in an area.

Air Fleets can be used in the Action or the Administrative phase:

A. OPERATIONAL USE OF THE AIR FLEET (AIR STRIKE – Action Phase)

You can use an Air Fleet for an Air Strike action to destroy one or more enemy units in an area. The Air Fleet can per-

form only one Air Strike per round. You must have an Air Fleet in supply, at most two spaces away from the area with the opponent's units. Discard a card with a number of OPs equal to the number of OPs required to destroy the targeted enemy units (all attack rules apply). One Air Fleet can destroy more than one unit in the chosen area but it cannot attack multiple areas. You may choose to destroy some or all of the enemy units in the target area.

IMPORTANT: You cannot move and Air Strike with an Air Fleet in the same turn. You cannot save or use remaining OPs from this card.

After the Air Strike, flip your Air Fleet over (to the side with a hangar) to indicate that the unit has been used this round. You cannot move or use this Air Fleet for any operation for the rest of this round.



B. STRATEGIC USE OF THE AIR FLEETS

(BOMBARDMENT – Administrative Phase)

If a player has an unused Air Fleet within two spaces of an opponent-controlled area with a Factory or Shipyard, the player can use the Air Fleet to Bombard and place a Damage Marker on that area. A player may use Bombardment for each controlled Air Fleet, and each Bombardment must be used in a different eligible area. If more than one player can Bombard, resolve Bombardment in player order. After bombarding, flip the Air Fleet over (to the side with a hangar) to indicate that it has been used this round.

IMPORTANT: One Air Fleet attack is sufficient to place a Damage Marker in an opponent's Capital. Bombardment is not obligatory.

11.2 U-Boots

U-Boots are special German navy units. The German player may pay 2 OPs per U-Boot to deploy U-Boots in the Atlantic Ocean, the Caribbean Sea (and Iceland if using the Arctic expansion). Areas where U-Boots can be deployed are marked with . Spend 2 OPs to move one U-Boot between  areas. U-Boots units do not need to be in supply to move

U-Boots **DO NOT** control an area. U-Boots do not count towards the general stacking limit of 2 units in a 1-star area, but there is a special stacking limit of 2 U-Boots per area; in other words, the Atlantic Ocean, the Caribbean Sea and Iceland can each have a maximum of 2 Fleets and 2 U-Boots. Additionally, in 1939 there can be only one U-Boot on the game board; in 1940, there can be only two; in 1941 and later, there is no limit to the number of U-Boots on the board.

If there is a U-Boot on the game board, the UK's Lend-Lease action is restricted:

- if one U-Boot is in play, the card played for Lend-Lease must have at least 4 OPs
- with two U-Boots, the card must have 5 OPs
- with three U-Boots, the card must have 6 OPs.

(Apply Tactics events to the card's OPs, but not +1 OP saved from a card.)

If an area has a U-Boot and an Allied Fleet, the area is uncontrolled and the Allied player does not gain VPs from it. U-Boots do not have to be in supply to operate.

A U-Boot can be destroyed for 2 OPs. To do this, you must have a Fleet **in the same area** as the U-Boot. The cost to destroy U-Boots cannot be modified

11.3 Alternative setup

Starting with the USSR player, players may choose and place their units in any areas of their homeland as follows:

USSR – 4 USSR units, plus 2 Chinese Army in China

Japan – 6 Japanese units







UK – 3 UK units, plus 1 French unit in France, 1 US Fleet in Philippines, and 2 US units in US


Germany – 5 German units, plus 1 Italian unit in Italy

11.4 The Arctic Expansion

The Arctic Expansion adds 5 new areas in the middle of the game board: the Arctic, Iceland, Norway, Finland and the Aleutian Islands (Aleut Isl.).

When using the expansion, the following applies:

-  During setup place an additional  Army in Finland.
-  If you play with U-Boots, Germany has the additional area of Iceland to deploy them in.
-  The powers that control the Arctic at the end of the draft may exchange one card between them (). Air Fleets cannot end their movement in the Arctic ().
- Norway and Aleut Isl. do not have any special rules.

On the alternative side of the board, the areas from the Arctic expansion are inside the area marked with the dashed line .

12.0 • SCENARIOS

You can also choose to play a shorter scenario if you do not have time to play the whole game. Follow the instructions below to set up a different scenario.

12.1 Rise of the Axis

Skip the EVENT and ALLIES JOIN THE WAR rules. Players cannot play event actions. Players cannot attack US or Chinese units. Players cannot enter US or Chinese areas. Use the initial GAME SETUP and all the map.










The game lasts only 4 rounds, from 1939 to 1942.

In the victory stage of the 4th round (1942), calculate the total VPs of each faction and end the game. The faction with more total VPs wins. If both factions have the same number of VPs, the game is a draw.





12.2 Fall of the Axis

This is an end-game scenario in which the Axis is at the peak of its power but the Allies strike back. The game starts in 1943. The victory conditions are the same as in the normal game (see 4.3.A Check for Victory). This scenario is played without the Arctic Expansion.




Setup

The US and China are in the war, so do not use the AJW markers. Search in the deck for the following cards: Germany (dark grey) , ; UK (tan) , ; Japan (white) , ; USSR (red) , ; China (purple) . These are active technologies. Distribute these cards among the powers as described in their power setup:




A. GERMANY

- Place the **France** marker on the game board on the partner of Germany side  and place French units in the German player supply.
- Place one German army in each of the following: Poland, the Baltics, Ukraine, the Low Countries. Place one Italian army in Libya.
- Place one German fleet in France, two U-Boats in the Atlantic and one in the Caribbean.
- Technologies: , , .




B. UK

- Place one British army in each of the following: India, Persia, Egypt. Place one US army in each of the following: East U.S.A., West U.S.A.
- Place two British fleets in the United Kingdom, place one British fleet in the Atlantic. Place one US fleet in the West U.S.A. and one US fleet in the Hawaii Isl.
- Technologies: , , .

C. JAPAN

- Place one Japanese army in each of the following: Indochina, East Indies, Siam, Burma.
- Place one Japanese fleet in each of the following: Nanking, Ryukyu Isl., Philippines, Mariana Isl., Solomon Isl.
- Technologies: , , .

D. USSR

- Place two Soviet armies in Siberia. Place one Soviet army in the Northern USSR, and one Soviet army in the Southern USSR. Place one Chinese army in China.
- Technologies: , , .

Shuffle the remaining cards and deal five to each player. Play the game as normal starting with the draft (pass the cards to the player on the left).

13.0 • SOLO RULES

Solitaire gameplay has been prepared especially for those who like challenges. It can be used as a great tactics training and testing ground for new strategic solutions. **To win the game, the Allies must control all Home areas of any Axis power during the Administrative Phase.** If the Axis has 29 VPs during the Administrative Phase, the player loses the game.

In this variant of the game, the player always plays as the Allies against the Axis. We recommend playing on the UK side of the board (Germany to the right and Japan to the left) but it is not obligatory.

Apply the 2-player rules for the solitaire game (see 10.1 Two Players) with this exception:

- 1** The Axis uses a special solo deck.
- 2** At the beginning of each Strategic Phase (except 1939) remove two random cards labelled "1939" from the Axis solo deck, and add all cards labelled with the following year:
 - a) 1940: add the "1940" cards
 - b) 1941: add the "1941" cards
 - c) 1942: add the "1942" cards
 - d) 1943: add the "1943" cards and play with them up to the end of the game, you will not add or remove any cards in 1944 and 1945.
- 3** Shuffle the solo deck and deal a given number of cards for the Axis:
 - a) 1939: 6
 - b) 1940: 5
 - c) 1941: 6
 - d) 1942: 7
 - e) 1943, 1944, 1945: 9
- 4** Do not apply the draft rules to the Axis. Draft rules apply to the player except that instead of giving cards to the next player, discard two chosen cards after you draw your hand. You can still discard another card and draw a replacement (see 4.1.B Discard one card and draw a new card). You can apply the Enigma tech if you have developed it.
- 5** During the Administrative phase, before you reveal your developed techs, in the order of the round reveal cards from the game deck until you reveal one technology for Germany and one for Japan according to these principles:

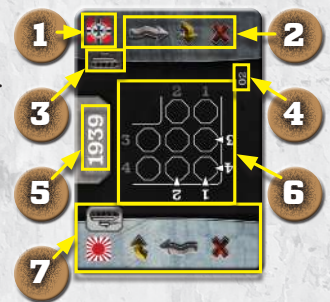
- a) Mechanization, Self-propelled Artillery, Landing Craft, Heavy Battleships, Arsenal and Shipyard can be developed in any order.
 - b) Radar can be developed only if the UK or USSR has any V1 tech. One Radar for each V1 the Allies have.
 - c) Espionage, Enigma, and Heavy Bomber cannot be developed by the Axis.
 - d) Any cards drawn before the allowed tech is revealed are discarded into the discard pile.
- 6** Do not add any VPs from technology to the Axis or Allies VP track.
 - 7** Whenever the Axis performs an action and has the appropriate technology perform one additional action according to that technology.
 - 8** Remove from the game Air Fleets, Resistance and U-Boot units, they will not be used in a solo game.
 - 9** Treat Air Fleets, Resistance, and -1OP events as if they were blank.
 - 10** There must be at least one Axis unit in each of their Home areas. If there is no Axis unit in one of their Home areas during an Axis movement, first move an Axis unit to that Home area using the Home area priority.
 - 11** If any Axis power cannot perform any action and that power controls all of its Home areas it gains 1VP (use the Solo VP marker to indicate this).

PLAYING THE GAME

During a Germany or Japan turn, draw the top card from the solo deck and resolve all possible actions on that card in order from left to right. Skip any actions that cannot be resolved.

Solo card breakdown


- 1** German side indicator.
- 2** German actions priority.
- 3** German units priority.
- 4** Card number.
- 5** Year indicator.
- 6** Priority area sequence.
- 7** Japan side (indicator, actions and units priority).



ACTION EXECUTION

Depending which side of the Axis card you play, place it in the proper orientation next to the board, the indicator **1** should be touching the board (the side indicator should always be on top of the played side card). Perform each action possible from left to right **2** using the units priority **3** and priority area sequence **5**. Remember that the priority area sequence applies to both Germany and Japan but actions and units may vary. If you cannot perform the deploy/move/destroy action with priority units, perform the indicated action with another type of unit (i.e. if the solo card tells you to move the German army, but for any reason it cannot be done, try to perform that action with the navy unit). If you cannot perform any action, skip to the next action, perform it and do this to all indicated actions.





PRIORITY AREA SEQUENCE



For most of the game when you are performing any action for the Axis you only have to check the unit's priority but sometimes (especially at the beginning of the game) you will have more than one option for executing an action. In such a case, you have to use the priority area sequence to determine which unit should be moved, deployed, or destroyed first. To do this just imagine a virtual line that starts at the border of the map (indicated by ) and move as that arrow shows. To start do this with the arrow labelled as 1, and if you cannot execute an action just proceed to the next higher number (1 > 2 > 3 > 4).



NOTE: The colors of the numbers are irrelevant.

TECHNOLOGY

If either Germany or Japan has any technology developed, they perform an additional deploy/move/destroy action with each of their actions.

    – when Japan or Germany perform a destroy action, destroy one additional unit for every developed technology. Self-propelled Artillery and Attack Aircraft each allow the Axis to destroy one additional army. Heavy Battleships and Aircraft Carriers each allow the Axis to destroy one additional fleet.

  – when Japan or Germany perform a move action, move one additional unit for every developed technology. Mechanization allows the Axis to move one additional Army. Landing Craft allows the Axis to move one additional fleet.

  – when Japan or Germany perform a deploy action, deploy one additional unit for every developed technology. Arsenal allows the Axis to deploy one additional Army. Shipyards allows the Axis to deploy one additional Fleet.

IMPORTANT: If you have to destroy / move / deploy an additional unit due to the developed technology, always do it with that specific unit (i.e. if the Axis may destroy an additional Army, it cannot destroy an additional Fleet due that developed technology, it must be an Army).

HOME AREA PRIORITY

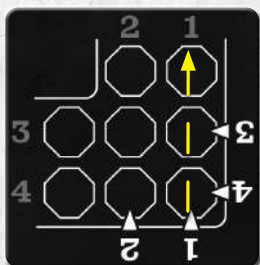
When performing the above actions, the Priority area sequence shows the player where to perform specific Axis actions. In addition to the Priority area sequence, there is Home area priority which shows you where to deploy the Axis units first, from which Home area you move the Axis units, and from which Home area to remove Allied units, if any. If there is a player unit in any of the Axis Home areas and the order of action execution indicates that you should perform a destroy action, first you must use this action to destroy that Allied unit, and if there are more than one unit use Home area priority to choose which Allied unit will be destroyed first. Remember that the Axis unit must be in an adjacent area to be able to perform a destroy action (the Capital itself can also destroy enemy units). Moreover, if any of the Axis Home areas does not contain an Axis unit, first you must move one of the Axis units (if possible) to that area.



IMPORTANT: You cannot move any of the Axis units if the action causes any of the Axis Home areas to be without a unit.


The Home area priority of Japan is: Japan, Nanking, Manchuria, Ryukyu Isl.

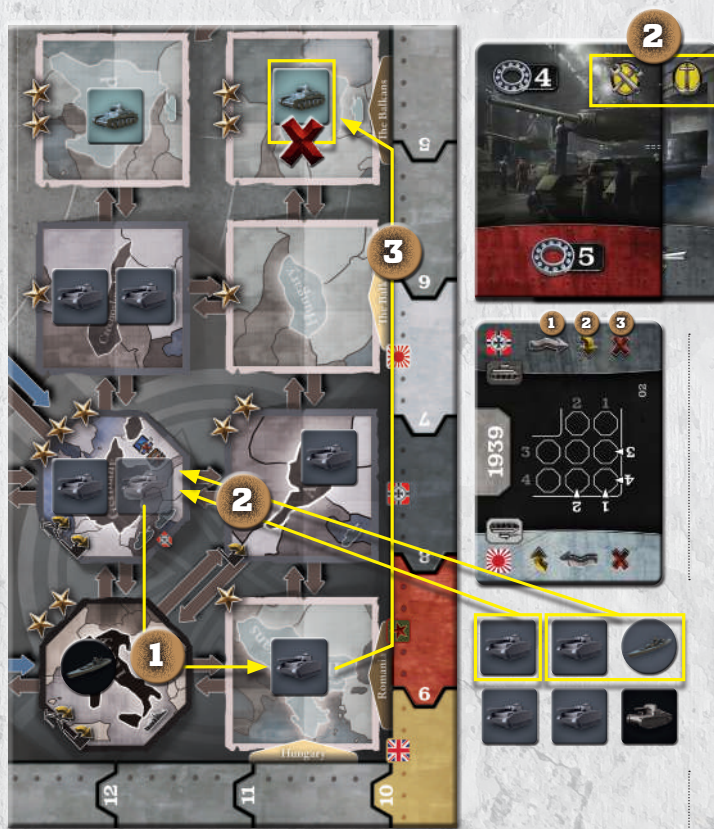
The Home area priority of Germany is: Germany, Italy, Austria, Czechoslovakia.

EXAMPLE: The first action on this solo card is **move an Army 1**. There is at least one German unit in all German Home areas, so using the Home area priority you move one Army from Germany. Using the priority area sequence to create a line from 1 and starting from the border, you check if there is any empty space adjacent to your in-supply areas. There is one in The Balkans, so you move one Army there from Germany.



The second action is to **deploy an Army 2**. Based on the Home area priority you should deploy one Army in Germany but due to the fact that Germany has the  and  technologies, you have to deploy one additional Army and Fleet in Germany.

The last action is a **destroy** action, and the units priority indicated that the Axis have to destroy **an Army 3**. As there are two Armies adjacent to your units (in Poland and Romania) you have to check which is the first to be destroyed on the priority area sequence. The first Army on the line with 1 is a neutral unit in Romania (as the Axis already have an army unit in the Balkans it can be destroyed via offboard connection ). You destroy that unit and end the German turn.



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TABLE OF CONTENTS

1.0 Components	2	5.2 Victory at the end of '45	12	9.0 Allies Join the War	21
2.0 Setup	4	6.0 Operations	12	9.1 Lend-Lease	21
3.0 Core Concepts	7	6.1 Deploy	12	9.2 Axis Invasion	21
3.1 Allies and Axis	7	6.2 Move	13	10.0 Rules for Two & Three Players	22
3.2 Powers	7	6.3 Attack	14	10.1 Two Players	22
3.3 Cards	7	6.4 Launch	15	10.2 Two Players Variant	22
3.4 Colors	7	6.5 Air Strike	15	10.3 Three Players	22
3.5 The Map	7	7.0 Events	16	11.0 Advanced Rules	22
3.6 Units	8	7.1 Tactics	16	11.1 Air Fleets	22
3.7 Stacks	8	7.2 Logistics	6	11.2 U-Boats	23
3.8 Control	8	7.3 Science	17	11.3 Alternative setup	23
3.9 Supply	9	7.4 Influence	18	11.4 The Arctic Expansion	23
4.0 Playing the Game	10	7.5 Peace cards (☘)	18	12.0 Scenarios	24
4.1 Strategic Phase	10	8.0 Technology	18	12.1 Rise of the Axis	24
4.2 Action Phase	10	8.1 Technology board	19	12.2 Fall of the Axis	24
4.3 Administrative Phase	10	8.2 Technology VPs	20	13.0 Solo Rules.....	25
5.0 Winning the Game	12				
5.1 Victory Points	12				



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