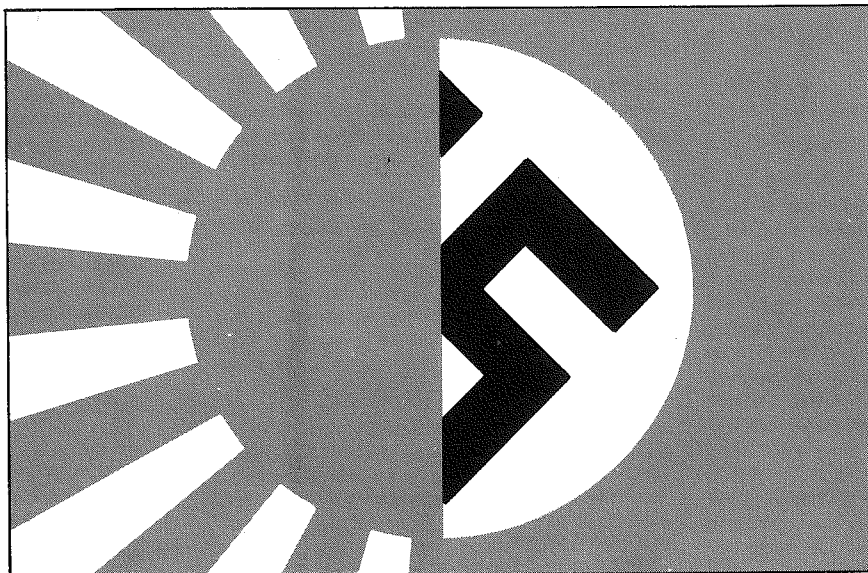


GLOBAL WAR

RULES OF PLAY



The War against Germany
and Japan, 1939-45

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- 1.0 INTRODUCTION**
- 2.0 GENERAL COURSE OF PLAY**
- 3.0 GAME EQUIPMENT**
 - 3.1 The Game Map
 - 3.2 The Playing Pieces
 - 3.3 Game Charts and Tables
 - 3.4 Game Equipment Inventory
 - 3.5 Game Scale
- 4.0 SEQUENCE OF PLAY**
 - 4.1 The Game-Turn
 - 4.2 Sequence Outline
 - 4.3 Game Length
- 5.0 LAND MOVEMENT**
 - 5.1 How to Move Units
 - 5.2 Movement Inhibitions and Prohibitions
 - 5.3 Seasonal Movement
 - 5.4 Strategic Movement
 - 5.5 Amphibious Assault
 - 5.6 Overrun Attacks
- 6.0 LAND ZONES OF CONTROL**
 - 6.1 Movement Effects
 - 6.2 Combat Effects
 - 6.3 Retreat Effects
 - 6.4 Supply Effects
 - 6.5 Land Zone of Control Restrictions
- 7.0 STACKING OF LAND UNITS**
 - 7.1 Effects on Combat
 - 7.2 Unit Break-Down and Build-Up
 - 7.3 Stacking Inhibitions and Prohibitions
- 8.0 LAND COMBAT**
 - 8.1 Which Units May Attack
 - 8.2 Multiple-Unit and Multi-Hex Combat
 - 8.3 Combat Differential Calculation
 - 8.4 Combat Losses
 - 8.5 Advance After Combat
 - 8.6 Land Combat Results Table Explanation
 - 8.7 How To Retreat
- 9.0 LAND SUPPLY**
 - 9.1 Supply Sources
 - 9.2 Judging Supply
 - 9.3 Supply Effects
 - 9.4 Blocking Supply
- 10.0 WEATHER**
 - 10.1 Effects of Weather
- 11.0 NEUTRALS**
 - 11.1 Movement of Neutrals
 - 11.2 Neutral Supply
 - 11.3 Violating Neutrality
- 12.0 NAVAL MOVEMENT**
 - 12.1 Surface Movement
 - 12.2 Submarine Movement
 - 12.3 Anti-Submarine Warfare (ASW) Movement
 - 12.4 Merchant Ship Movement
 - 12.5 Amphibious Movement
 - 12.6 Naval Movement Inhibitions and Prohibitions
- 13.0 TRANSIT ATTACK ZONES OF CONTROL**
 - 13.1 Transit Attack Inhibitions and Prohibitions
 - 13.2 Surface-A Zone of Control
 - 13.3 Submarine Zone of Control
 - 13.4 ASW Zone of Control
- 14.0 NAVAL STACKING**
 - 14.1 Naval Stacking Inhibitions and Prohibitions
- 15.0 NAVAL COMBAT**
 - 15.1 Which Units May Attack
 - 15.2 Submarines
 - 15.3 Merchant Ships
 - 15.4 ASW Units
 - 15.5 Depletion
 - 15.6 Naval Combat Inhibitions and Prohibitions
 - 15.7 Counter Attacks
 - 15.8 Retreat Before Combat
- 16.0 NAVAL SUPPLY**
 - 16.1 Supply Effects
 - 16.2 Supply Sources
- 17.0 AIR UNITS**
 - 17.1 Air Unit Movement
 - 17.2 Air Unit Stacking
 - 17.3 Air Unit Combat
 - 17.4 Air Unit Supply
 - 17.5 Effects of Enemy Units on Friendly Air Units
 - 17.6 The Atomic Bomb
- 18.0 PRODUCTION**
 - 18.1 How to Produce Units
 - 18.2 Production Stage Procedure
 - 18.3 Depleted Units
 - 18.4 Captured Industrial Hexes
 - 18.5 Stockpiling
 - 18.6 Pipelines
- 18.7 Pipelines and Production**
- 18.8 Lend-Lease**
- 18.9 Production Inhibitions and Prohibitions**
- 19.0 SPECIAL RULES**
 - 19.1 Neutral Merchant Fleets
 - 19.2 Italy
 - 19.3 The United States
 - 19.4 The Commonwealth
 - 19.5 Chinese Regeneration
 - 19.6 Manchurian Garrison
 - 19.7 The Union of Soviet Socialist Republics
 - 19.8 The Baltic and Adriatic Seas
 - 19.9 Axis Minor Allies
- 20.0 OPTIONAL RULES**
 - 20.1 Vichy and Free France
 - 20.2 Japan and French Indochina
- 21.0 MULTI-PLAYER GAMES**
 - 21.1 National Variation
 - 21.2 Ministerial Variation
- 22.0 CHARTS AND TABLES**
 - 22.1 Naval Combat Results Table
 - 22.2 Air Tables
 - 22.3 Land Combat Results Table
- 23.0 SCENARIOS AND VICTORY CONDITIONS**
 - 23.1 Standard Scenario
 - 23.2 Axis High Water Mark Scenario
- 24.0 INTEGRATED TURN RECORD AND PRODUCTION TRACK**
- 25.0 GAME NOTES**

GLOBAL WAR DESIGN CREDITS

Game Design: **James F. Dunnigan**

Physical Systems Design: **Redmond A. Simonsen**

Game Development and Rules:

Christopher Allen, Redmond A. Simonsen, Kevin Zucker

Physical Production:

Linda Mosca, Manfred Milkuhn, Larry Catalano

GLOBAL WAR

The War against Germany and Japan, 1939-45

[1.0] INTRODUCTION

Global War is a simulation on an army/fleet level of the Second World War depicted on a global level. The simulation includes the main elements of land, sea and air warfare. The game covers the years 1939-45. Optional rules allow Players to choose from several levels of complexity,

[2.0] GENERAL COURSE OF PLAY

Global War is basically a two-Player game. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one hex to another, each unit expends a portion of its Movement Allowance. Naval Transport and Amphibious movement allows the transfer of land units across bodies of water. Combat is resolved by comparing the Combat Strength Points of opposing units and expressing the comparison as a difference (differential) between attacker and defender. A die is rolled and the outcome indicated on the appropriate Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" x 42" two-piece mapsheet portrays the globe, excluding the North and South Poles. A hexagonal grid is superimposed upon the mapsheet to regularize the movement and position of the playing pieces.

How to Assemble the Map: The "East" Map Section is overlapped onto the "West" Map Section so that the partial hexes on the West Section are entirely covered by the East Section. This will result in the edge of the East section exactly bisecting the hex containing Ceylon (the island just off the southern coast of India). Common paperclips can be used to secure the two sections to each other. It is a good idea to back-fold each map section against the direction of the machine folds in order to insure that the map lies flat on the table. Players may wish to use small pieces of masking tape (not cellophane tape) to secure the map to the table at the four corners and in the center top and bottom.

An Important Note on the Geography of the Map: Players familiar with SPI games will notice several unusual features on the **Global War** game map. Hexes are color-coded to indicate which of the three basic types they are. These types are All-Sea hexes, All-Land hexes, and Coastal hexes (hexes in

which there is both land and sea). Additionally, many of the hexsides are color-coded to indicate which basic types of units may traverse them. The literal continental outlines drawn on the map are for general reference and decorative purposes only: all questions of movement, combat and other game mechanics are resolved on the basis of the aforementioned hex and hexside coding. For more description, Players should see the Terrain Key on the map and use it in conjunction with the Terrain Effects Chart. The map was drawn in this fashion to allow a greater degree of accuracy, flexibility and sophistication in the handling of the complicated terrain interrelationships that arise in large-scale, multi-environment games such as **Global War**.

Remember, the continental outlines are not the final determinators of the "geography" for game purposes; rely only on the hex and hexside coding.

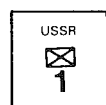
The Map Edges: Think of the **Global War** map as a flattened cylinder; units may move off the extreme East edge of the map and reappear on the equivalent point on the extreme West edge (and vice-versa) as if the map were continuous. No units may ever move off the north or south edges of the map (if forced to do so, they would be eliminated instead).

[3.2] THE PLAYING PIECES

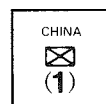
Differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the units of the various armed forces that were available during the Second World War. The opposing forces in the Order of Battle are provided on the unit sheet. It is strongly recommended that the Players sort their units by type and color, and keep them segregated in the plastic tray. This greatly facilitates setting up and playing the game. The playing pieces are distinguished by nationality, type and strength, as represented by various numbers and symbols printed on their faces.

[3.21] Summary of Unit Types

Land Units



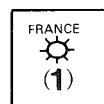
Infantry



Self-Defense

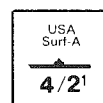


Mechanized

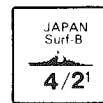


Fortification

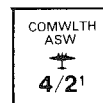
Naval Units



Surface Fleet-"A"



Surface Fleet-"B"

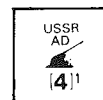


Anti-Submarine Warfare

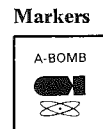


Merchant Ship

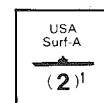
Air Units



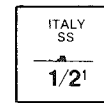
Air Defense



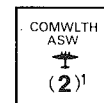
Atomic Bomb



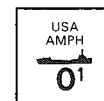
Depleted Surface-"A"



Submarine Fleet



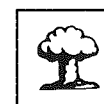
Depleted ASW



Amphibious Assault



Long Range Bomber



Nuclear Destruction

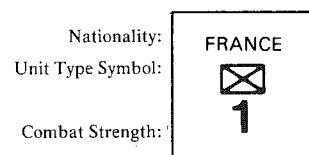
[3.22] Definition of Terms

Combat Strength is the basic attacking and defending power of a unit quantified in Combat Strength Points. Units with a Combat Strength in parenthesis may not attack, only defend.

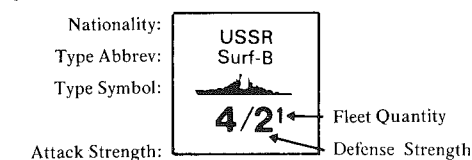
Movement Allowance is the basic movement ability of a unit quantified in Movement Points; in most cases a unit expends one Movement Point of its total Movement Point Allowance for each hex entered. Movement Allowances are not printed on the land units, but are standardized figures for all units, which varies by the season and/or terrain crossed.

Fleet Quantity: This is the small superscript number found on all Air counters and Naval counters. It indicates the number of units ("fleets") represented by that counter. Note that on land units such a number is unnecessary since the number of units represented by a counter is exactly equivalent to the number of Strength Points.


[3.23] Sample Unit: (Land)



[3.24] Sample Unit: (Naval)



[3.25] Sample Unit: (Air)

Nationality:	USA
Type Abbrev:	LRB
Type Symbol:	
Attack Strength:	2/4 ¹
	Fleet Quantity
	Defense Strength

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the Land, Air and Sea Combat Results Tables, Turn Record Chart, Terrain Effects Chart, Production Cost Table and the Production Track. All Charts and Tables will be found on the two identical sets of separate sheets included with the game.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of **Global War** should include the following parts:

- One Game Map (two 21" x 22" pieces)
- Two identical sets of counters (800 pieces)
- One Rules Booklet
- Two identical Turn Record/Production Tracks
- Two identical Chart and Scenario sheets
- One box/cover sheet
- One die

If any of these parts are missing or damaged, write to this address for replacements:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

[3.5] GAME SCALE

Each Game-Turn represents three months of real time; each hexagon represents approximately 300 miles of distance.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Global War is played in turns called "Game-Turns". Each Game-Turn consists of nineteen Phases grouped into four Stages. The Game-Turn proceeds as follows:

[4.2] SEQUENCE OUTLINE

A. NAVAL STAGE

1. First Axis Naval Movement and Combat Phase: The Axis Player moves any and all of his Naval units that he wishes up to the maximum number of Movement Points allowed a specific unit. Each unit may move, have combat, and move again so long as the unit's total Movement Allowance is not exceeded during the course of the Phase. Transit Attacks are also suffered by the Axis Naval units during this Phase.

2. First Allied Naval Movement and Combat Phase: The Allied Player repeats Phase 1, using his units.

3. Second Axis Naval Movement and Combat Phase.

4. Second Allied Naval Movement and Combat Phase.

5. Third Axis Naval Movement and Combat Phase.

6. Third Allied Naval Movement and Combat Phase.

(Note that all the Naval Phases are identical.)

B. AIR STAGE

7. Axis Air Movement Phase: The Axis Player moves his LRB's to the Target Industrial Hexes.

8. Axis Air Combat Phase: Allied Air Defense units attack Axis LRB's. Surviving LRB's attack target Allied Industrial Hexes and return to base.

9. Allied Air Movement Phase: The Allied Player performs Phase 7, using his LRB units.

10. Allied Air Combat Phase: The Allied Player repeats Phase 8, using his LRB's involved with Axis Air Defense units.

C. LAND STAGE

11. Axis Land Movement Phase: The Axis Player may move his land units in any direction up to the limit of the current season's Movement Allowance.

12. Axis Land Combat Phase: The Axis Player may attack any Allied units adjacent to Axis units at the Axis Player's option. Amphibious Invasions are conducted during this Phase.

13. Axis Strategic Movement Phase: The Axis Player may now move up to two Strength Points through Friendly Communications Areas up to a distance of 16 hexes. Land Strength Points are also transported by sea during this Phase.

14. Allied Land Movement Phase: The Allied Player repeats Phase 11, using his units.

15. Allied Land Combat Phase: The Allied Player repeats Phase 12, using his units.

16. Allied Strategic Movement Phase: The Allied Player repeats Phase 13, using his units.

D. PRODUCTION STAGE

17. Reinforcement Phase: Both Players consult their respective Production Tracks to determine what units are due to appear this Game-Turn. These units are placed on the appropriate Industrial Hex or Friendly Port.

18. Production Preparation Phase: Both Players determine how many Production Points they have available to them. Each Player may know the other's total. They then secretly determine what units they wish to build/rebuild and the time at which they will appear; these units are placed **face-down** on the Production Track.

19. Turn-Record Phase: The Game-Turn indicator is advanced on the Turn Record/Reinforcement Track, indicating the passage of a Game-Turn.

[4.3] GAME LENGTH

The Players repeat Phases one through nineteen for the number of Game-Turns indicated by the Scenario being played. At the end of the specified number of Game-Turns, the game is over and Players' performances are evaluated in terms of the Victory Conditions.

[5.0] LAND MOVEMENT

GENERAL RULE:

During the Land Movement Phase, the Phasing Player may move as many or as few of his land units as he wishes. He may move as many hexes as desired within the limits of the unit's Movement Allowance (adjusted seasonally) and the restraints of the Terrain Effects Chart and Zone of Control Rules. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit.

PROCEDURE:

Move each unit individually, tracing the path of its movement through contiguous hexes on the map grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not move again, nor its path retraced and/or changed during that Game-Turn.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During the Land Movement Phase, only the Phasing Player's land units are moved; all some or

none of his land units may be moved. No Enemy movement and no combat may occur during a Land Movement Phase. However, Overrun Attacks may occur (see 5.6, Overrun).

[5.12] Movement is calculated in terms of Movement Points. Basically, each unit expends one Movement Point of its total Movement Allowance for each hex it enters.

[5.13] The Movement Allowance is variable; it depends upon the quarter of the year (season) as indicated on the Turn Record/Reinforcement Chart (see 5.3, Seasonal Movement).

[5.14] The sole exception to seasonal movement variation is the area of the mapsheet indicated to be outside the Weather Area (comprised of all hexes north of row 2800, exclusive). In all hexes south of this Weather Area, the Movement Allowance **always** remains at five Movement Points per Game-Turn. Calculation of whether a unit is allowed to move at a faster or slower rate is always relative to the beginning position of the unit. Therefore, a unit starting the Land Movement Phase outside of the Weather Area is considered to have a Movement Allowance of five, regardless of the Turn Record/Reinforcement Table's indication of Season or the unit's destination (even if it moves across the Weather Area).

[5.15] No regular combat may take place during the Land Movement Phase. Overrun Attack is permitted in the Land Movement Phase only (see 5.6, Overrun). Overrun Attack is **not** considered combat; it is a type of movement.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] Additional Movement Point costs are incurred for crossing Mountain hexsides and for entering Undeveloped hexes (see 22.4, Terrain Effects Chart).

[5.22] Under **no** circumstances (except 5.6) may a unit move directly from one Enemy controlled hex to another. It must first leave all Enemy controlled hexes before entering another.

[5.23] Units may freely enter or move through hexes containing other Friendly units, either land, air or naval, regardless of stacking restrictions. There is no additional Movement Point penalty for stacking or unstacking with other Friendly units.

[5.24] All units must cease movement when they enter an Enemy Zone of Control (see 6.0, Land Zones of Control).

[5.25] A land unit may **always** move one hex regardless of supply conditions, terrain or season (exception: 5.22).

[5.26] Fortification units have no Movement Allowance. Once they are placed, they may not move from that hex.

[5.3] SEASONAL MOVEMENT

The area north of the 2800 hex row is the area affected by Seasonal Movement. The rest of the map, south of this area, is unaffected by season.

[5.31] Seasonal Land movement Allowances are as follows:

Winter - Three Movement Points

Spring - Two Movement Points

Summer - Five Movement Points

Fall - Four Movement Points

[5.4] STRATEGIC MOVEMENT

For each country which has Strategic Movement capabilities, each Turn 2 Land Strength Points may move 16 hexes within Friendly Communications Areas regardless of the Season. A Strength

Point that intends to use both Land Strategic Movement and sea movement may move no more than twelve hexes by land. The order of this procedure may, of course, be reversed.

[5.41] To move in the Strategic Movement Phase of a given Game-Turn, a unit must have at least one Movement Point left over from the Land Movement Phase (two Movement Points left over if the Strength Point intends to use both Land Strategic Movement and sea movement). During the Land Strategic Movement Phase, the Strength Point may be moved through Friendly and/or conquered hexes in the Communications Area and use sea movement.

[5.42] Friendly and/or conquered hexes are defined as those which contain no Enemy units. If a hex is unoccupied by either side, it is considered Friendly if Friendly land units were the last to occupy or pass through the hex.

[5.43] At no time during Land Strategic Movement may a unit move out of, enter, or move through a Land Zone of Control.

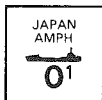
[5.44] To use Sea Movement during the Strategic Movement Phase, the Phasing Strength Point must start the Phase in a Friendly port (it may have moved there during the Land Movement Phase, but it must have one Movement Point left over) or it may enter via Strategic Land Movement. It may then move over a Merchant Ship Pipeline up to the distance of twenty-five hexes at a total cost of one Movement Point. Strategic Land Movement and Sea Movement may not be interspersed in the same Phase. That is, a unit may not move by land, then by sea, and again by land in the same Phase; nor may it move by sea, then by land, and again by sea in the same Phase.

[5.45] The number of Strength Points that may be sent along a Merchant Ship Pipeline is limited to the minimum number of Merchant ship units in any one Merchant Ship Holding Area in that Merchant Ship Pipeline. Note that the number of Land Strength Points which may move by sea is **not** limited by the two Point overland restriction.

[5.46] Land Strength Points may not remain "at sea". They may only move from port to port during the Strategic Movement Phase.

[5.47] Enemy Naval Zones of Control do not affect Sea Movement of Land Strength Points.

[5.48] The countries that have Strategic Movement capability are Japan, the USSR, the USA, Germany, the Commonwealth, and Italy. These countries may use their Strategic Movement capacity to transport Strength Points belonging to their allies, but may never transport more than two Strength Points via Strategic Movement overland. For example, Germany's capacity of 2 points may be used to transport Italian units in addition to Italy's normal 2 points.



[5.5] AMPHIBIOUS ASSAULT

During the Land Movement Phase, the Phasing Player may use Amphibious Assault to land Strength Points on an Enemy Coastal Hex. Amphibious units must be used to transport land Strength Points during the Friendly Land Movement Phase. The Amphibious units transfer the Land Strength Points on a one-to-one basis (that is, one Amphibious unit can transport one Land Strength Point).

[5.51] The Amphibious unit must start the Land Movement Phase in a Friendly port; the Land Strength Point(s) may either start the Land

Movement Phase in the Friendly Port with the Amphibious unit or they may move into the port provided that they have at least one Movement Point left over. The Amphibious Assault may then move a maximum of thirteen hexes at the total cost of one Movement Point (hence the extra Movement Point).

[5.52] An Amphibious Assault may not be conducted against any coastal hex that contains an Enemy Naval unit other than MS or Amph.

[5.53] Land units using Amphibious Assault are considered in supply for that Game-Turn. Thereafter, they must either capture an Enemy port or build one on the invasion hex and trace supply from there to a Friendly Industrial and/or Supply Hex (see 9.0, Land Supply).

[5.54] For the Game-Turn of invasion only, an invaded coastal hex may be reinforced during the Strategic Movement Phase if a Merchant Ship Pipeline exists to the beachhead. The number of such reinforcements is restricted to the capacity of the pipeline through which the reinforcements arrive, and stacking restrictions. On succeeding Game-Turns, a Friendly Port is required to bring in additional Strength Points.

[5.55] Amphibious Assault may not be conducted against a Coastal Hex that is in the Weather Zone in Winter.

[5.56] Land units that conduct an Amphibious Assault have no Land Zone of Control for the immediately following Enemy Land Movement and Combat Phase. However, they **do** have attack ability. These Strength Points may attack any adjacent hex after landing in an unoccupied hex.

[5.57] If the invasion is to be conducted against an occupied hex, the Amphibious unit and Land Strength Points are placed in the invasion hex with the Enemy units (this is an exception to the prohibition upon having opposing Land units in the same hex). The assaulting units must attack **only** the Enemy units in the invaded hex during the following Combat Phase, and must eliminate or retreat those Enemy units, or else the Amphibious unit and the invading Land Units are destroyed.

[5.58] Land units that have conducted an Amphibious Assault may not move by land after conducting the Amphibious Assault for that Land Movement Phase.

[5.6] OVERRUN ATTACKS

[5.61] When, in the Land Movement Phase, units are moved in such a manner to guarantee a "+7" Combat Differential (from an adjacent hex) and the defending unit has a face value of 1 Strength Point, the result is an Overrun when the Phasing units enter the Enemy occupied hex. The defending unit in question is entitled to terrain benefits when determining the "+7" differential. Overrun is always treated as a specialized form of movement. Stacking limitations must be observed. Overrun does not require supply at the beginning of the Land Movement Phase and may happen any number of times with any number of units in the same Phase. The victims of an Overrun situation are immediately removed from the map in the midst of the ongoing Land Movement Phase in which they were Overrun.

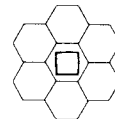
[5.62] There is no additional Movement Point cost to perform an Overrun. The same unit may perform more than one Overrun per Phase. Overrun attacks require no supply (see 9.34).

[5.63] All the units that perform an Overrun must start the Land Movement Phase in the same hex.

[5.64] Zones of Control of the Enemy unit to be Overrun or of any Enemy unit to be Overrun in that Land Movement Phase may be ignored by any Friendly unit that is performing an Overrun in that Land Movement Phase. The Zones of Control of units about to be overrun may **not** be ignored by non-overrunning units. The Zones of Control of Enemy units which are not being Overrun **cannot** be ignored. This fact may prevent the Overrun of otherwise vulnerable units by forcing the would-be Overrun force to stop upon entering the Zone of Control of adjacent, uninvolved Enemy units.

[5.65] Fortifications may be overrun, just as other land units.

[6.0] LAND ZONES OF CONTROL



GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any Land units in that hex. Hexes upon which a unit exerts a Zone of Control are called **controlled** hexes and they inhibit the movement of Enemy units. All Land units must cease movement when they enter an Enemy-controlled hex. Despite the limiting nature of Zones of Control upon movement, Land units are never forced to have combat due to entering a Zone of Control. Although Land units must stop when they first enter a Zone of Control, they may leave on their next Game-Turn. The presence of more than one Zone of Control, even if antagonistic, has no effect; it is still a "controlled hex". Zones of Control never extend through mountain or Contra-Land/Contra-Duplex hexsides.

[6.1] MOVEMENT EFFECTS

[6.11] There is no additional Movement Point cost for entering or leaving an Enemy controlled hex beyond the normal cost of entering the given hex.

[6.12] Units may never move directly from one enemy controlled hex to another Enemy controlled hex. They always must first move entirely out of all Enemy Zones of Control before they are allowed to re-enter an Enemy controlled hex. An exception is made in the case of the Zone of Control of a unit about to be Overrun (see 5.6).

[6.13] Land Zones of Control do not affect air or naval movement or combat.

[6.2] COMBAT EFFECTS

Zones of Control do not affect land combat; attacking is completely voluntary and the presence of an Enemy land unit's Zone of Control in a Friendly occupied hex does **not** force combat.

[6.3] RETREAT EFFECTS

[6.31] Land units may not retreat (as a result of combat) into or through an Enemy controlled hex (see Combat Results Table) even if a Friendly land unit's Zone of Control overlaps Enemy Zones of Control along the retreat route.

[6.32] Land units may always retreat into or through hexes occupied by Friendly ground combat units and/or forts, even if this would violate normal stacking limitations and even if that Friendly occupied hex is in an Enemy Zone of Control. This shielding effect is not provided by Friendly unit types other than ground combat units and forts.

[6.4] SUPPLY EFFECTS

[6.41] Supply lines may not be traced through Enemy Zones of Control.

[6.42] As in retreating, however, the occupation of a hex by a Friendly land unit negates the Zone of

Control effect. Therefore, a supply line may be traced through a string of Friendly land units, even in Enemy Zones of Control.

[6.5] LAND ZONE OF CONTROL RESTRICTIONS

[6.51] Zones of Control of Self-Defense units do not extend out of their Home Country.

[6.52] The Zones of Control of an invaded neutral are activated instantaneously when the first invading unit or stack attacks or crosses the border. That first attack or first hex of invading movement may profit from the lack of Zone of Control, but the rest of the invader's move is affected by the activated Zones of Control.

[6.53] Land Zones of Control do not extend through Mountain, Contra-Land, or Contra Duplex hexsides nor into all-Sea hexes.

[6.54] Fortification units themselves have no Zones of Control. When stacked with an infantry or mechanized unit, the Fortification in no way neutralizes the Zone of Control of the unit stacked with it.

[7.0] STACKING OF LAND UNITS

GENERAL RULE:

A maximum of ten Land Strength Points (mobile and/or Self-Defense) may be placed in a given hex. Land units of the same type are merely denominations of Strength Points and may be exchanged freely so long as the Strength Point total remains the same and the limit is not exceeded.

CASES:

[7.1] EFFECTS ON COMBAT

[7.11] All land units in a hex must be attacked as a combined group with a total figure of Combat Strength Points; they may never be attacked separately. Mobile and Self-Defense Strength Points **may** be combined as a single Strength Point total for purposes of defense, but **not** for purposes of attack.

[7.12] If a hex contains more than one Friendly unit due to retreat, only the original (non-retreated) units may defend although Combat Results will apply to **all** units defending in that hex. The ten-point stacking limit may be exceeded when retreating due to combat (if there is no alternative). Normal stacking limits must be conformed to by the end of the next Friendly Movement Phase.

[7.13] A unit(s) in a hex is allowed to attack different hexes or may attack the same hex, or some of the Strength Points may attack and the other(s) not at all. Remember that Self-Defense Strength Points may **never** attack. Thus, for purposes of attack, mobile and Self-Defense Strength Points may **not** be combined.

[7.2] UNIT BREAK-DOWN AND BUILD-UP

[7.21] Land units may freely break-down and build-up at any time during a Friendly Phase at the owning Player's discretion so long as Stacking limits are not violated. Note that mobile and Self-Defense units may **not** combine into a single unit although, if attacked, they defend as a single Strength Point total.

[7.3] STACKING INHIBITIONS AND PROHIBITIONS

[7.31] Naval units never count against stacking limitations when in the same hex with Friendly land units.

[7.32] Land units and naval units may never be combined as a single Strength Point total for either attack or defense.

[7.33] Mobile and Self-Defense land units may never be combined into a single unit. However, they always defend as a single Strength Point total if stacked together in a single hex. Mobile and Self-Defense Strength Points in the same hex **do** count together toward the maximum of ten Strength Points in a hex.

[7.34] Land units of different allied nationalities may defend or attack as a single Strength Point total, but they may never be combined into a single unit. Such a stack is subject to all the restrictions outlined in rule 7.13.

[7.35] Fortifications do count against stacking limitations just as mobile land units do, when stacked in the same hex as other Friendly land units.

[8.0] LAND COMBAT

GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the Attacker and the non-Phasing Player is the Defender, regardless of their overall strategic position.

PROCEDURE:

The attacker's total mobile land Strength Points must be equal to or exceed the defender's total land Strength Points (both mobile and Self-Defense). Total the Strength Points of all the attacking units involved in a specific attack and compare it to the total Strength Points of all the land units in the hex under attack. State the comparison as a difference between the attacker's total Strength Points and the defender's total Strength Points. Consult the Land Combat Results Table, roll the die, and read the result on the appropriate line under the difference. Apply the result immediately, before resolving any other attacks being made during that Land Combat Phase.

CASES:

[8.1] WHICH UNITS MAY ATTACK

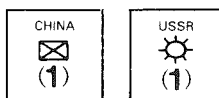
[8.11] During the Land Combat Phase of his Player-Turn, the Phasing Player may attack any and all Enemy land units adjacent to Friendly mobile land units. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[8.12] Attacking is completely voluntary; units are never compelled to attack and not every mobile land unit adjacent to an Enemy unit need participate in any given attack.

[8.13] An Enemy occupied hex may be attacked by as many mobile land units as can be brought to bear in the six adjacent hexes. Theoretically, a defending unit could be attacked by 60 Strength Points.

[8.14] No unit may attack more than once per Land Combat Phase, and no Enemy unit may be attacked more than once per Land Combat Phase.

These units may never attack:



[8.15] Self-Defense units and fortifications may **never** participate in an attack; they may only defend.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] All land units defending in a given hex, both mobile and Self-Defense, must be involved in the combat, and they must all be attacked as a single Strength. The defender may not voluntarily withhold any units in a hex under attack.

The attacker must attack all the land units as a whole, i.e., the Strengths of all the units in the hex are totalled, and this total Strength is attacked. Different units (land) in a given hex may not, therefore, be attacked separately.

[8.22] Strength Points in a hex that contains an attacking unit(s) need not participate in that same attack or in any attack. Thus, when one portion of Strength Points in a hex are attacking a given hex, the remaining portion could attack a different hex or not attack at all.

[8.23] If a unit(s) is adjacent to more than one Enemy occupied hex, it could attack all of them in a single combat. Thus, Strength Points in a single hex can attack more than one other hex. The only requirement is that all attacking units must be adjacent to all the involved defending units.

[8.24] When land units are attacking an Enemy occupied hex that contains both land and naval forces, **only** the land forces in the defending hex actually defend and suffer the effects of the attack.

[8.25] If a unit is being attacked through both a normal and mountain hexsides, the defender is **not** doubled; the defense benefit for defending behind a mountain hexside is negated.

[8.3] COMBAT DIFFERENTIAL CALCULATION

[8.31] Combat situations are expressed as a **difference** of the attacker's total mobile Strength Points minus the defender's total Strength Points (mobile and Self-Defense). It is impossible to attack without **at least** a number of attacker's Strength Points **equal** to the defender's Strength Points. For instance, if seven Strength Points of land units attack four Strength Points of a defender, the Combat Differential is expressed as a "+3" and the appropriate "+3" column is consulted on the Land Combat Results Table.

[8.32] Note that weather, supply conditions, and terrain will modify the defender's effective Strength Point total (see the Terrain Effects Chart, 10.0 Weather and 9.3, Supply Effects).

[8.4] COMBAT LOSSES

[8.41] The Land Combat Results Table determines the loss, if any, of defending forces. The attacker never suffers loss in an attack.

[8.42] When the defender incurs a loss, he may choose to extract it from any of his land Strength Points in that hex.

[8.43] When incurring losses, the defender may "break-down" the size of his units. The correct size unit is simply substituted for the larger unit it replaces once the defender's loss has been determined, i.e., the original Strength Point minus the loss may be replaced. In the case of more than one defending land unit (i.e., mobile and Self-Defense), losses may be distributed in any fashion the owning Player desires. Losses are always determined in terms of the **face-value** Strength Points, not the adjusted value.

[8.44] When any loss is taken in a defense, the defender automatically must retreat from the hex all surviving **land** units (see How to Retreat, 8.7).

[8.45] An exception to 8.44 is the case of Fortification units. These units are **never** required to retreat as a result of combat. This means that the attacking Player must completely eliminate the

Fortification unit to be able to advance after combat. The defending Player may never elect to retreat the Fortification unit in the event of a Combat Result; Fortification units are immobile.

[8.5] ADVANCE AFTER COMBAT

[8.51] If the attacker has inflicted any loss on the defender, the defender **must** retreat from the defending hex. The attacker then has the option to advance into the defending hex any **Mechanized** units that were involved in the attack. Note that only Mechanized units have the capability to advance after combat. Mechanized units which have participated in an attack against a multi-hex position may (optionally) advance into any or all of the vacated hexes (and may break down in order to do so).

[8.52] The attacker's Mechanized units advancing after combat may do so even in a situation where they are moving from one Enemy controlled hex to another. The option of Mechanized units to advance after combat supercedes normal movement and Zone of Control restrictions.

[8.53] Advancing attacking Mechanized units may **not** engage in any form of additional combat or Overrun Attack. However, their Zones of Control do extend into the usual surrounding six hexes. This is especially important for an attacker's ability to surround Enemy units in their positions during his own Land Combat Phase.

[8.54] If there are naval units, other than ASW, belonging to the defending Player in the hex occupied by the attacking Player through advance after combat, they immediately put out to sea one hex. The owning Player (defender) decides where they retreat. They do **not** suffer from Transit Attack. If the defending Player's naval units cannot put out to sea, they are eliminated.

[8.55] If there are ASW and/or Air units (LRB or Air Defense) belonging to the defending Player in the hex occupied by the attacking Player by advance after combat, they are immediately eliminated. This is a special case that is not considered to be either an Overrun Attack or a normal combat attack; these units are automatically eliminated regardless of the differential.

[8.6] LAND COMBAT RESULTS TABLE EXPLANATION

[8.61] The Land Combat Results Table is set up as an expression of the difference of the attacker's and defender's total Strength Points. This difference is termed the "differential".

[8.62] No attack is ever allowed when an attacker has **fewer** Strength Points than the defender. The minimum permissible attack is where the differential is "0", i.e., when the adjusted Strength Points for the attacker and defender are equal.

[8.63] All combat results are in terms of face-value Strength Point losses of the defender.

[8.7] HOW TO RETREAT

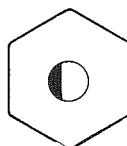
When any loss is inflicted, the defender is automatically required to retreat one hex, unless the defending unit is a Fortification. The defender chooses his own retreat route. If possible, a retreat must be made into a hex untouched by Enemy Zones of Control. If there are no such uncontrolled hexes, the defender may retreat onto a hex occupied by Friendly land forces even if those forces are in Enemy Zones of Control, or would then exceed the Stacking Limitations (see 7.0, Stacking), or if the retreat would mean moving directly from one Zone of Control to another (normally not allowed).

[8.71] Units are prohibited from retreating into the following hexes, or through these hexsides:

1. Enemy occupied hexes.
2. Enemy controlled hexes, unless occupied by a Friendly land unit.
3. Mountain hexsides.
4. Contra-Land or Contra-Duplex hexsides
5. Off the North or South map edge.

If units have no other path of retreat except into or through hexes or hexsides forbidden to them, they are eliminated. Units from one hex may retreat into two or more hexes (and may break down to do so).

[8.72] Note that Self-Defense units may not retreat out of their Home Countries. Allied units may not retreat into Neutral Countries; Axis units **can** retreat into Neutral Countries, but this constitutes an invasion.



[9.0] LAND SUPPLY

GENERAL RULE:

Units are considered to be either in "Attack Supply", "Defense Supply" or "Unsupplied" for all purposes. Units are in Attack Supply if they trace a supply path to a Friendly Industrial Hex; they are in Defense Supply if the unit traces a supply path to a Friendly Supply Center; units are considered Unsupplied if they cannot trace a supply path to either a Friendly Industrial Hex or Supply Center. The supply path must be free of Enemy units or Zones of Control. This path may be of any length if traced solely within a Communications Area, but otherwise it is under distance restrictions. This path may be traced either overland or through a Friendly port, through a Merchant Ship Pipeline, to another Friendly port that in turn leads either to a Friendly Industrial Hex or Supply Center.

[9.1] SUPPLY SOURCES

[9.11] Units of countries that have no Supply Centers or Industrial Hexes are considered in Defense Supply as long as they remain in their Home Countries. If they are forced to leave their Home Country they are eliminated.

[9.12] Units of countries that have only Supply Centers are considered in Defense Supply as long as they can trace a supply path to a Home Country Supply Center. Note that Self-Defense units may be in Defense Supply or Unsupplied; they may **never** be in Attack Supply since Self-Defense units may never attack.

[9.13] Units of countries that have Industrial Hexes are considered to be in Attack Supply if they can trace a supply path to a Friendly Industrial Hex; they are in Defense Supply if they can only trace a path to a Friendly Supply Center hex.

[9.14] A single Industrial Hex or Supply Center may supply any number of Friendly units.

[9.15] Fortifications do not have to trace supply paths; they are always considered in supply. However, mobile units in fortifications must trace a normal supply path; fortifications may not be considered supply sources.

[9.2] JUDGING SUPPLY

Supply status is judged at the beginning of the Friendly Land Movement Phase. A unit will either

be in Attack Supply, Defense Supply or Unsupplied. For combat purposes, the supply status of the attacker and defender is judged at the instant of combat.

[9.21] Units may trace a supply path of any length to an Industrial Hex or Supply Center within the Communications Area which is in possession of the Home Country or an ally of that country.

[9.22] Units outside of the Communications Area must be no more than three hexes (i.e., two intervening hexes) from either a Communications Area hex or a supply source (Industrial Hex or Supply Center) to be considered in supply. If the supply path is traced to a Communications Area hex, it must ultimately lead back to a supply source.

[9.23] Units may also trace supply to a Friendly port (via Communications Areas, supply Pipelines, etc.) and then utilize a Merchant Ship Pipeline to trace back to a Friendly supply source (see 18.6, Pipelines).

[9.24] Supply carried along a Merchant Ship Pipeline has a limitation on the number of Land Strength Points it may keep in supply. This number is limited to the minimum number of Merchant ships in any one Merchant Ship Holding Area (see 18.6) in the Pipeline. For example, if the lowest number of Merchant Ships in any one Holding Area of the Pipeline is two, a total of two Land Strength Points could be supplied by that Pipeline.

[9.25] It is entirely possible to "leap-frog" a supply path. For instance, if a Communications hex is interdicted by an Enemy unit or Zone of Control, it is possible for the Friendly Player to trace a supply path around it. Any combination of Communications Areas, and Merchant Ship Pipelines may be used to trace a supply path. The overland portion of this supply path, however, may not contain more than two Undeveloped hexes.

[9.3] SUPPLY EFFECTS

[9.31] Mobile units that are in Attack Supply may attack and defend at full Strength. The Movement Allowance of such units is also unimpaired.

[9.32] Mobile units and Self-Defense units that are in Defense Supply may not attack, defend at full Strength and have their full Movement Allowance. Note that Self-Defense units may never attack, even if in Attack Supply.

[9.33] All units that are Unsupplied may not attack; Defense Strength is unaffected, as is Movement Allowance. They have two full Land Combat Phases to re-open a supply path or **they are eliminated**. For example, if a Friendly unit is put out of supply during the Enemy Land Combat Phase, it will have until the end of the **next** Enemy Land Combat Phase to re-open a supply path before it is eliminated.

[9.34] Units (both Self-Defense and mobile) may always perform Overrun Attacks, regardless of their Supply status. Overrun Attacks require no supply because it is considered a form of movement, not combat. When calculating Strength Points for purposes of Overrun Attack, use the **face-value** of the counter regardless of its supply or Self-Defense status.

[9.4] BLOCKING SUPPLY

[9.41] All units are considered out of supply if their supply path is blocked by (1) an Enemy occupied hex, or (2) an Enemy controlled hex not occupied by a Friendly unit, or (3) two Mountain hexsides, or (4) Neutral Countries, or (5) Contra-land hexsides, or (6) Contra-Duplex hexsides.

[9.42] The presence of Enemy Naval or Air units does not affect either land or MS pipeline supply

paths (even if the path must be traced through such units). The presence of Enemy Land units blocks the tracing of a Land or MS pipeline supply path through the hex the Enemy Land unit occupies. Enemy Land Zones of Control block land supply paths, unless the affected hex is occupied by a Friendly Land unit (of any type). Enemy Land unit Zones of Control **do not** affect MS Pipelines.

[10.0] WEATHER

GENERAL RULE:

There is a Weather Area delineated on the map-sheet. Areas outside of the Weather Area are exempt from all weather effects. Weather affects movement and Defense Strength of units within the Weather Area. In combat situations and Overrun Attack situations, the dominant weather (in cases where the attacker and defender are on different sides of the Weather Area) is to be considered that of the defender's hex.

[10.1] EFFECTS OF WEATHER

[10.11] All units that begin a Land Movement Phase not affected by Weather have a Movement Allowance of five Movement Points for every Game-Turn, even though they may end their Movement Phase in a Weather Area.

[10.12] Land units that **begin** their Land Movement Phase in a Weather Area hex have the Seasonal Movement Allowance indicated on the Turn-Record Track.

[10.13] All units defending in a Weather Area during a Spring Quarter have their Defense Strength doubled, before any other adjustments are made. After all other adjustments have been made, fractions are rounded up. This defensive bonus is effective even if the attacker is not within the Weather Area.

[10.14] The first Winter Quarter following the German invasion of the USSR, all Russian Land Strength Points are doubled for purposes of attack and defense (see 19.79).

[11.0] NEUTRALS

GENERAL RULE:

In **Global War**, all countries are to be considered as neutrals unless specifically assigned to either the Axis or Allies by the scenario. The Allies may not violate the neutrality of a country; only the Axis may do so. Once a country's neutrality is violated it immediately ceases being neutral and joins the Allies.

[11.1] MOVEMENT OF NEUTRALS

[11.11] Neutral units may not be moved nor may they participate in combat until their neutrality is violated (and they lose their neutral status). Neutral units have no Zones of Control while neutral. See 19.0 for modifications to this case.

[11.2] NEUTRAL SUPPLY

[11.21] Neutral countries that have neither Industrial Hexes nor Supply Centers always have their armies in Defense Supply while in any portion of the Home Country.

[11.22] Neutral countries that have a Supply Center have their armies in Defense Supply as long as they can trace a supply path to at least one Supply Center in the Home Country. Once invaded by the Axis, any mobile land units that country possesses may be attached to the Allied Supply net and be put into Attack Supply.

[11.3] VIOLATING NEUTRALITY

The neutrality of a country may be violated by the Axis in any one of several ways. It is violated if:

a. Axis Land units enter or attack into an All-Land or Coastal hex belonging to that neutral.

b. Axis Air or ASW units overfly a neutral Contra-Naval or Contra Duplex hexside or All-Land hex.

c. Axis units attack any neutral Industrial Center or any neutral unit of any type.

d. Axis Surf-A units attack through a neutral Contra-Naval or Contra Duplex hexside.

See the Terrain Effects Chart (22.4), Political Borders.

If Germany or Japan "violates" the neutrality of Italy between Game-Turns Three and Ten (inclusive) this is the equivalent of bringing Italy into the war on the Axis side. The Axis may not "violate" Italian neutrality after Game-Turn Ten.

[12.0] NAVAL MOVEMENT

GENERAL RULE:

The Naval Stage has a total of six Naval Movement and Combat Phases (three Axis and three Allied); the Phasing Player may move his naval units during any, all or none of the Naval Movement and Combat Phases. However, it is necessary for all naval combat units not engaged in escort duty to end the Naval Stage in a Friendly Port that ultimately traces its supply path back to a Supply Source of the Home Country of that unit. Merchant Ships and ASW units do not need to end the Naval Stage in a Friendly Port; they may remain where they are.

PROCEDURE:

The unit may be moved through a contiguous path of sea and/or coastal hexes up to the limit of its Movement Allowance; the unit may suffer a Transit Attack every time it exits an Enemy Zone of Control.

**Surf-A/B per Phase
Movement Allowance
is 30 Movement Points**



[12.1] SURFACE MOVEMENT

[12.11] All Surface-A and -B units move in the manner as described in 12.0, Naval Movement Procedure.

[12.12] Surf-A and B, MS and Amph units may never enter or pass through a hex containing Enemy Land, Surf-A/B, or ASW units. They may enter hexes containing (solely) Enemy Air units, SS, MS, Amph or Surf-A or B units on escort duty.

[12.13] Enemy Land unit Zones of Control **never** affect naval movement, stacking, combat or MS pipelines.

[12.14] American and Japanese Surface units (**only**) may remain at sea at the end of a Naval Movement and Combat Phase; they must, however, end the Naval Stage in a Friendly Port. Surface ships of any other nationality must end each Naval Movement and Combat Phase in a Friendly Port, unless stacked with a Merchant Ship. American and Japanese surface units may advance as a result of combat.

**SS per Phase Movement Allowance
is 20 in Fast Mode; 8 in Snort
Mode [German only, in 1944-45]**



[12.2] SUBMARINE MOVEMENT

[12.21] For submarine movement, the same procedure outlined in 12.1, Surface Movement, is followed **except** that Players also must determine what "mode" German submarines are travelling in starting the first Quarter of 1944. At this point in the game, German submarines (**only**) may travel in the Snort Mode as well as the Fast Mode. This enables the submarine to endure Transit Attacks with a higher Defense Strength while sacrificing range for this ability. This determination is made

at the beginning of the Naval Movement and Combat Phase **before** the submarines move. All non-German submarines at all times (and **all** submarines prior to the first Quarter of 1944) may only travel in the Fast Mode.

[12.22] Unlike Surface units (except for Japanese and American) submarines, regardless of nationality, may remain at sea at the end of the Naval Movement and Combat Phase. They must, however, end the Naval Stage in a Friendly Port

[12.23] Submarines are subject to Transit Attacks only if they **leave** a controlled hex of an Enemy Surface -A or ASW unit.

**ASW Zone of Control depends on
nationality and Game-Turn.**



[12.3] ANTI-SUBMARINE WARFARE [ASW] MOVEMENT

[12.31] ASW units actually represent land installations such as air bases that are used in sub-killer operations. As a result, they never put to sea (they may, however, escort Merchant Ships; see 15.33). They may "transfer" (fly to a new Friendly base hex up to a distance equal to three times their Zone of Control (see Turn Record Track). For example, if an ASW unit has a Zone of Control that extends out for two hexes, that unit could move six hexes during the Naval Movement and Combat Phases. Players should note that the Zone of Control will vary from year to year. Depletion status in no way affects the movement ability of ASW units.

[12.32] The path that an ASW unit takes to its target hex does not have to be traced out, hex by hex, as long as the target hex is within its Zone of Control.

[12.33] When changing its base, an ASW unit must be able to trace a path to its destination, within its range, which does not pass over neutral countries. It is not affected by Enemy AD units in hexes which this path passes through.

[12.4] MERCHANT SHIP MOVEMENT

[12.41] Merchant Ship counters are actually markers representing 500 ships "in the pipeline" rather than a specific ship or fleet as with other naval counters. Generally speaking, Merchant Ships move only from one Merchant Ship Holding Area to another. They have a maximum Movement Allowance of 25 hexes in which this operation is carried out. As this process actually represents a reallocation of shipping rather than movement **per se**; Merchant Ships are not subject to Transit Attacks during the Naval Movement Phase.

[12.42] Merchant Ships **are** subject to Transit Attacks when transporting land units during the Strategic Movement Phase. If the path of a land unit moving by sea leaves an Enemy Naval Zone of Control, a Transit Attack may be conducted at the Enemy (non-Phasing) Player's option. An adverse result causes **both** a Merchant Ship to be sunk and the land Strength Point to be lost.

[12.43] It is important for Players to keep in mind that the Merchant Ships represented by a particular counter are not actually in the hex that the counter occupies (or in any specific hex except when transporting a Land Strength Point); rather they are scattered around that specific counter in a five hex radius. For purposes of convenience, the term "Merchant Ship Holding Area" refers only to the hex that the counter occupies. Merchant Ship



counters are **not** restricted to the Merchant Ship Holding Areas depicted on the mapsheet; these are only playing aids that help show the major shipping routes.

[12.5] AMPHIBIOUS MOVEMENT

[12.51] Amphibious units when moving during the Naval Movement and Combat Phases follow the procedure outlined in 12.4, Merchant Ship Movement. Thus, they may remain at sea indefinitely; however, they may not be used in the role of Merchant Ships.

[12.52] Amphibious units are subject to Transit Attack during the Land Movement Phase when transporting a land Strength Point to conduct an Amphibious Landing. The procedure outlined in 12.42 is followed with the same results.

[12.6] NAVAL MOVEMENT

INHIBITIONS AND PROHIBITIONS

[12.61] No naval unit (except ASW) may enter or traverse All-Land hexes, Contra-Naval, or Contra-Duplex hexsides.

[12.62] Naval units may not end their Naval Movement and Combat Phase stacked with Enemy units nor may they move through Enemy units except for the units and conditions outlined in 12.12 and 14.1.

[12.63] Amphibious units may move in both the Naval Stage and the Land Movement Stage. Movement in one Stage in no way prohibits or inhibits the ability of an Amphibious unit to move in another Stage.

[13.0] NAVAL TRANSIT ATTACK ZONES OF CONTROL

GENERAL RULE:

Surface-A, ASW, and submarine units have Zones of Control; Surface-B, Merchant Ships and Amphibious units **do not** have Zones of Control. For submarines, the Zone of Control exists only in the hex that the unit occupies; for Surface-A units (undepleted) the Zone of Control extends out for a distance of one hex to the adjacent six hexagons; for undepleted ASW units, the area that the Zone of Control occupies will vary depending upon the nationality and year (see the Turn-Record Track for further details). Although these Naval Zones of Control extend through Contra-Naval/Contra Duplex hexsides and into Coastal hexes, they do **not** affect All-Land hexes, nor do they affect MS Pipelines, land or air units (except for land units conducting an Amphibious landing or naval transport). Naval Zones of Control do affect certain naval units that pass through them during the Naval Movement Phase by allowing the Enemy (non-Phasing) Player to conduct Transit Attacks.

PROCEDURE:

During the Naval Movement and Combat Phase, if a Phasing unit exits an Enemy controlled hex (defined as a hex that has an Enemy Naval Zone of Control exerted in it), that unit is subject to a Transit Attack at the Enemy (non-Phasing) Player's option. This Transit Attack is conducted just as normal combat using the Naval Combat Results Table. The only difference between a Transit Attack and a normal attack is that there is no Counter-Attack and the Defense Strength of the Phasing unit may be modified by the Transit Attack Defense Multiple (applies only to German submarines starting the first Quarter of 1944).

CASES:

[13.1] TRANSIT ATTACK

INHIBITIONS AND PROHIBITIONS

[13.11] Submarines are subject to Transit Attacks only from Enemy ASW and Surface-A units. If

they move through an Enemy Surface-B or submarine unit, there is **no** Transit Attack.

[13.12] Merchant Ships and Amphibious units suffer Transit Attacks only when transporting land Strength Points.

[13.13] ASW units never suffer Transit Attacks.

[13.14] Transit Attacks are conducted entirely at the non-Phasing Player's option; they are never mandatory.

[13.15] A given non-Phasing unit may conduct Transit Attacks each time one of its controlled hexes is exited during the Naval Movement Phase. This means that a given non-Phasing unit may conduct several Transit Attacks during the Naval Movement and Combat Phase. However, the same Enemy unit may not be attacked more than once per Phase by the same Friendly unit.

[13.16] Note that a unit may actually engage in combat several times during the Naval Stage. It may conduct Transit Attacks, normal Combat and Counter-Attacks.

[13.2] SURFACE-A ZONE OF CONTROL

[13.21] The Zones of Control of an Undepleted Surf-A unit extend into the surrounding six hexes (through all types of hexsides). This represents the aircraft of the Surf-A (aircraft carrier) unit. Depleted Surf-A units have **no** Zone of Control.

[13.3] SUBMARINE ZONE OF CONTROL

[13.31] Submarines exert a Zone of Control only in the hex they occupy.

[13.4] ASW ZONE OF CONTROL

[13.41] The Zone of Control of an undepleted ASW unit extends for varying distances from the counter depending upon the Game-Turn and nationality.

[13.42] Depleted ASW units have **no** Zone of Control.

[13.43] The Zones of Control of ASW units extend through all hexsides, including contra-naval hexsides.

[14.0] NAVAL STACKING

GENERAL RULE:

There is no limit to the number of Friendly Naval units that may occupy the same hex at the same time.

[14.1] NAVAL STACKING

INHIBITIONS AND PROHIBITIONS

[14.11] Friendly Surface units may not stack with or pass through a hex occupied by Enemy Surface units unless those surface units are on escort duty.

[14.12] Friendly submarines **may** stack with and pass through a hex occupied by Enemy submarines and/or Surface unit and/or land units.

[14.13] Friendly Surface units **may** stack with and pass through a hex occupied by an Enemy submarine unit.

[14.14] Friendly Surface naval units may never stack with or pass through a hex occupied by Enemy land units.

[14.15] All Naval units, of all types, may enter or pass through neutral country Coastal hexes, regardless of the presence of neutral units (of any type).

[15.0] NAVAL COMBAT

GENERAL RULE:

Combat occurs between opposing naval units during the Naval Movement and Combat Phase at the Phasing Player's discretion. The Phasing Player is the attacker and the non-Phasing Player

is the defender, regardless of the overall strategic situation.

PROCEDURE:

During the Naval Movement and Combat Phase, the Phasing Player moves his units adjacent to the non-Phasing Player's (defender) units. The attacker then announces his intention to attack the opposing stack. The defender then has the option to either stand and fight or to retreat one hex, suffering a Transit Attack, if applicable. Once a unit has either been attacked or voluntarily retreated before combat, it may not be attacked again the same Phase. It is suggested that once a defending unit has been attacked or retreated before combat, that it be inverted as a reminder to Players that it cannot be attacked again that Phase. Combat situations are expressed as a difference between the attacker's total Attack Strength and the defender's total Defense Strength in the hex under attack. During Transit Attacks, the Defense Strength of the defender may be modified, in the case of submarines, depending upon the mode they are travelling in.

CASES:

[15.1] WHICH UNITS MAY ATTACK

[15.11] The attacker may attempt to attack Enemy naval units that are adjacent to his units (exception: see 15.32). Submarines may also attempt to attack Enemy ships that are in the same hex as well as in adjacent hexes.

[15.12] Attacking naval units may only attack one hex at a time, but may engage in combat any number of times during the same Phase with different defending units.

[15.13] Should the defender elect to stand and fight, after the combat is resolved, the defending Player has the option to Counter-Attack (see 15.7). The defending Player **always** has this option if his combat units were attacked, even if none of them survive the initial attack.

[15.14] Naval units in different hexes can combine their Strength in an attack against a single defending hex. Thus, Friendly Naval units could attack an Enemy unit from as many as six different adjacent hexes.

[15.2] SUBMARINES

[15.21] Submarines may be attacked during the Naval Movement and Combat Phase only if they are in a Coastal hex. They are, however, always subject to Counterattacks (see 15.7) and Transit Attacks (in All-Sea or Coastal hexes).

[15.22] Submarines are subject to Transit Attacks only from Enemy Surface-A and ASW units.

[15.23] The die-roll of a submarine may be modified depending upon the distance from a Friendly Port (see 16.0, Naval Supply for definition of a "friendly port"). Basically, the die roll is unmodified if the nearest Friendly Port is 1-5 hexes away; if the distance is 6-10 hexes, a one is subtracted from the die roll result; if the distance is 11-15 hexes, two is subtracted from the die roll result; if the distance is 16-20 hexes, three is subtracted from the die roll.

[15.3] MERCHANT SHIPS

[15.31] Merchant Ships may not attack; they have no Defense Strength, but must still be attacked in a normal fashion. Merchant Ships may never Counter-Attack.

[15.32] To attack a Merchant Ship, it is not necessary to have the Merchant Ship adjacent to the attacker. It is necessary that the attacker be within five hexes (i.e., four intervening hexes) of the Merchant Ship Holding Area that contains the

target ships. In a **Transit Attack**, if two of the involved MS Holding Areas are equidistant from the attack unit, the attacker may choose which one to attack; if they are not equidistant, he attacks the nearest.

[15.33] Merchant Ships may have Naval Combat units escort them; this adds the escorting unit's Defense Strength to the Merchant Ship Holding Area. All naval combat units, except submarines, may perform escort duty; thus a submarine stacked with a Merchant Ship is not considered to be escorting and does **not** add its Defense Strength to the Merchant Ship. Naval units that are performing escort duty may not conduct normal attacks during the Naval Movement and Combat Phase. They may, however, engage in Transit Attacks and Counter-Attacks. Any naval combat units, except submarines, that are stacked with a Merchant Ship are automatically considered to be escorting that Merchant Ship.

[15.34] If the attacker is attacking a Merchant Ship Holding Area that is escorted by Enemy Naval Combat units, the attacker must attack all Defense Strength Points, except for Enemy submarines, in that Merchant Ship Holding Area. Losses are always determined by the defender. However, the losses must always come from either the Merchant Ships or from the escorting combat units.

[15.35] ASW units may escort Merchant Ships. This is done by having a Merchant Ship Holding Area within the Zone of Control of the ASW unit. When escorting Merchant Ships, ASW units may be "attacked" by submarines, although they never take losses. For example, if one ASW unit was escorting two Merchant Ships and was attacked by Enemy submarines with a combat result calling for loss of two units, the ASW unit could **absorb** one of the losses and one Merchant Ship unit would be removed from play. Note that the ASW unit merely **absorbs** the loss; it is **not** actually destroyed or depleted. If the number of ASW units escorting equals or exceeds the loss called for there is no loss suffered by the other Friendly naval units; one Strength Point of ASW absorbs a loss of one "fleet" on the Naval Combat Results Table.

[15.4] ASW UNITS

[15.41] ASW units can attack only those hexes within their Zone of Control.

[15.42] ASW units are capable of attacking all naval units, including Enemy ASW units.

[15.43] ASW units can combine their Strengths to attack in concert with other naval unit types.

[15.44] ASW units base on All-Land hexes may only be attacked (and suffer losses) by Enemy ASW units. ASW units based on Coastal hexes may only be attacked (and suffer losses) by Enemy Surf-A and/or ASW units. ASW units based on Small Island Coastal hexes may only be attacked (and suffer losses) by Enemy Surf-A and/or B and/or ASW units. Note that in all of the preceding instances, the ASW unit only suffers losses if it is the only Friendly Naval type in the hex being attacked; if other Friendly Naval units (of any type) are present, the ASW unit only **absorbs** losses as detailed in 15.35.

[15.45] In the event that a fleet of Enemy Surface-A and -B units attack a Coastal Hex that contains Friendly naval units, and the hex is in the Zone of Control of a Friendly ASW unit, the ASW unit adds its Defense Strength to the defending hex and **absorbs** losses in the manner described in 15.35.

[15.46] ASW units may be based in any supplied, land or coastal hex. They may not voluntarily be placed out of supply by the Friendly Player. They may only be placed in Friendly or conquered hexes (see 5.42).

[15.47] ASW units are considered to be "naval" units, although they never put out to sea. ASW units may move through all types of hexsides and over any type of terrain (except neutral countries). Similarly, the only type of hex which may interrupt the Zone of Control of an ASW unit is a neutral country hex.

[15.5] DEPLETION

[15.51] When a Surface-A or ASW unit becomes depleted (this is a result of combat), the depleted unit counter is removed from the map and replaced with a depleted marker of the same type. A unit may become undepleted according to section 18.3.

[15.52] Surface-A units and ASW units **only** are subject to Depletion whenever they attack Enemy Surface-A, -B or ASW units. A Depletion result indicated on the Naval Combat Results Table is suffered immediately during the Naval Movement and Combat Phase by the attacking unit. One unit only of the attacking force is Depleted (attacker's choice). In the case of a Depletion result, the attacking unit (either a Surface-A or ASW unit) loses **both** its Attack Strength and its Zone of Control; Defense Strength and Movement Allowance are unaffected. A Depleted unit may not attack, Counter-Attack or engage in Transit Attacks. A unit cannot be depleted if it attacks Merchant Ships or submarines alone.

[15.53] Loss results on the Naval Combat Results Table are given in terms of "fleets"; they are **not** given in terms of Strength Points. The number of fleets is indicated on the counter in superscript after the unit's Strength.

[15.6] NAVAL COMBAT INHIBITIONS AND PROHIBITIONS

[15.61] Naval units may only attack other naval units.

[15.62] Submarines may never attack ASW units (exception: see 15.35).

[15.63] Submarines may only be attacked by Surface-A and ASW units. This attack may be performed only if the defending submarine is in a Coastal hex. Counterattacks against SS units may be conducted in Coastal and All-Sea hexes (see 15.7).

[15.7] COUNTER-ATTACKS

[15.71] After all losses have been taken, the defending Player decides if he will Counter-Attack (see 15.0, Procedure). If he does elect to Counter-Attack, **all** surviving units (within the limitations of 15.73) must make the Counter-Attack.

[15.72] In many cases, the defending units will be eliminated or so reduced by the original attack that he will not have an attack superiority. In such cases, the defending Player may **still** Counter-Attack on the +0 column of the Naval Combat Results Table.

[15.73] In a situation where Surface-B units Counter-Attack a hex that is in the Zone of Control of or contains ASW units as well as other naval combat units, the entire Defense Strength of the hex, including the ASW units, must be attacked, although the ASW units would not suffer a loss; it would merely **absorb** the losses (see 15.35 for example).

[15.74] If the Counter-Attacking stack has Surface -A units surviving the original attack, the Counter-Attack may inflict losses upon the attacker's Surface-A units. In this case, the Attack Strength of any Counter-Attacking Surface-B units would be added to the total Counter-Attack.

[15.75] In the case of an escort conducting a Counter-Attack, the attacking units do not have to

be adjacent to the Counter-Attacking escort. Survivors of an escort may always Counter-Attack.

[15.76] Submarines may not Counter-Attack ASW units. The same procedure outlined in 15.73 and 15.35 would be followed.

[15.77] Units without an Attack Strength may not Counter-Attack. This would apply to Merchant Ships, Amphibious units, depleted ASW and depleted Surface -A units.

[15.78] A Transit Attack will **not** initiate a Counter-Attack.

[15.8] RETREAT BEFORE COMBAT

[15.81] When naval combat units of the Phasing Player come adjacent to naval combat units of the defender, the attacker (Phasing Player) must announce whether or not he intends to attack that defending hex. If he does intend to attack that hex, the defender has the option to either stand and fight or to retreat all units, except for Merchant Ships and ASW units, one hex. Should the defender elect to retreat before combat, the attacker may perform a Transit Attack against the defending units if the attack has Surface-A and/or ASW units Zones of Control exerted on the defending hex. Should not all of the defending units retreat before combat, the attacker has the option to either conduct a Transit Attack (if applicable) to the retreating units **or** conduct a normal attack against the defending hex; he may do either, but not both.

[15.82] For a defending unit to retreat, it must be able to move into a hex not occupied by enemy Surface or ASW units.

[16.0] NAVAL SUPPLY

GENERAL RULE:

Any naval unit that begins the Naval Stage in a Friendly port that ultimately traces its supply path back to a Supply Source in the Home Country is in supply for the entire Naval Stage. Additionally, Merchant Ships and their escorts are always in supply.

PROCEDURE:

When tracing a supply path from a Friendly Port to a Supply Source in the Home Country, follow the procedure outlined in 9.0, Land Supply. This is the same method used in tracing a supply path for ASW units.

CASES:

[16.1] SUPPLY EFFECTS

[16.11] Naval combat units that, at the end of the Naval Stage, are neither in a Friendly Port with a supply path nor escorting Merchant Ships, are considered out of supply and eliminated immediately.

[16.12] In the event that the supply path was lost due to Enemy action during the immediately preceding Land Stage, the naval unit in question must reach a Friendly, supplied port by the end of the first Naval Movement and Combat Phase of the ensuing Naval Stage, or it is eliminated. During the Stage in which it is without supply, the naval unit loses its Attack Strength and its Zone of Control; its Defense Strength and Movement Allowance are unaffected due to supply considerations.

[16.2] SUPPLY SOURCES

[16.21] A Friendly Port must be able to trace a Supply Path to a Supply Center or Industrial Hex in the Home Country to be usable as a source of supply for naval units (see 9.0, Land Supply, for procedure).

[16.22] If the Friendly Port traces to a Supply Center, the Fleet in question may only defend; it may not attack and loses its Zone of Control; Movement Allowance is unaffected.

[16.23] If a naval unit is tracing a supply path via a Merchant Ship Pipeline, the pipeline can supply an infinite number of naval units with only one Merchant Ship per Merchant Ship Holding Area. There does **not** have to be a ratio of one Merchant Ship to one naval combat unit to maintain supply.

[17.0] AIR UNITS

GENERAL RULE:

Strategic air warfare is represented in **Global War** through the use of Long Range Bombers (LRB) and Air Defense units. LRB's have the effect of reducing the Enemy's production capacity while Air Defense units have the effect of destroying LRB's. Additionally, LRB's have the capacity to destroy Air Defense units.

PROCEDURE:

The LRB's attempt to attack a specific Industrial Hex to destroy Production Points; the Air Defense units are placed on Industrial Hexes in an attempt to protect them by destroying or aborting LRB's. The LRB's move to their target during the Air Movement Phase. During the Air Combat Phase, the attack is actually carried out. If there are any Air Defense units in the target hex, they will first attack the LRB's. If there are any surviving LRB's, they then attack the Industrial Hex with a resulting loss of Production Points to the Enemy Player. If there are no Air Defense units in the target hex, the full number of LRB's attack.

CASES:

[17.1] AIR UNIT MOVEMENT

[17.11] Air unit movement is conducted during the Air Movement Phase.

[17.12] Air Defense units may move, but only to Friendly Industrial Hexes which are connected by communications hexes and/or Merchant Ship Pipeline to Industrial Hexes in the home country. Air Defense units may never be placed on non-Industrial Hexes.

[17.13] The Range Allowance of LRB's will vary from Game-Turn to Game-Turn (see the Turn-Record Track). LRB's may triple their Movement Allowance if they are merely changing base and not engaging in combat. An example of this would be the ferrying of LRB's from the United States to the United Kingdom.

[17.14] LRB units may be based in any supplied land or coastal hex. They may not voluntarily be placed out of supply by the Friendly Player. They may only be placed in Friendly or conquered hexes. (See 5.42.)

[17.15] An LRB unit is immune to attacks from uninvolved AD units which it passes over enroute to its target hex. The path that an LRB unit takes to its target hex does not have to be traced out, hex by hex, as long as the target hex is within range.

[17.16] The only restriction on an LRB's flight is that it must be able to trace a path to its destination, within its range, which does not pass over neutral countries. It is not affected by Enemy AD units in hexes which this path passes through.

[17.17] The supplied land or coastal hex in which an LRB unit is placed is termed its base hex. An LRB unit flying a combat mission must return to

the base hex at which its mission originated, at the end of the Air Combat Phase. [Note that the combat range of an LRB unit is its operational **radius**, not its "Movement Allowance".] An LRB unit may establish a new base hex by flying a transfer mission, during the Air Movement Phase, in which its one-way Movement Allowance is three times its combat range or radius. This new base hex must be established by the end of the same Air Movement Phase.

[17.2] AIR UNIT STACKING

[17.21] There is no stacking limit for LRB's.

[17.22] There may be no more than ten Air Defense units in any one hex.

[17.23] Air units never count against the stacking limits of either naval or land units. Neither do LRB's count against the stacking limit of Air Defense units and vice versa.

[17.3] AIR UNIT COMBAT

LRB's may only attack Industrial Hexes and Air Defense units; Air Defense units may only attack LRB's. Air units never affect either land or naval units or facilities (i.e., ports and supply markers).

[17.31] During the Air Movement Phase, the LRB unit(s) fly to the target hex. If there are Air Defense units in the target hex, combat is decided during the Air Combat Phase. First, the Air Defense to LRB Combat Results Table (22.21) is consulted. The defending (non-Phasing) Player then rolls a die under the appropriate Differential Column. The CRT will list how many Air Defense units are destroyed as well as how many LRB units are destroyed or aborted. The surviving LRB units then attack the Industrial Hex using the LRB Combat Results Table (22.22). The appropriate differential column is located and a die is rolled. Cross-index the die roll line with the appropriate differential column to determine how many Production Points that Industrial Hex loses for that Game-Turn.

[17.32] The Production Points that are lost are lost for that Game-Turn only; they are not cumulative. For example, if an Industrial Hex is capable of producing eight Production Points a turn and LRB's attack and destroy three Points, that Industrial Hex would produce only five Production Points (assuming, of course, that it is not bombed again).

[17.33] If an Industrial Hex is attacked by LRB's and that hex has no Air Defense, the attack is immediately rolled on the LRB Combat Results Table and the LRB's will suffer no loss.

[17.4] AIR UNIT SUPPLY

[17.41] Air Defense units are always in Attack Supply because they are always placed on an Industrial Hex.

[17.42] LRB units trace a Supply Path to an Industrial Hex or Supply Center in their Home Country in the manner described in 9.0, Land Supply. They may perform bombing missions only if they are in Attack Supply; if they are in Defense Supply, they may move and survive, but not attack. If they are in an Unsupplied state, they have until the following Friendly Air Combat Phase to regain a Supply Path or they are eliminated. If they are tracing their Supply Path via a Merchant Ship Pipeline, one Merchant Ship per Holding Area is sufficient to supply an infinite number of LRB's. They do not have to maintain a ratio of one Merchant Ship per Holding Area per LRB as do land units.

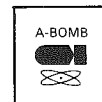
[17.43] Supply status for Air units is determined at the beginning of the Air Movement Phase. That supply status is retained for the entire Air Stage.

[17.5] EFFECTS OF ENEMY UNITS ON FRIENDLY AIR UNITS

[17.51] Enemy Naval units in no way affect or restrict Friendly Air units. They may enter and move through the same hex.

[17.52] If an Enemy land unit moves into or through a hex containing a Friendly air unit, all air units in that hex are destroyed.

[17.53] Air units never add to the Defense or Attack Strength of Friendly land units in the same hex with them.



[17.6] THE ATOMIC BOMB

[17.61] The atomic bomb is a unique weapon that must be delivered by an LRB. One LRB may carry and drop one atomic bomb. The Enemy Player may attempt to shoot down the aircraft carrying the atomic bomb via normal combat. To do this, all LRB units in the hex must be destroyed. If one LRB unit remains, the atomic bomb is still intact. If all LRBs are shot down, the bomb is considered to be destroyed, and there is no effect of detonation.

[17.62] An atomic bomb may only be used against Industrial Hexes and Supply Centers. The effect of the atomic bomb is to **permanently** destroy the production and supply capacity of the target hex. Units stacked in the target hex are unaffected.

[17.63] The A-Bomb appears in any Home Country Industrial Hex. From there, it may be transported by MS Pipeline (as if it were a Land unit). A single LRB Fleet may carry (either to transfer or drop) any number of A-Bombs. To do so it must begin its Air Movement Phase in the same hex as the A-Bomb(s). It then may move in the normal manner.

[17.64] If the LRB carrying the atomic bomb gets through the Air Defense of an Industrial Hex, that Industrial Hex is automatically destroyed. It is not necessary to roll a die; the result is not in question.

[17.65] To show that the Atomic Bomb has been dropped, destroying the Industrial Hex, place a detonation marker in the hex, and remove the expended Atomic Bomb from play.

[18.0] PRODUCTION

GENERAL RULE:

In order to build new units or to rebuild old units that have been destroyed, there is a specific cost to be paid in Production Points and time. In addition, certain countries represented in the game are required to maintain Merchant Ship Pipelines to various foreign areas to utilize their full production capacity.

PROCEDURE:

At the start of the Production Preparation Phase of each Game-Turn, the Players must determine how many **Production Points** they will have available to pay for the production of new (and rebuilt) units for each of the seven Major Powers (Germany, Italy, Japan, USSR, USA, France and the Commonwealth). The number of Production Points available to a Major Power is equal to the number of **Home Country Industrial Centers** (currently operating under Friendly control and conforming to the Pipeline requirements detailed in 18.7) multiplied by the **Production Multiple** (for that country on that Game-Turn) plus one Production Point for each captured Industrial Hex linked by pipeline to the Home Country Industrial Hexes, plus any **Lend-Lease** Production Points received from allies (and minus any Lend-Lease

Points transferred to allied Major Powers) and minus Production Points lost due to Enemy LRB action during that Game-Turn.

These Production Points are then used to pay for the building of new units, the rebuilding of units destroyed, in any way, in any prior Phase or Game-Turn, and the "undepletion" of Surf-A and ASW units. The costs for these production activities are given on the Production Cost Table (on the Turn Record Track, where also will be found the Production Multiples for all of the countries). Once units are paid for, they are placed on the appropriate position on the Production Track leading from the current Game-Turn space on the Turn Record Track. This position is indicated by the matching unit symbol on the Track. When the Game-Turn Marker advances to the Game-Turn space directly under a unit on the Production Track, that unit appears during the Reinforcement Phase of that Production Stage.

Note: The number of counters available in the game is **not** a design limit; Players may build more of a type than are available (with the assumption that in the interim, sufficient counters will become available through attrition). Additional counter sheets are available from SPI for Players who wish to exceed the mix provided and who find "homemade" counters unsatisfactory.

CASES:

[18.1] HOW TO PRODUCE UNITS

[18.11] During the Production Preparation Phase, Players determine from the Production Cost Chart what they need in the way of Production Points and time to build or rebuild units. They then allocate the Production Points as they wish.

[18.12] During the Reinforcement Phase, land and air units that are produced must appear in any Industrial Hex of the Home Country. That is, German units must appear in Germany (or Rumania), Italian units in Italy, Japanese units in Japan (or Manchukuo), Commonwealth units in the Commonwealth (the United Kingdom, India and Canada), etc. Units may **not** appear on captured Enemy Industrial Hexes, or on Industrial Hexes in an Enemy land Zone of Control (unless occupied by a Friendly Land unit). Enemy Naval Zones of Control do not affect Industrial Hexes.

[18.13] New units must obey all stacking limitations when they appear.

[18.14] Naval units that are produced must appear in an Industrial/Port Hex; if none is available on the scheduled Game-Turn of appearance, that unit is lost (considered destroyed for purposes of rebuilding).

[18.15] The procedure for building new units and rebuilding previously destroyed units is identical, except that rebuilding is generally quicker and cheaper.

[18.16] Newly-produced Fortification units need not appear in their Home Country, unlike other land and air units. Fortification units may appear on any Friendly hex linked to a home country industrial hex either via Communications Area or Merchant Ship Pipeline, or both in combination. Notice that once Fortifications are produced and placed, they may never be moved.

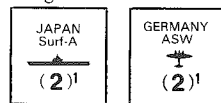
[18.2] PRODUCTION STAGE PROCEDURE

[18.21] The first Phase of the Production Stage is the Reinforcement Phase. During this Phase, both Players place on the map any and all reinforcements due them that Game-Turn. Reinforcements must appear the Game-Turn they are due or they are eliminated (see 18.52).

[18.22] The second Phase of the Production Stage is the Production Preparation Phase. It is during this Phase that the total number of Production Points available to the Players is computed as described in 18.0, Procedure.

EXAMPLE OF PRODUCTION:

In the Production Preparation Phase of Game-Turn Two, the Axis Player spends three Production Points to build one new German Mechanized Strength Point. He places the unit on its symbol picture on the Production Track leading from the Game-Turn Two space on the Turn Record Track. On Game-Turn Eight, the unit appears on a German Industrial Hex during the Reinforcement Phase.



[18.3] DEPLETED UNITS

[18.31] A Surface-A unit that has been Depleted has lost its entire Attack Strength and Zone of Control, but retains its full Defense Strength and Movement Allowance. It may either return to port to become undepleted, or it may remain at sea. If it does remain on the mapsheet, it moves and defends normally, but may not, under any circumstances engage in Combat Attacks, Transit Attacks, or Counter-Attacks.

[18.32] For a Depleted Surface-A unit to become undepleted, it must return to a Friendly Industrial/Port Hex during the Friendly Naval Movement Phase. During the Production Stage it is removed from the mapsheet until the Depletion has been removed (see Production Cost Chart for cost and time). When the Depletion has been removed, that Surface-A unit is placed on the **same** Industrial/Port Hex it was removed from during the Production Phase. Henceforth, it is a normal Surface-A unit. Should that specific Industrial/Port Hex be captured by Enemy land forces while the Friendly Surface-A unit is being undepleted, that naval unit is considered destroyed and must be rebuilt just as if it had been lost in combat.

[18.33] When an ASW unit becomes Depleted, it loses its Zone of Control and its Attack Strength. Its movement ability and its Defense Strength are unaffected. For it to become undepleted, it must move to a Friendly Industrial Hex (not necessarily a port) during the Friendly Naval Movement Phase and follow the procedure described in 18.32.

[18.4] CAPTURED INDUSTRIAL HEXES

It is entirely possible to capture Industrial Hexes and convert them to Friendly Industrial Hexes. These Captured Industrial Hexes may be used to determine the total number of Production Points, but may **not** be used as a place of appearance for units of the capturing Player.

[18.41] To capture an Enemy Industrial Hex, that hex must be physically occupied and garrisoned by at least one Friendly land Strength Point. The Game-Turn **after** the hex is occupied and garrisoned, it joins the Friendly Industrial Net. The captured Industrial Hex always produces one Production Point per Game-Turn.

[18.42] To recapture an initially Friendly Industrial Hex, the same procedure is followed, except that it is not necessary to maintain a garrison on the hex. It then rejoins the Friendly Industrial Net, but will only produce on Production Mode one.

[18.5] STOCKPILING

[18.51] Production Points may not be accumulated from Game-Turn to Game-Turn. If they are not used immediately, they are lost.

[18.52] Units that are being built or rebuilt must appear on schedule or they are lost as if destroyed in combat.

[18.53] Ports are the only type of unit that may be stockpiled as an exception to 18.52. They need not appear on schedule, but may be placed at any time on any Friendly Land/Sea Hex. Once placed, Ports may not be moved.

[18.6] PIPELINES

GENERAL RULE:

Pipelines have five functions. They may: assist strategic movement of land units (see 5.4), provide supply (see 9.0), provide Lend-Lease (see 18.8), maintain productivity of certain Industrial Hexes and "transfer" Production Points (18.7). There are two different types of pipelines; the Communications Area type and the Merchant Ship type.

[18.61] A pipeline (of Merchant Ships or Communications Areas, or of both combined) may perform any or all of its five possible functions in any Game-Turn. Its functions are not mutually exclusive.

[18.62] A Communications Area Pipeline is defined as a path of hexes traced through a Communications Area of any length. It must be free of Enemy units or Land Zones of Control. Friendly Land units negate Enemy Zones of Control for purposes of tracing a Communications Area Pipeline.

[18.63] Each Merchant Ship counter represents Merchant Shipping "in the pipeline" in its vicinity. A Merchant Ship Pipeline is defined as an intact line of Merchant Ships (composed of a Merchant Ship counter, with ten intervening hexes, then another Merchant Ship counter, and so on) from one Friendly Port to another. Merchant Ship counters must be within five hexes of both terminal port hexes of the Pipeline. The interval between Merchant Ships may be less than ten intervening hexes, but never more. The presence of Enemy naval units or their Zones of Control on a Merchant Ship Pipeline does **not** sever the Pipeline.

[18.64] A Merchant Ship Holding Area is defined as a hex in a Merchant Ship Pipeline which contains one or more Merchant Ship counters. A Merchant Ship Pipeline's capacity for Production Point "transfer", Lend Lease, Supply, and Strategic Movement is limited to the number of Merchant Ships in its smallest Merchant Ship Holding Area. Any amount of Merchant Ship counters may be placed in a single Merchant Ship Holding Area.

[18.65] It is permissible to form a Merchant Ship Pipeline using ships of allied nations.

[18.66] It is permissible for Players to combine both Communications Area and Merchant Ship Pipelines.

[18.7] PIPELINES AND PRODUCTION

Certain countries must maintain pipelines to utilize all of their Industrial Hexes for production purposes. The Commonwealth and Japan, in addition, must maintain pipelines to be able to produce as single Economic Units.

[18.71] The United States must keep open a Merchant Ship Pipeline to India, with at least one Merchant Ship in each Merchant Ship Holding Area, or it loses one Industrial Hex for production purposes (Allied Player's choice).

[18.72] One German Industrial Hex is likewise dependent upon a Merchant Ship Pipeline of at least one Merchant Ship to Sweden (Sweden need not be occupied). Another Industrial Hex is dependent upon German control of **all** the Industrial Hexes in France. Thus, Germany must occupy France to achieve full Industrial capacity. Germany automatically controls the Industrial Hex in Rumania until captured by the Allies.

[18.73] One Industrial Hex in the United Kingdom is dependent upon a Merchant Ship Pipeline, with at least one Merchant Ship in each Merchant Ship Holding Area, to the United States.

[18.74] An Industrial Hex in the Japanese Home Islands is dependent upon a Merchant Ship

Pipeline to the United States. Once this pipeline is broken (by war between the U.S. and Japan), the Japanese may regain use of this Industrial Hex by occupying Indonesia and maintaining a Merchant Ship Pipeline from Japan to hex #E1505, with at least one Merchant Ship per Holding Area.

[18.75] If any of the above Industrial Hexes has lost Productive capacity because of a severed pipeline, it still may function as a Supply Source and as a place of appearance for reinforcements.

[18.76] The Commonwealth actually consists of three countries with Industrial Hexes (the United Kingdom, Canada and India). In order for the Commonwealth to produce as a single Economic Unit, a Merchant Ship Pipeline is necessary. The maximum number of Production Points which can be "transferred" is limited to the number of Merchant Ships in the smallest Merchant Ship Holding Area. For example, on Game-Turn Five, the one Industrial Hex in Canada would be producing four Production Points. In order for the Allied Player to total these Production Points with the rest of the Commonwealth, there would have to be a Merchant Ship Pipeline, with at least four Merchant Ships per Holding Area, going from a Canadian port to a United Kingdom port. If these Production Points are sent to the United Kingdom, their Production must appear in the United Kingdom. This procedure could be reversed to build units in Canada or India. If these pipelines are not maintained during the Production Stage of the Game-Turn in which the units are placed on the Production Track, then Canada, India and the United Kingdom must produce independent of each other. All Commonwealth units are compatible for purposes of stacking and supply regardless of which country they were produced in. When producing a unit for the Commonwealth, it will be necessary to note in which country (the UK, Canada, or India) the unit will appear.

[18.77] The Japanese situation is similar to that of the Commonwealth as described in 18.76. For the Industrial Hex in Manchukuo that is separated by water from the Japanese Home Islands, the Japanese must follow the same procedures outlined in 18.76, and suffer the same consequences if a pipeline is not maintained.

[18.78] Any captured Industrial Hex may be included in the Production Point total of the capturing nation on Game-Turns subsequent to the Game-Turn of capture; but only if a pipeline (Communications Area or Merchant Ship) connects it with the capturing nation. The capturing Player must follow the procedures outlined in 18.76. Captured Industrial Hexes may not produce independent of the capturing nation. Newly produced units may not appear on captured Industrial Hexes.

[18.8] LEND-LEASE

[18.81] During the Production Preparation Phase, one country can "lend" Production Points to another. This "Lend-Lease" capacity is limited by the type of Pipelines available connecting the countries involved. If the Pipeline is a Communications Area Pipeline (as would be the case between Germany and Italy) the number of Production Points that could be "loaned" would be unlimited. If the Pipeline is a Merchant Ship Pipeline, the number of Production Points that can be "loaned" is limited to the minimum number of Merchant Ships in any one Merchant Ship Holding Area in that particular Pipeline. Example: There are two Merchant Ship Holding Areas in the US-UK Pipeline. One Holding Area contains four Merchant Ships and the other contains two Merchant Ships; a total of only two Production Points could be transferred.

[18.82] The Axis Player may freely conduct Lend-Lease between Germany, Italy, and Japan regardless of their war footing, subject to Pipeline limitations.

[18.83] The Allied Player may freely conduct Lend-Lease between the Commonwealth, France, and the United States (even if the United States is neutral). Lend-Lease may be given to or taken from the USSR only after the USSR is at war with one or more of the Axis countries (for this purpose, "Axis Countries" means only Germany, Italy and Japan, not the minor Axis allies).

[18.9] PRODUCTION

INHIBITIONS AND PROHIBITIONS

The industrial capacity of the nations involved in **Global War** is put under certain restrictions to simulate the problems involved in gearing up for a war-time economy.

[18.91] Each nation may only build one more unit of any type than was put under construction during the immediately preceding Game-Turn. For example, if Germany started to build two submarines on Game-Turn Two, Germany could start to build three submarines on Game-Turn Three. A nation may always put under construction one unit of any type (assuming, of course, that that nation has sufficient Production Points to build a specific type of unit).

[18.92] For the purpose of 18.91, the entire Commonwealth is considered one country.

[18.93] The United States and the USSR are on Production Mode 1 until the Game-Turn they enter the war.

[19.0] SPECIAL RULES

[19.1] NEUTRAL MERCHANT FLEETS

[19.11] The Merchant Ship Pipelines of a neutral country must be maintained, at its existing level, until it enters the war as an active belligerent.

[19.12] The United States may "loan" its surplus Merchant Ships (subject to the limitations of 19.11) to any Allied nation. These Merchant Ships are then the property of the nation that they were loaned to. Attack upon these Merchant Ships by Axis forces **does not** constitute an act of war against the United States.

[19.2] ITALY

[19.21] Italy may not enter the war before the Second Quarter of 1940. Its entry may, however, be delayed by the Axis Player. If the Italians fail to enter on or before the Winter 1942 Game-Turn, they may not enter at all.

[19.22] While still neutral, Italian land and air forces may move freely within Italy or Italian possessions; other Axis units may not.

[19.23] While still neutral, Italian naval units and Merchant Fleets may **not** be moved. Any Italian naval units that arrive as reinforcements must stay on the hex of appearance until Italy enters the war.

[19.24] When all Axis land units have been driven out of Africa, all Italian units (land, naval and air) must return to the mainland of Italy, Sicily, or Sardinia. These units may no longer attack, only defend. If all Axis land units have been driven out of Africa and there is an Allied invasion of the Italian mainland, Italy surrenders immediately before any combat takes place. This means that all Italian units (land, naval and air) are removed from the game. The side which controls the Italian Industrial Hex is considered to have captured it (see 18.4, Captured Industrial Hexes). Italy also surrenders the Game-Turn that all German-Rumanian Industrial Hexes are occupied by Allied forces.

[19.3] THE UNITED STATES

[19.31] The US must keep at least one Strength Point on hex #E2007 during peace-time.

[19.32] US Naval Combat units that are placed on the board during initial placement may not be moved until the US is an active belligerent. US Naval Combat units that are produced while the US is still neutral may move in the Movement Phase following the Production Phase in which they appeared. However, they must end that Movement Phase in a US-controlled port.

[19.33] The US enters the war the Game-Turn that any one of the following conditions are met: 1. When any US-controlled territory is violated by Axis units; 2. When any US unit is attacked by Axis units; 3. When the **Japanese** attack units or violate territory controlled by the Commonwealth, the Dutch, or the Free French; 4. If none of the conditions listed in 1, 2 or 3 have occurred, the US automatically enters the war on the First Quarter of 1942, against both Japan and Germany.

[19.34] Starting with the Game-Turn in which the US enters the war, it uses the Production Multiples found on Production Mode Line Four of the Turn Record Track.

[19.35] While the US is neutral, the Allied Player may not violate the neutrality of any of its territory.

[19.4] THE COMMONWEALTH

[19.41] For purposes of **Global War**, the Commonwealth consists of the United Kingdom, Australia, Canada, New Zealand, India, South Africa, Burma, British Africa, Hong Kong, Egypt, Nigeria, Br. Somaliland, Aden, Gibraltar, Caribbean and Pacific Islands, Ceylon, and Malasia.

[19.42] Although the United Kingdom, Canada and India may produce units independently of each other, these units and Strength Points are in all ways to be considered to be of the same nationality. That is, a Strength Point produced in England, one in India and a third produced in Canada could be freely combined into one Commonwealth unit of three Strength Points. All Supply Sources in Australia, India, Canada and the United Kingdom may be used by all Commonwealth units.

[19.5] CHINESE REGENERATION

[19.51] When a Chinese unit is destroyed, it reappears **that Game-Turn** on any Supply Center under Allied control in China during the Reinforcement Phase. No more than one Chinese Strength Point may reappear per Supply Center per Game-Turn. The appearance of these units may not be delayed. If they do not reappear the Game-Turn they were destroyed, they are permanently lost.

[19.6] MANCHURIAN GARRISON

[19.61] Whenever total Japanese forces in Manchuria (Manchukuo) drop below two Strength Points, the USSR may attack Japan. When this occurs, the Russians are free from all restrictions that were imposed upon them by neutrality, with the exception that they may only attack Japanese units, not German, Italian or minor Axis allies. The USSR is considered on a full war footing and its Production Mode immediately becomes 2.

[19.7] THE UNION OF SOVIET SOCIALIST REPUBLICS

[19.71] The USSR may not move its land units while neutral **except** for the Game-Turn that Poland is invaded by the Axis. In this case, the Soviet Army must move and attack Eastern Poland: Hexes W3023 and W3223 are "partitioned" to the Soviets.

[19.72] The USSR must keep at least 7 Strength Points on the Soviet-Manchukuo border while Russia is neutral.

[19.73] Should the Japanese attack the USSR or should the Japanese garrison in Manchukuo drop below two Strength Points, the Soviet Union may go to war **with the Japanese only**; the USSR may freely move all of its units and increases its Production Mode from 1 to 2.

[19.74] The USSR goes to war with Germany (and Italy) the Game-Turn that Germany attacks Russia or Russian units. This does **not** automatically bring Japan into the war against Russia. After a state of war exists between Germany and the USSR, either Player has the option to bring Japan into the war (the Axis Player by having Japan attack Russia, the Allied Player by having the USSR attack Japanese-occupied territory or units).

[19.75] Once the USSR is on a war footing with Germany and/or Japan, its units may freely enter Mongolia. A Japanese movement into Mongolia constitutes an attack against the USSR.

[19.76] During peace-time, the USSR's Production Mode is 1; the Game-Turn that the USSR enters the war, its Production Mode becomes 2.

[19.77] When the neutrality of the USSR is violated by Germany, six Infantry Strength Points of Russian units are automatically given to the Russians during the Allied Land Movement Phase of that Game-Turn (this represents the mobilization of militia). These Strength Points must be placed on Industrial Hexes with no more than one per Industrial Hex within the USSR. These Industrial Hexes must not be in Enemy Zones of Control for this purpose. These militia units may move the Game-Turn that they appear.

[19.78] During the first Winter Quarter (only) following the invasion of the USSR by Germany, all Russian Land Strength Points are doubled for purposes of attack and defense. Note that this is the first Winter Quarter following invasion by Germany, not Japan. Should the USSR be invaded by Germany on a Winter Quarter, this doubling of Strength Points will take place the **following** Winter Quarter.

[19.79] Should the USSR and Japan go to war, the status of all other allied or neutral countries is unaffected. War between Russia and Japan does **not** mean war between Japan and the other Allies.

[19.8] THE BALTIC AND ADRIATIC SEAS

[19.81] If Denmark is neutral or controlled by the Axis, then Allied Surf-A, -B, SS, Amph, and MS Naval units, of nations at war with Germany, may not enter the Baltic Sea (the westernmost hexes of the Baltic are W3220/3221). Soviet Naval units (when not at war with Germany) may enter and leave freely. Soviet Naval units (when at war with Germany) may operate in the Baltic if they are there at the start of hostilities (but they may not leave). Allied units may attack **into** the Baltic from adjacent hexes and ASW units may conduct operations (without violating Danish neutrality).

[19.82] Only **Italian** Naval units may enter the Adriatic Sea (defined as hex W2821) until Italy surrenders. Until such time, Allied Naval units (of all types) may not enter or attack into this hex (however, they may counterattack Italian Naval units which attack from the Adriatic hex). No other Axis Naval units (other than Amph or MS) may enter the Adriatic.

[19.9] AXIS MINOR ALLIES

[Finland, Bulgaria, Rumania and Hungary]

None of the units of these countries may ever be rebuilt nor may new units be produced. The Industrial Center in Rumania is defined as a **German**

"Home Country" Industrial Center. These countries receive certain reinforcements contingent upon certain Axis actions. Minor Axis Allied units are always in Defense Supply when within their own countries. They must trace a supply path to a German (or Italian) Industrial Center to be considered in Attack Supply. They may not use Strategic Movement or Sea Movement.

[19.91] Minor Axis Allies may stack with and cooperate in attacks with each other and Major Axis units.

[19.92] Finnish units may **never** leave Finland. They are always free to attack Enemy units that are within Finland. They may not, however, attack across the Finnish border (nor do their Zones of Control extend across the border) until the Game-Turn following the one in which a Major Axis Land unit enters hex W3324. Major Axis units (of all types) are free to enter (and be based in) Finland. If this hex is recaptured by the Allied Player, the Finns may still attack across their border.

[19.93] The Game-Turn that a German (or Italian) Land unit enters Finland, the Finns receive one Infantry Strength Point in the Reinforcement Phase. The Game-Turn that Germany (or Italy) violates Soviet neutrality, the Finns receive two Infantry Strength Points during the Reinforcement Phase.

[19.94] Minor Axis Allies may never independently violate the neutrality of a country. Only on and after the Game-Turn in which Germany and/or Italy violated the neutrality of a country may the Minor Axis units attack that country's units or territory.

[19.95] Rumanian and Hungarian units may only end the Land Movement Phase in their respective Home Countries or in the Soviet Union. If such a unit ends its Land Movement Phase anywhere else, it is immediately eliminated.

[19.96] Bulgarian units may only end their Land Movement Phase in Bulgaria or in Yugoslavia and/or Greece (if the neutrality of these nations has been violated by Germany and/or Italy). If a Bulgarian unit ends its Land Movement Phase anywhere else, it is immediately eliminated.

[19.97] The Zones of Control of Minor Axis Allies extend into any hex that a German Zone of Control would extend into. They may also attack into any such hex. They may never, however, violate the Movement-Phase-ending restrictions previously detailed.

[19.98] Hungary, Rumania and Bulgaria each receive one Infantry Strength Point in their respective Home Countries during the Reinforcement Phase of the Game-Turn that Germany and/or Italy violates the neutrality of Yugoslavia. Hungary and Rumania each receive one Infantry Strength Point in their respective Home Countries during the Reinforcement Phase of the Game-Turn in which Germany and/or Italy violates the neutrality of the Soviet Union.

[20.0] OPTIONAL RULES

[20.1] VICHY AND FREE FRANCE

[20.11] When all French units have been eliminated by the Axis Player in European France, the Axis Player may declare a Vichy France at the end of that Game-Turn.

[20.12] When Vichy France is declared, all French land forces are frozen in position. If they are in French Overseas Territory, they remain on the map; if they are in Allied or Axis territory, they are considered interned and removed from play. All French air units are immediately removed from play.

[20.13] Control of the French Navy (including Merchant Ships) is determined by a die roll. A result of "1", "2", "3" or "4" means all French naval units are removed from play; a result of "5" means the Allied Player retains control of the French Navy; a result of "6" means the Axis Player gains control of the French Navy.

[20.14] Vichy French units are hostile to all forces except those of the US. Should any Axis or Allied unit (other than US) enter Vichy territory, the Vichy French will ally themselves with the non-attacking side.

[20.15] As an exception to 11.0, General Rule, Allied Forces may invade neutral Vichy France (including overseas possessions). If it is invaded by an Allied unit, and US units are not present, the Vichy units attach themselves to the German Supply net, and may be considered German Allies. If Vichy France is invaded by Axis forces, the Vichy units become Free French and attach themselves to the US supply net. (If the US is neutral, they are attached to the Commonwealth supply net, and are attached to the US supply net upon US entry into the war.)

[20.16] If any US unit participates in the initial Allied invasion of Vichy territory, the Vichy French unit nearest the invading US units becomes Free French. All other Vichy French units are then removed from play. (In ambiguous circumstances, the Allied Player may choose, from amongst the nearest Vichy French units, which unit he wishes to become Free French.)

[20.17] The French possession of New Caledonia (hex E1116), and any French units based there, always become Free French when France falls, regardless of the declaration of a Vichy government.

[20.18] If Allied or Axis units are present in French territories at the time Vichy France is declared, they have one Game-Turn to exit the territory or it constitutes an invasion of Vichy France. This does not apply to Free French territory.

[20.2] JAPAN AND FRENCH INDOCHINA

If French Indochina has come under Vichy control, the Japanese may freely enter French Indochina and use French Indochinese ports without driving the rest of Vichy to Free France (see 20.14). However, if the Japanese do occupy French Indochina, the US is considered to have placed an economic embargo against Japan. This means that the Japanese-US Pipeline is no longer open and the Japanese lose the use of one of their Industrial Hexes.

[21.0] MULTI-PLAYER GAMES

[21.1] NATIONAL VARIATION

This version of the Multi-Player game is designed for three to five Players. It involves assigning certain countries to various Players.

[21.1] Order of Movement and National Identity

	Three Player Game	Four Player Game	Five Player Game
1st Player	Germany Italy	Germany Italy	Germany Italy
2nd Player	Japan	Japan	Japan
3rd Player	Comwlth France USA and USSR	Comwlth France and USA	Comwlth France
4th Player	—	USSR	USA
5th Player	—	—	USSR

[21.12] The First Player always controls the Axis Minor Allies. Neutral countries (and China) are controlled by the Third Player when invaded, unless the Third Player is allied with the invading Player, in which case that neutral country is controlled by the Fourth Player.

[21.13] Players need not maintain the historical alliances. If they so agree before the game begins, they may form alliances as they wish, changing them only at the end of the Game-Turn.

[21.14] If historical alliances are used, the side with the highest Victory Point total wins, as in the Standard Game. If the historical alliances are not used, the single Player with the highest Victory Point total wins the game; in this case, only one Player can win.

[21.2] MINISTERIAL VARIATION

The second multi-Player variant involves the creation of various "Ministries" within two opposing sides.

[22.0] CHARTS AND TABLES

[23.0] SCENARIOS AND VICTORY CONDITIONS

[24.0] INTEGRATED TURN RECORD AND PRODUCTION TRACK

(sections 22.0 through 24.0 are on separate sheets)

[25.0] GAME NOTES

From a purely mechanical point of view, **Global War** was a comparatively easy game to develop. Most of the game systems used in the game had been developed earlier in **World War II** and **World War Three**. The worst problem in the development of the game was its sheer scope. Fortunately, there was an exceptionally good group of playtesters involved in **Global War** who were willing to put in the truly enormous amount of time and effort, not to mention frustration, that is involved in playtesting.

Another tremendous aid in the development of **Global War** was that the conflict it depicts actually occurred, unlike other games such as **World War Three**: the amount of data available is copious.

The situation depicted by the game is the most interesting one in history. World War Two was truly a "global war". Nations on every continent of the Earth were involved; land warfare was conducted in Europe, Asia and Africa; virtually every ocean and sea in the world had its bed littered with sunken ships; the skies over four continents were filled with burning airplanes and contrails and bombs.

In the end, entire cities had ceased to exist, organized Fascism had been destroyed, borders had changed and the Cold War was started. It was a war that started with biplanes and trenches and ended with jet aircraft and atomic bombs.

Global War shows the events with accuracy. It does not have two monolithic powers struggling against one another, but, rather, two coalitions of different nations, all attempting to achieve different objectives.

Global War actually developed into three different "mini-games". These consisted of the land, air and naval wars. There is actually a fourth mode in **Global War**, in many ways the most interesting. This is the "battle of production". As Players will quickly realize, this game is won and lost more in the factories than on the battlefield. Players must "gear up" their industry to fight a particular kind

of war. It is impossible, for example, to spend a Game-Year producing ASW units and then suddenly switch to submarines. Players will just have to find out through experience which kind of production can win the game. Players must also be able to second-guess opponent's production to effectively counter the Enemy's efforts.

Certain elements have been built into the game. The "Blitzkrieg" tactic is most important. This is incorporated into the rule involving advance after combat. Players will note that only armored units may use this rule. This is because an "armored" unit actually represents tactical air support as well as tanks. The Allied Player will learn quickly as he sees what Axis armor does in France and Russia.

There are only three "fudge factors" in the game that were included for playing purposes rather than for history. The first of these factors is the freezing in place of US naval units. Frankly, there was just no way that any competent US Player would leave his fleet in Pearl Harbor just waiting for the Japanese to strike and the Japanese are hard-pressed to accomplish much in the Pacific with an intact American fleet breathing down their necks.

The second factor is the automatic American entry. No one knows when the US would have entered the war if Pearl Harbor had not been attacked. Quite arbitrarily, the First Quarter of 1942 was chosen.

The third factor is an arbitrary ending date for the game. This was included because of the Atomic Bomb. Given that the Allies developed the Bomb when they did, there was no way that the Axis could hope to continue resistance. However, this is a case of 20-20 hindsight. Adopting a course of alternate history, Players could easily continue the game indefinitely.

Basically, this is **Global War**. It is the only game on the Second World War on a global scale.

GLOBAL WAR PLAYTEST NOTES

GENERAL STRATEGY:

AXIS:

Germany/Italy: On the first Game-Turn, Germany must immediately crush Poland and attack France. The French attack is particularly important because failure to knock out both forts on the frontier will give the French sufficient time for their reinforcements to arrive. When this occurs, France will be able to hold out for some time. After France falls, the German/Italian Player must gear all his efforts to the conquest of the Soviet Union. Russia will be the main Enemy on land. Construction of one more LRB unit is perhaps warranted in an effort to keep the Allied Player off balance. The appearance of Axis bombers over England might make the Allied Player divert construction from ASW's to Air Defense.

In the African-Mediterranean theater, a precarious situation may easily develop. With Italy's entry into the war (generally the Game-Turn that France falls) a new front is opened up. The largest threat to the Axis in this theater is the Royal Navy. This can be countered by judicious use of the Italian fleet and by the creation of a German ASW unit that will counter any Allied efforts from Gibraltar. The Italian fleet will have to strike hard and fast while they have the initiative. Crippling the British fleet in the Mediterranean and extensive submarine operations in the Atlantic may force the Commonwealth to abandon the Mediterranean and form a Merchant Ship Pipeline around the south of Africa rather than going directly to Egypt. After the first attack is carried out, the Italian fleet should perform escort duty for its Merchant Ships. If the Allied forces succeed in attacking and

damaging the Italian Merchant fleet, all Axis ground forces in North Africa should be withdrawn immediately. They will soon be out of supply and helpless. Should the Allies fail to damage the Italian Merchant fleet, transfer of at least one German armored unit is warranted in an effort to exploit any success. If possible, the Italian submarines might attempt to run the blockade at Gibraltar in an effort to aid the German submarines in the Battle of the Atlantic.

The Soviet Union should be attacked no later than Summer, 1941. If the Soviets are able to build any forts along the frontier, the Axis forces will have their work cut out for them. The initial attack should be aimed at the Moscow-Leningrad area in an effort to capture these two vital Industrial areas. This attack should be launched in conjunction with a secondary drive from Finland to Murmansk and Archangel in an attempt to deprive Russia of ports where Lend-Lease might land. After these two objectives have been captured, a drive must be made into the Urals to capture the last concentration of Soviet Industrial Hexes.

Japan: Japan will face a combination of two problems: the United States Navy and the simple task of remembering just what his objectives are. The former factor, the US Navy, can be countered in a number of ways. Remember that the US Navy will be largely restricted to Pearl Harbor prior to the outbreak of war. The Game-Turn that Japan enters the war, it must be hit hard. It is often worthwhile sending the entire Japanese fleet against this target and then swinging around to the South and South-West to destroy or cripple any Royal Navy units in the area.

This naval offensive should be combined with the establishment of a Defensive Perimeter around Japanese holdings. This line will include Indonesia (the Dutch East Indies), New Guinea, the Japanese and British mandate islands, Guam, Wake, Midway, and part of the Aleutians.

The seizure of these islands should be accomplished in the following manner: first, the island is seized with an infantry unit making an Amphibious Assault. After the island is taken, the infantry unit should be withdrawn and replaced with a fort and an ASW unit. The fort is self-sufficient and difficult to take and the ASW Zone of Control will make American raids on Japanese Merchant Ship Pipelines expensive.

Japanese objectives are China, India and Indonesia. China and India have the Supply and Industrial Hexes needed for Victory Points while Indonesia can support one quarter of Japanese production. The establishment of the Defensive Perimeter should always be made with this in mind. The transfer of an armored unit to China as soon as possible and the establishment of forts in Manchukuo should be high Japanese priorities. The armored unit will enable the Japanese Player to exploit any victories in China and the forts will help to protect Manchukuo from Russian attack while freeing the infantry units in Manchukuo for other duties.

There is the temptation to attack Russia. This is a serious step and should not be taken lightly. On the plus side, this will gain the Japanese an Industrial Hex and may help out the Germans. On the negative side, Japan will be in bad trouble if Russia survives in the West.

ALLIES:

Commonwealth/France: If the Germans handle their attack properly, France is doomed. There is nothing that the Allied Player can do about it except utilize French resources as best as possible. The most important resource that France has is its

navy. The French Navy should be used for such things as escort duty and hazardous operations to keep the Royal Navy free and relatively intact. The Commonwealth is faced with a difficult problem of linking a far-flung empire into a single economic unit (via Merchant Ship Pipelines) and fighting a multi-front war. One advantage that the Commonwealth has is a surplus of Merchant Shipping. However, depending on Axis actions, this surplus may not last. At all costs, the Merchant Ship Pipelines to Canada, the United States, India and Egypt must be kept open. Further, once Russia is in the war, a pipeline should be opened for purposes of Lend-Lease. The bulk of the Royal Navy will be engaged in escort duty on the Pipelines. However, whenever the opportunity presents itself, the German and Italian Navies should be hit. Because they are so much smaller, the Royal Navy can take even losses and still come out ahead. Surface-A units (aircraft carriers) should be based in Gibraltar and in Britain itself in an effort to prevent Axis submarines from escaping into the Atlantic. In addition, sizable Surface-B units should also be kept in Gibraltar so that the Italian surface fleet cannot escape into the open sea. The Commonwealth Player will note that the creation of ASW units will be of aid in countering Axis submarines.

Always in the wings is Japan. The Commonwealth Player is forced to keep a portion of his naval strength in the Indian and Pacific Oceans watching the Japanese. Once the Japanese are actually at war with the Commonwealth, the Allied Player should keep the Commonwealth responsibility limited to the Indian Ocean and the China-Burma-India theater. The Pacific War is basically an American operation.

The United States: The United States finds itself in the peculiar situation of fighting three separate wars (the European War, the Pacific War and the Production War) in two stages (war and peace). The Allied Player should keep in mind that the United States will be the offensive arm of the Allies.

Again, the Allied Player must remember what his priorities are. While the Japanese are a severe annoyance, the Germans are the actual threat. This should lead to a "Germany first" policy. While the Royal Navy is responsible for the protection of the Atlantic Merchant Pipelines for the most part, the United States must give Production Points to both the Commonwealth and Russia. Russia is in constant contact with the Axis forces and can best utilize any aid. Offensive actions, such as Amphibious Attacks, will be basically American operations. The US should also conduct an extensive air offensive using LRB's in an attempt to cripple Germany.

While the bulk of the US land and ground forces are busy in Europe, the bulk of the US Navy should be engaged with the Japanese. Because of the Japanese first strike, American naval forces in the Pacific will be weak. Until they can be built up, avoid contact with the Japanese fleet unless severe damage can be inflicted. Hit-and-Run raids with the Surface-A units against Japanese ASW units on small islands are often worthwhile. It will create a hole in the Japanese Defensive Perimeter that US submarines can penetrate to damage Japanese shipping; the real weakness of the Japanese. The US Player should never miss an opportunity to inflict losses on Japanese shipping.

After the US has built some spare offensive capability (in the form of Surface-A fleets, armor and amphibious units) the reconquest of the Pacific can begin. The American Player will have to be extremely careful in what islands he hits. Never invade a Japanese-held island unless it is

necessary. If the island is garrisoned by a fort, that fort must be destroyed or the invading force is destroyed. This makes Amphibious Operations in the Pacific extremely hazardous. A simple rule of thumb is: don't take it if you don't need it.

Once American forces get close to the Japanese Home Islands, the final stage of the offensive may start. This will involve the softening up of the Japanese prior to an invasion of the Home Islands. The best way to conduct this is by an LRB offensive against Japanese Industrial Hexes and a strong submarine offensive in the Sea of Japan in an effort to isolate Manchukuo. After this shows some progress, the invasion of the Japanese Home Islands can begin.

The Union of Soviet Socialist Republics: The USSR is faced with the unpleasant task of defeating the Axis on the ground. Fortunately, the Russians are blessed with a large army and considerable Industrial potential. The Russians must stay on the defense until they have produced sufficient armored units to make an offensive worthwhile. However, local attacks should always be conducted if damage can be inflicted on the Axis. There are several things that the USSR can do. The first thing is to build as many forts as possible; this will severely slow down the German advance. A second thing is to create submarines and ASW units on the Baltic Sea during peacetime to threaten the German Merchant Ship Pipeline to Sweden. This will force the Germans to divert their meager naval forces to face the Russians rather than the Commonwealth. A third thing that the USSR should do is attempt to maintain neutrality with Japan, at least early in the conflict. This will enable the Russians to build up a Merchant Fleet and use a Pipeline to the United States via Russian Merchant Ships to Vladivostok. The Japanese will think twice before attacking the Russians.

PRODUCTION STRATEGY:

AXIS:

Germany: Early in the war, the Germans should concentrate on strictly offensive production. This means the construction of submarines and armor. The armor will be for the war in the East while the submarines will help to neutralize England. The German may consider building one or two LRB's to keep the Allies off balance, but large-scale production is generally not worthwhile. Also, early in the war, two ASW units should be built. One should be placed in northern Finland or Norway to interdict the Murmansk shipping Pipeline and the other in southern France or northern Italy to keep the Commonwealth fleet in Gibraltar from doing anything rash.

After the immediate needs of conducting an offensive war are taken of, defensive measures should be given some thought. This will consist largely of the production of Air Defense units for defense against an American-Commonwealth air offensive. There is nothing that the German can do to prevent such an offensive; the construction of Air Defense is the only course of action.

Depending upon how the war in Russia is doing, the German should give some thought to the production of forts. Once a Russian offensive gets started, forts are the only way it can be stopped. Also, there is the Allied invasion to worry about and the construction of an "Atlantic Wall" will help to stop any Allied attempt to return to the continent.

Italy: Italy's production capacity is so low that it is restricted in what it can produce. Generally, the production of submarines is the best bet. A large submarine fleet in the Mediterranean will make the Allies cautious. Also, a large submarine fleet

stands a chance of breaking out into the Atlantic. Italy should also try to keep up its surface fleets.

Japan: Japan is faced with the unpleasant task of fighting both a land and sea war with limited resources. In the early portion of the game, Japan should produce one armored unit to exploit any gains made in China. After this, Japan should concentrate on the production of ports, ASW, and Merchant Ships as well as Amphibious units. As soon as Japan is at war with the United States, it must build as many forts as possible to place on the small islands Japan controls. Japan should also produce a large number of ASW units to place along the Defensive Perimeter to help stave off American incursions.

After all initial objectives are seized, Japan can start production of submarines. When the American offensive starts, the US will have long supply lines to protect. Japanese submarines lurking in the American rear will force combat units into escort duty.

ALLIES:

Commonwealth/France: The Commonwealth will have to enter into two distinct phases of production. The first phase is when they are on the defensive early in the game. The Commonwealth must maintain its Merchant Ship Pipelines to India and Canada. This could very well be largely dependent upon how well the Axis submarine offensive does. Production should also be started on ASW units. These ASW units will prove invaluable in stopping the German submarine offensive. As far as land forces are concerned, the construction of one or two armored units will be warranted as conditions develop and the production of forts, particularly for placement in India to keep the Japanese at bay.

Once the Allies have gone over to the offensive, the Commonwealth should start producing LRB's as well as Amphibious units and infantry forces. The Allied Player should remember, however, that the main burden of the offensive will be upon the United States.

The United States: From the beginning, the United States is the offensive power of the Allies. During peacetime, the US should construct only a few defensive units such as forts. Perhaps three should be produced. One to be placed in the Panama Canal, one in Hawaii and one on the West Coast. After these units have been produced, the US should start to build LRB's and armored units. For the navy, the construction of Surface-A fleets, submarines, and ASW units will prove helpful. As soon as the United States is in the war, production on an Atomic Bomb should be started; the United States has the Industrial capacity to produce one before the Axis can.

The Union of Soviet Socialist Republics: The USSR is a ground power. All production prior to Russia's entry into the war, should be devoted to infantry and forts. These are the weapons that will stop the Axis drive into Russia. Should there be any Production Points to spare, production may be started on ASW or submarine units to be placed in the Baltic. This will cause the Germans some headaches as that is where his Merchant fleet is located. Also, the USSR might start producing some Merchant Ships to be placed in the Pacific. This way, if the USSR and Japan stay neutral, a Merchant Ship Pipeline can be established to the United States for Lend-Lease.

Once the Allies go over to the offensive, the production war will change. The Russians can now start production on armored units to help exploit any victories that their large infantry army will win.

GLOBAL WAR ERRATA [as of July, 1975]

As a result of post-publication playtesting, the following errata and addenda have been assembled to clarify and correct various errors and ambiguities in the game components. The errata follow in the sequence of the **Global War** rules booklet.

[5.52] (addition) An Amphibious Assault may not be conducted against any coastal or small island hex that contains an Enemy naval unit other than MS, SS or Amph.

[5.57] (change) If the invasion is to be conducted against an occupied hex, the Amphibious units and the Land Strength Points are placed in the invasion hex with the Enemy units (this is an exception to the prohibition upon having opposing Land units in the same hex). The assaulting units must attack **only** the Enemy units in the invaded hex during the following Combat Phase (unless an overrun has taken place) and must eliminate or retreat the Enemy units on the invasion hex, or else the Amphibious units and the invading Land units are returned (intact) to the Friendly port(s) they originated from.

[7.14] (addition) Fortifications on a coastal or small island hex must take losses **before** any other type of Land unit in the hex. Thus, if all fortification units in a hex were eliminated, the surviving Land units would be forced to retreat.

[7.22] (addition) Fortifications are two-Strength-Point units. They may never be voluntarily broken down. They may be broken down only as a result of combat.

[7.36] (change) There may never be more than two Strength Points of fortifications (that is, a single fortification unit) in a hex unless called for by a scenario set up.

[12.24] (addition) Submarines may never be more than twenty hexes away from a Friendly port in a Movement Segment.

[12.41] (change) Merchant Ship counters are actually markers representing 500 ships "in the pipeline" rather than a specific ship or fleet as with other naval counters. Generally speaking, Merchant Ships may move **only** in the Third Naval Movement and Combat Phase; they may **not** move in the first two Phases. They have a maximum Movement Allowance of 75 hexes. As this process actually represents a reallocation of shipping rather than movement **per se**; Merchant Ships are not subject to Transit Attacks during the Third Naval Movement and Combat Phase.

[12.51] (clarification) Amphibious units when moving during the Naval Movement and Combat Phase function in certain ways like Merchant Ships. They may be attacked from five hexes away and may remain at sea indefinitely. However, they may move during all three Phases, a maximum of 25 hexes per Phase. Note that they may not be used in the role of Merchant Ships.

[13.12] (change) Merchant Ships suffer Transit Attacks only when transporting Land Strength Points.

[15.0] PROCEDURE (clarification) The instant the first naval unit moves adjacent to a defending unit, the attacking Player must announce his intention to attack or not attack the defending unit in that Phase. The defender then has the option to either stand and fight or to retreat one hex

(assuming that the attacking Player has declared to attack) suffering a Transit Attack, if applicable. Once a unit has either been attacked or voluntarily retreated before combat, it may not be attacked again in the same Phase. It is suggested that once a defending unit has been attacked or retreated before combat, that it be inverted as a reminder to Players that it cannot be attacked again that Phase. Combat situations are expressed as a difference between the attacker's total Attack Strength minus the defender's total Defense Strength in the hex under attack. During Transit Attacks, the Defense Strength of the defender may be modified, in the case of submarines, depending upon the mode they are travelling in.

[15.15] (addition) Losses are always determined by the defender (see 15.21 for exception).

[15.21] (change) Submarines may **never** be attacked during the Naval Movement and Combat Phase; they are subject **only** to Transit and Counter-Attacks. If submarines are present in a hex with other defending naval units (i.e., Surface-A), they do **not** add their Defense Strength to that stack nor may submarines take any losses called for by the Combat Results Table in such a situation. If the other naval units opt to retreat before combat, the submarines do **not** retreat with them.

[15.35] (change) ASW units may escort Merchant Ships. This is done by having a Merchant Ship Holding Area within the Zone of Control of the ASW unit. When escorting Merchant Ships, ASW units may be "attacked" by submarines, although they never take losses. The ASW unit adds its Defense Strength to the Merchant Ship Holding Area. However, any losses called for by the Combat Results Table must be taken from the units occupying the Merchant Ship Holding Area. A given ASW unit can escort only one Merchant Ship Holding Area per Phase (or defend one hex of naval units — see 15.45).

[15.44] (change) ASW units based on all-Land hexes may be attacked (and caused to suffer losses) only by Enemy ASW units. ASW units based on coastal or small island hexes may be attacked by Surf-A and -B as well as ASW units. In these cases, the ASW units **do** suffer the loss called for by the Combat Results Table.

[15.45] (change) In the event that a fleet of Enemy Surface-A and -B units attack a hex that contains Friendly naval units and the hex is in the Zone of Control of a Friendly ASW unit, the ASW unit can add its Defense Strength to the defending hex and can suffer a Depletion result for one of the losses

called for on the Naval Combat Results Table (of course, the losses may also be extracted from the ships in the hex under attack). Only one hex can be so defended per Phase (see also 15.35).

[15.63] (change) Submarines may never be attacked during the Naval Movement and Combat Phase. They are subject **only** to Counter-Attack and Transit Attacks. If submarines suffer a Transit Attack, all the submarines in the attacked hex are attacked as a unit.

[15.73] (change) In a situation where Surface-B units Counter-Attack a hex that is in the Zone of Control or contains ASW units as well as other naval combat units, the entire Defense Strength of that hex, including the ASW units, must be attacked. If the defending Player elects to take losses in ASW units, the losses are taken as Depletion results.

[15.74] (change) Delete this rule.

[16.22] (omission) If the Friendly Port traces to a Supply Center, the fleet in that port may only defend and Counter-Attack; it may not attack and it loses its Zone of Control; Movement Allowance is unaffected.

[16.24] (clarification) Axis naval units that are attacked while in port or escorting Merchant Ships during the Third Naval Movement and Combat Phase have the option to decline combat without retreating one hex. In such a case, they can suffer Transit Attacks just as if they had left the hex (or the Merchant Ships in that hex can be attacked).

[18.94] (addition) Neutrals may not build or start to produce fortifications. The US and USSR are considered neutral until at war with Germany; Japan is considered neutral until at war with the U.S.

[19.36] (addition) The Game-Turn that the Axis first attacks the US (in the Standard Scenario only) American naval units may **not** retreat before combat. This does not apply if the US automatically enters the war and does not apply to the Axis High Watermark Scenario.

[19.83] (addition) Axis Merchant Ships operating solely within the Baltic or Adriatic Seas may **not** be attacked by Allied units, even if within five hexes of the Axis Merchant Ship Holding Area.

[20.17] (clarification) The French possession of New Caledonia (hex E1116) and any French **land** units based there, always become Free French when France falls, regardless of the declaration of a Vichy government. French naval units always follow the procedure outlined in 20.13.

[22.3] LAND COMBAT RESULTS TABLE (addition)

Die Roll	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	Die Roll
1	•	•	•	•	1	1	2	2	3	4	4	1
2	•	•	•	1	1	3	3	3	4	4	5	2
3	•	•	•	1	2	3	3	4	4	5	5	3
4	•	•	1	1	2	3	4	4	5	5	6	4
5	•	1	1	2	3	4	4	5	5	6	6	5
6	1	1	2	3	4	4	5	5	6	6	7	6

(Note that this is simply an extension of the existing CRT.)

Differentials higher than "+10" are treated as "+10."

[23.1] (clarification) Each nation may start production of only **one** unit of each type on Game-Turn One.

[23.2] German Set Up (correction) Hex W3420 should be W3422.

Map Errata: In Canada, hexes 3001 through 3005 and hexes 2901 through 2905 should be in the Communications Area (not Undeveloped Area).

EXAMPLES OF COMBAT

#1. [1943] Naval

Japanese units: 4 SS, 3 Surf-A, 1 Surf-B in E2822.

US units: 2 MS, 1 Surf-A, 2 Surf-B in 2624 and 1 ASW in 2222.

The Japanese ships indicate an attack on the Merchant Ship Holding Area on 2624. The three US combat ships opt to retreat before combat to 2525. The Japanese Player decides to make a Transit Attack on the US combat ships with his Surf-A rather than have them attack the 2 MS. Only the Surf-A units can make the Transit Attack (12 Strength Points). The Defense Strength of the US ships is 6 plus 2 from the ASW unit on 2222. The Differential is +4. The die roll is 2 ("d1"). One of the Japanese Surf-A becomes Depleted, and the US Player chooses to lose one Surf-B fleet. There can be no Counter-Attack.

The two MS on 2624 can now be attacked by the 1 Surf-B plus 4 SS. Since the submarines are attacking with a surface ship, there is no combat adjustment for distance to a Friendly Port. The Differential is 8 minus 0, or +8 (although the ASW is in range, it can be used only once per Phase for defense). A die roll of 6 ("3") eliminates both of the Merchant Ships.

#2. [1943] Naval

German units: 5 SS on W2919.

CW units: 1 ASW on 3118; 2 ASW on 3218; 1 Surf-B, 5 MS on 3014; 1 Surf-A, 2 MS on 2612; 3 MS on 2617.

The 5 SS move to 2614. Since they moved through the Zone of Control of the 3 ASW, the CW Player decides to make a Transit Attack. The ASW have 12 Strength Points, and the submarines have a

Defense Strength Point total of 10; the Differential is +2. The die roll is 4 ("d1"). One submarine fleet is eliminated, but, since there is no Depletion against submarines, the ASW units are unaffected. The remaining 4 SS are within 5 hexes of three Merchant Ship Holding Areas, and the German Player decides to attack them in turn. First they attack the 3 MS on 2617. The 1 ASW on 3118 has a range of 5 hexes; a 5-hex path can be traced through the coastal hex of neutral Portugal to 2617. There are four German Strength Points to two for the CW, for a Differential of +2. A die roll of 5 (adjusted to 4 because of the range to nearest Friendly Port) indicates 1 MS is sunk. Even though the ASW Attack Strength is less than the submarines' Defense Strength, the ASW can Counter-Attack on the +0 column. A roll of 3 shows no effect.

Next, the 4 SS attack the Merchant Ship Holding Area on 2612. With the Surf-A Defense of 2, the Differential is again +2. The die roll is 1, adjusted to 0 (a "roll" of less than 1 means no effect). The Surf-A Counter-Attacks, using the +0 column, as did the ASW in the first attack. A roll of 6 eliminates one submarine fleet, but does not Deplete the Surf-A.

The last attack, against 3014, is impossible since the two unused ASW on 3218 plus the Surf-B have a Defense of 6.

#3. [1944] Naval

Japanese units: 1 ASW on E2611; 2 Surf-A, 2 Surf-B, 1 Surf-A (Depleted) on 2413.

US units: 5 Surf-A, 2 Surf-B on 2414.

The Japanese attack with 20 Strength Points; US defends with 14. The Differential is +6. A die roll of 5 ("2") means the US will lose two fleets (the two Surf-B fleets are removed immediately).

Now 20 US Strength Points Counter-Attack 12 Japanese Strength Points (the ASW and Depleted Surf-A are counted in). The Differential is +8. The Japanese Player does not have the option to retreat before combat. The die roll is 6 ("3"). The Japanese Player decides to deplete the ASW and lose two Surf-B units. He cannot take a loss by depleting either of the undepleted Surf-A units.

#4. [Any year] Naval

Japanese units: 1 Surf-A, 1 Surf-B, 2 SS on 1724.

US units: 1 Surf-A, 1 Surf-B, 1 SS on 1824.

The US attacks with a total of nine Strength Points. Submarines cannot be attacked; so the Japanese Defense Strength is 4. The Differential is +5. The die roll is 2 ("1"). The Japanese Player removes the Surf-B unit.

If the Japanese Counter-Attack, the US submarine strength is added in. The Strengths are 4 (Japanese) to 6 (US) for a Differential of -2. Since the Japanese submarines were not attacked, they cannot Counter-Attack. If the Japanese Counter-Attack, they would have to use the +0 column, and that would mean automatic Depletion of the Surf-A.

#5 [1944] Air

German units: 5 AD on 3020.

CW units: 3 LRB on 3020.

US UNIT: 1 LRB on 3020.

First, Table 22.21 is used. The AD Strength (20) minus the LRB Defense Strength (16) equals +4. Under the +4 column a die roll of 4 gives "1/A." One AD Strength Points is eliminated, and 1 LRB returns immediately to base.

Now Table 22.22 is used. The surviving LRB Strength is +6. A die roll of 3 means that the Industrial Center on 3020 will produce 8 Production Points less than normal for that Game-Turn.

#6 [1944]

German units: 3 Inf, 2 Fortification Strength Points on 2919.

CW units: 10 Amph, 10 Inf on 2919.

The CW units must attack the Germans on 2919. The Differential is +5. The die roll is 4 ("3"). Both fortification Strength Points must be eliminated first, then one infantry Strength Point. The remaining two Strength Points are retreated one hex, allowing the invading units to remain on the coastal hex.

[22.1] NAVAL COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)

Die Roll	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	Die Roll
1	d	d	d	d	d	d1	d1	d1	d1	d2	d2	d2	d2	d3	d3	d3	d3	d4	1
2	d	d	d	d	d1	1	1	1	2	2	2	2	3	3	3	3	4	4	2
3	d	d	d	d1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	3
4	d	d	d1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	4
5	d	d1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5
6	d1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	6

[22.11] KEY TO NAVAL COMBAT RESULTS TABLE

d = one Fleet (either ASW or Surf-A) of the attacking force is Depleted.

number = quantity of defending Fleets destroyed.

Differentials of greater than +17 are treated as +17; attacks at differentials of less than +0 are not allowed (except in the case of Counterattacks, in which instance they are treated as +0).

[22.12] Combat Adjustments for Submarines:

SS units attacking independently have their attack die roll number reduced depending

upon their distance to the nearest Friendly Port:

1 thru 5 hexes: No Subtraction

6 thru 10 hexes: Subtract one

11 thru 15 hexes: Subtract two

16 thru 20 hexes: Subtract three

If SS units on different hexes are different ranges from port; use the greatest subtraction. If attacking in concert with other naval types, use no subtraction.

German SS units travelling in Snort Mode (using the Schnorkel device) have their Defense Strength doubled when suffering a Transit Attack.

[21.13] NAVAL UNIT MOVEMENT ALLOWANCE SUMMARY

Unit Type	Per Phase Movement Allowance
MS	25*
Amph	13*
SS	20**(Fast); 8***(Snort)
Surf-A & -B	30***

* These types may remain at sea at the end of the Naval Stage.

** These types may remain at sea at the end of each Phase, but must return to Friendly Port at the end of the Stage.

*** Japanese and US units of this type may remain at sea at the end of the Phase, but must return to Friendly Port at the end of Stage. Other nationalities of this type must return to Friendly Port at the end of each Phase.

[22.21] AIR DEFENSE TO LRB COMBAT RESULTS TABLE

Combat Differential

(AD Strength minus LRB Defense Strength)

Die Roll	+0	+4	+8	+12	Die Roll
1	1/●	1/●	1/1	1/3	1
2	●/●	1/●	1/2	1/5	2
3	●/●	1/●	●/4	1/8	3
4	●/●	1/A	●/5	●/11	4
5	●/●	●/A	●/5	●/11	5
6	●/A	●/A	●/7	●/16	6

Air Defense Loss/LRB Loss (in Fleets)

● = No Effect; A = Abort one LRB (no loss)

Attacks at less than "0" have no effect (the only instance in which the "0" column is used is when the number of AD's is exactly equal to the number of LRB's). Differentials of greater than "+12" are treated as "+12".

[22.2] AIR TABLES

[22.22] LRB COMBAT RESULTS TABLE [used against Industrial Centers]

Surviving LRB Attack Strength Over Target

Die Roll	+0	+2	+4	+6	+8	Die Roll
1	●	1	2	3	4	1
2	●	2	4	6	7	2
3	●	3	6	8	11	3
4	●	4	7	11	15	4
5	●	5	9	14	16	5
6	●	6	11	16	16	6

● = No Effect.

Number = Number of Production Points destroyed in target hex for that Game-Turn.

Attacks at differentials greater than "+8" are treated as "+8".

[22.3] LAND COMBAT RESULTS TABLE

Combat Differential

(Attacking Strength minus Defending Strength)

Die Roll	+0	+1	+2	+3	+4	+5	+6	Die Roll
1	●	●	●	●	1	1	2	1
2	●	●	●	1	1	3	3	2
3	●	●	●	1	2	3	3	3
4	●	●	1	1	2	3	4	4
5	●	1	1	2	3	4	4	5
6	1	1	2	3	4	4	4	6

[22.31] LAND COMBAT TABLE RESULTS KEY

● = No Effect.

number = number of defending Strength Points destroyed (defender's choice of type); all surviving, non-Fort defending Land units retreat one hex (defender's choice within limits of Case 8.71). Attacking Mechanized units may advance into hex if no Fort units remain.

[22.4] TERRAIN EFFECTS CHART (see Terrain Key on map for symbols)

MP = Movement Points

ALL-LAND HEX in a Communications Area

Movement: Costs 1 Land MP to enter hex. Land, Air and ASW permitted; other Naval units prohibited.

Combat: No effect on combat.

A "Communications Area" is defined as a group of connected Coastal and/or All-Land hexes of either or both of the two basic Communications types. A Communications hex (and an Undeveloped hex) is defined as "Friendly" if a Friendly Land unit was the last to enter or pass through it (or if the hex started the game in Friendly control and no Enemy Land unit has subsequently entered or passed through it). Note that simply placing a hex in a Zone of Control does not make it a Friendly hex; Land units must enter the hex.

ALL-LAND HEX with ROUGH TERRAIN in a Communications Area

Movement: Costs 1 Land MP to enter hex. Land, Air and ASW permitted; other Naval units prohibited.

Combat: Decrease final Land Combat differential by two points (when Defender is in hex).

ALL-LAND HEX in an Undeveloped Area

Movement: Costs 3 Land MP to enter hex. Land, Air and ASW permitted; other Naval units prohibited.

Combat: Decrease final Land Combat differential by three points.

Supply: If path contains three or more Undeveloped hexes, supply line is broken.

COASTAL HEX of any of the above three varieties

Movement: Same Land MP to enter as above All-Land types; all types of units may enter Coastal hexes. Note that Naval and Air units always pay only one MP to enter any type of Coastal hex.

Combat: Land combat effects as per same All-Land varieties. Submarines may be attacked; Amphibious assaults conducted.

Supply: As per same All-Land varieties.

"SMALL ISLAND" COASTAL HEX

Movement: All units may enter; Land units may only enter via sea movement or amphibious assault.

Combat: For Land combat, treat as Undeveloped hex (decrease final differential by three points). Submarines may be attacked; ASW units based on Small Islands may be attacked by Surf-B units (in addition to their normal vulnerability to ASW and/or Surf-A).

Supply: A port must be present in hex as a terminus for an MS supply Pipeline if non-Fort units are to be based in hex.

Note: A "Small Island" Coastal hex is defined as a Coastal hex surrounded on all six sides by All-Sea hexes and/or Contra-Land hexesides and/or Contra Duplex hexesides. Any Coastal hex accessible by normal overland movement cannot be considered a Small Island hex.

ALL-SEA HEX

Movement: Only Naval and Air units may enter; only non-ASW Naval units may end a Movement Phase in an All-Sea hex. Land units may only traverse via MS Sea Movement technique or when being moved on Amph units.

Combat: Land combat impossible. Regular attacks against SS units are prohibited. (Transit and Counter-Attacks still possible.)

Supply: Land Supply paths may not be traced into or through; MS Pipelines required for Supply route.

ZOC: Land unit Zones of Control do not extend into All-Sea hexes.

CONTRA-LAND HEXSIDE

Movement: Land units may not traverse except via Sea Movement or Amph units. Naval and Air movement unaffected.

Combat: Land units may not attack across or retreat through; Naval combat unaffected.

Supply: Land supply paths blocked; MS Pipeline unaffected.

ZOC: Land Zones of Control do not extend across; Naval Zones of Control unaffected.

CONTRA-NAVAL HEXSIDE

Movement: Non-ASW Naval units may not traverse; Land, Air and ASW units unaffected.

Combat: Surf-B and SS units may not attack across; Surf-A, ASW units and Land units may.

Supply: MS Pipeline may not be traced across.

ZOC: Land, ASW, and Surf-A Zones of Control are unaffected.

CONTRA DUPLEX HEXSIDE

Movement: Only ASW and Air units may traverse.

Combat: Only ASW and Surf-A may attack across.

Supply: All supply lines are blocked.

ZOC: Land Zones of Control do not extend across; Naval Zones of Control unaffected.

MOUNTAIN HEXSIDE

Movement: Costs 2 additional Land MP to cross. Air and ASW units unaffected. Other Naval units may not traverse.

Combat: Double the Defense Strength of all Land units which are attacked solely through Mountain hexesides. Naval units attacked solely through Mountain hexesides are not doubled. Note that when entering an Enemy-occupied hex through a Mountain hexside for the purpose of Overrun, the Enemy unit is doubled. Units may not retreat through Mountain hexesides.

Supply: Land supply paths and Pipelines may not be traced through more than one Mountain hexside.

ZOC: Land Zones of Control do not extend across Mountain hexesides. ASW and Surf-A Zones of Control are unaffected.

POLITICAL BORDER HEXSIDE; especially as a boundary of Neutral Territory

Movement: Only Axis Land units may cross neutral borders (and when they do so, a state of war exists between that country and the Axis). Naval and Air units of all countries may enter and pass through Coastal hexes of neutrals without violating their neutrality. Only Axis Air and ASW units may overfly All-Land hexes of neutrals (and when they do so a state of war exists between that country and the Axis).

Combat: Only Axis Air, Surf-A and ASW units may attack across neutral, Contra-Naval or Contra Duplex hexesides (and when they do so a state of war exists). Non-Axis units which would be forced to violate neutrality as a result of a retreat are eliminated instead (Axis units may so violate neutrality or be eliminated at the Axis Player's option).

Supply: Land supply routes may not be traced into or through neutral country hexes. MS Pipelines may be traced through neutral country Coastal hexes without violating neutrality.

ZOC: The Zones of Control of Land units do not extend into neutral country Coastal or All-Land hexes. Nor do the Zones of Control of neutral land units extend out of their countries. The Zones of Control of belligerent ASW and Surf-A units do extend into neutral country Coastal hexes, but do not extend through neutral Contra-Naval or Contra Duplex hexesides, nor over neutral All-Land hexes (note that the Axis may opt to so extend their Zones of Control and from that instant on the country's neutrality is violated.)

Note: When Borders link up with Contra-Land and/or Contra Duplex hexsides to enclose a hexagon or contiguous group of hexagons, these Contra-Land/Duplex hexsides describe the political boundary as well as a physical boundary. Players will note that in instances where it might be difficult to discern "who owns what," a small nationality code has been printed in the hex.

WEATHER AREA HEX

Movement: Land units which begin the Movement Phase in a Weather Area hex are subject to the seasonal change of Movement Allowances indicated on the Turn Record Chart; units which begin their Movement Phase in a non-Weather Area hex have a Movement Allowance of 5 MP, even if they enter the Weather Area during the course of movement.

Combat: Land units defending in a Weather Area hex during the Spring Game-Turn of any year have their defensive Combat Strength doubled (before, and in addition to, any other modification of their defensive Combat Strength).

Note: "Weather Area" hexes are defined as any hexes north of the 2800 horizontal row, exclusive.

MAP EDGES

Movement: Movement off the South or North edge is prohibited; units that are forced to do so are eliminated. Movement off the West or East edge is permitted and is entirely normal since the map should be considered a continuous cylinder which has been arbitrarily split through the USA in order that it might be flattened out. Units moving off the East or West edge immediately reappear on the opposite edge in the corresponding hex row (or either of the immediately adjacent hex rows, dependent upon in what direction the units moved off the opposite edge).

Combat: A normal combat relationship exists between the mating hexes of the East and West edges.

Supply: A normal supply relationship exists between the East and West edges.

Note: In all instances, the East and West edges interact as if the map were still formed into a continuous cylinder.

PORT SYMBOL

Movement: Ports are the beginning and ending points of most Naval movement. Land units may only use Sea Movement from Port-to-Port via a MS Pipeline. Ports have no intrinsic effect on land air or sea movement.

Combat: Units in ports experience no special combat advantage or disadvantage by virtue of being in a hex containing a port. Attack effectiveness of SS units is inversely proportional to their distance from the nearest Friendly port (see Naval Charts and 15.23). Ports may not be destroyed by Enemy action or Friendly action.

Supply: Ports are the terminal points of MS Pipelines and the linking points of MS Pipelines and land routes.

A "Friendly Port" is defined as one which Friendly Land units were the last to enter or pass through (or one which began the game in Friendly control and which no Enemy Land unit has subsequently entered or passed through). Note that simply exerting a Zone of Control upon a Port hex does not make it Friendly; Land units must actually enter the hex. A Friendly Port which is in Enemy Zones of Control (even if not occupied by Friendly Land units) may still be used as a Naval base and as terminal for MS Pipelines and Sea Movement.

INDUSTRIAL CENTER SYMBOL

Movement: No effect (Air Defense units may be shifted from Friendly Industrial Center-to-Friendly Industrial Center and to no other hexes).

Combat: Industrial Centers are a source of Attack Supply for Friendly units. They themselves have no Combat Strength nor may they be destroyed in any way other than by A-Bombing.

SUPPLY CENTER SYMBOL

Movement: No effect.

Combat: Supply Centers are a source of Defense Supply for Friendly units. They themselves have no Combat Strength nor may they be destroyed in any way other than by A-Bombing.

MERCHANT SHIP START POSITIONS AND SUGGESTED PIPELINES

Note: These features are only playing aids and in no way affect the game.

GEOGRAPHIC OUTLINES

Note: The continental outlines on the map are provided only for general reference purposes and in no way actually affect the play of the game. Only those map features previously described in this chart have actual effects.

ABBREVIATIONS FOUND ON THE MAP

To avoid ambiguity, the original territorial ownership of certain hexes is indicated by small abbreviations:

BN = Belgium/Netherlands; CW = Commonwealth; DN = Denmark; FR = France; GE = Germany; IT = Italy; JP = Japan; PT = Portugal; TU = Turkey; USA = United States of America; USSR = Union of Soviet Socialist Republics.

[23.0] SCENARIOS AND VICTORY CONDITIONS

GENERAL RULE:

Forces are listed by nationality. Forces of a nation are set up anywhere within the borders of that nation unless another nation or hex number is specified. If units are to be set up "on" a border, they may be placed in any hex (within that nation) which has a border hexside in common with the bordering territory listed. Infantry and Mechanized units are listed in terms of Strength Points. Each Fort listed consists of 2 Defense Strength Points (e.g., 5 forts = 10 Defense Strength Points). Air and Naval units are listed in terms of the number of "fleets", not the number of Strength Points. Abbreviations: m = mechanized; i = infantry, Ft = fortification, Pt = Port (there are no Port Markers - Players must refer to scenario and make a note of port positions not indicated on the map).

VICTORY CONDITIONS

Victory Conditions are assessed at the end of the game. The Victory Conditions for both Scenarios are the same.

Axis: The Axis Player receives 10 Victory Points for every Allied and Neutral Industrial Hex and Supply Hex which he occupies at the end of the game.

Allied: The Allied Player receives 10 Victory Points for each Axis Home Country Industrial Hex which he occupies or has destroyed by an Atomic Bomb at the end of the game. The Industrial Hexes in Rumania and Manchukuo are considered Axis "Home Country" Industrial Hexes.

The winner is Player with the greatest number of Victory Points.

[23.1] STANDARD SCENARIO

GENERAL RULE:

The Standard Scenario begins on Game-Turn One and continues through Game-Turn 23. Use reinforcements indicated on track from Game-Turns One to Nine, inclusive, **only**. On Game-Turn One, Germany and the minor Axis nations (Bulgaria, Rumania, Hungary and Finland) are at war with the Commonwealth, France and Poland. In addition, Japan is at war with China. All other nations are neutral.

AXIS NATIONS, INITIAL FORCES

Germany:

LAND FORCES: 26i, 12m

NAVAL FORCES: 2 Surf-B, 3SS, 7MS, 1 Amph in W3121.

AIR FORCES: 1 LRB

Italy (nominally neutral at start, see 19.12):

LAND FORCES: 1i in Ethiopia, 2i in Libya, 4i in Italy

NAVAL FORCES: 3 Surf-B, 5SS in W2722, 3MS in W2622, 1MS in W2524, 1MS in W2028.

Japan:

LAND FORCES: 2Ft in E1813, 5i within Japan or occupied China, 2i in Manchuko

NAVAL FORCES: 5 Surf-A, 6 Surf-B, 3SS in E2611, 3MS in E2710, 1MS each in E2616, E2624, E2107, 2MS in E2113.

Bulgaria:

LAND FORCES: 2i

Rumania:

LAND FORCES: 3i

Hungary:

LAND FORCES: 1i

Finland:

LAND FORCES: 2i in W3423

ALLIED NATIONS, INITIAL FORCES

Commonwealth:

LAND FORCES: 1i in E1705, 1i in Australia, 1i in India, 2i in United Kingdom

NAVAL FORCES: 1 Surf-A, 3 Surf-B, 3SS in W3119, 1 Surf-A, 2 Surf-B in W2617, 1 Surf-B each in W2908, W0723, E2001, E1105, E0813, 6MS each in W2909, W3014, 5MS each in W1712, W2715, 4MS in W3118, 2MS each in W2716, W1717, W0821, W1427, W2225, 1MS each in W3718, W3925, W2815, W2623, W1916, W0921, W1327, W2231, E1903.

AIR FORCES: 1AD in hex W3119.

France:

LAND FORCES: 1Ft in W2920, 3i in W3019, 2i in French West Africa, 1i in W2526.

NAVAL FORCES: 1 Surf-A, 3 Surf-B, 3SS on W2819, 3MS n W2720, 1MS each in W2516, W2416, W2010, W1417, W0623, W1031, E1504.

Poland:

LAND FORCES: 1i each in W3122, W3123, W3023.

China:

LAND FORCES: 4 Self Defense within unoccupied China.

NEUTRAL NATIONS, INITIAL FORCES

United States:

LAND FORCES: 1i in E2007, 1i in United States

NAVAL FORCES: 1 Surf-A, 1 Surf-B on W2705, 3 Surf-A, 5 Surf-B, 4SS on E2222, 4MS each in W2207, W1211, 3MS in E2729, 2MS in E2525, 1MS each in W2705, W2204, W2308, W1515, W0621, W1428, W2031, E2009, E2118, E0815, E1122, E2127, E2625.

Norway:

LAND FORCES: 1i in W3419.

Sweden:

LAND FORCES: 1i each in W3622, W3321, W3322.

Greece:

LAND FORCES: 2i in W2723.

Turkey:

LAND FORCES: 1i in W2724, W2625, W2726.

Spain:

LAND FORCES: 1i each in W2818, W2719, W2718.

USSR:

LAND FORCES: 7i on Manchukuo border, 12i on Poland-Rumania border, 12i anywhere within USSR.

Yugoslavia:

LAND FORCES: 1i in W2922.

Belgium-Netherlands:

LAND FORCES: 1i.

[23.2] AXIS HIGH WATER MARK SCENARIO

GENERAL RULE:

The Axis High Water Mark (HWM) Scenario begins on Game-Turn 12 and continues through Game-Turn 23. Use reinforcements indicated on track from Game-Turn 12 onward, inclusive. At the start of this Scenario, Germany, Italy, Japan and the minor Axis nations (Bulgaria, Rumania, Hungary and Finland) are at war with the Commonwealth, the USSR, the United States, and China. Sweden, Turkey, Vichy France, and Spain are neutral.

Forces listed as Game-Turn 11 Production should be placed on the Production Track leading from Game-Turn 11; this production becomes available as the game progresses, just like any other production, and determines what units can be started into production on Game-Turn 12.

Note the Axis HWM Front Line in the USSR - Axis units indicated as "in USSR" must be placed to the west of this line. This front line connects with the Finnish border.

Vichy French Territory is neutral and Players are to use Optional Rule 20.1. There are no Free French units in the game.

Air units are placed in accordance with sections 17.12 and 17.14.

AXIS NATIONS, INITIAL FORCES

Germany:

LAND FORCES: 32i, 16m in USSR, 8i, 3m in France, 2i in Scandinavia (Norway-Denmark-Finland), 2i in the Balkans (Yugoslavia-Greece), 1i, 1m in Libya.

NAVAL FORCES: 10SS in W2919, 3 Surf-B, 6 SS in W3121, 4MS in W3420.

AIR FORCES: 3AD, 1LRB

GAME-TURN 11 PRODUCTION: 8i, 6m, 3AD, 1LRB.

Italy:

LAND FORCES: 2i in Libya, 3i in USSR, 3i in Balkans, 6i in Italy.

NAVAL FORCES: 3 Surf-B, 3SS in W2722, 4MS in W2621.

AIR FORCES: 1AD in W2821.

GAME-TURN 11 PRODUCTION: 2i.

Japan:

LAND FORCES: 1i each in E1810, E1413, E1804, 2i each in E2203, E2007, 4i in Manchukuo, 8i in occupied China, 10i in Japan, 1Ft, 1Pt in E1815, 2i, 1Pt in 1415, 5Ft in E1813.

NAVAL FORCES: 5 Surf-A, 5 Surf-B, 5 Amph in E2611, 1 Surf-A, 1 Surf-B, 2 ASW in E1813, 2 ASW in E1613, 1 ASW each in E1905, E2004, E2105, 1 ASW, 1 Pt in E1407, 2SS in E1405, 1SS in E1705, 10MS anywhere.

AIR FORCES: 2AD, 1LRB.

GAME-TURN 11 PRODUCTION: 2Ft, 1Pt, 4 Amph, 2SS, 2AD, 1m, 1 Surf-B, 1 Surf-A.

Bulgaria:

LAND FORCES: 1i in Balkans, 2i in Bulgaria.

Rumania:

LAND FORCES: 3i in USSR, 2i in Rumania.

Hungary:

LAND FORCES: 2i in USSR, 2i in Hungary.

Finland:

LAND FORCES: 5i in Finland.

ALLIED NATIONS, INITIAL FORCES

Commonwealth:

LAND FORCES: 2i in Canada, 3i in India, 2i, 1m within Egypt-Libya, 2i within Iraq-Iran, 7i, 3m in United Kingdom, 1Ft each in E0617, E0806, E1108, E1209, E1310, E1412, E2103, E0813, E0713, E0611, E0711.

NAVAL FORCES: 2 Surf-A, 4 Surf-B, 2SS in W3318, 2 ASW each in W3119, E0813, 2 Surf-B, 2SS in W2525, 3 Surf-B, 1SS in W1834, 1 Surf-B in 0713, 40MS anywhere.

AIR FORCES: 5AD, 1LRB in United Kingdom
GAME-TURN 11 PRODUCTION: 1Ft, 5i, 1 Amph, 2LRB, 1SS, 2 Surf-B, 2 Surf-A.

Union of Soviet Socialist Republics:

LAND FORCES: 59i, 6m, 4Ft east of Axis HWM front line, 1i on Manchukuo border.

AIR FORCES: 1AD in USSR

GAME-TURN 11 PRODUCTION: 5Ft, 3MS, 7i, 2AD, 7m.

United States:

LAND FORCES: 1Ft each in E2629, E3222, 1i in E2530, 2i, 4Ft in E2222, 1i, 1Ft in E1116, 2Ft, 1Pt in E1218.

NAVAL FORCES: 1 Surf-A (Depleted and in Game-Turn 11 Production) in 2629, 2 Surf-A, 1 Surf-B in E1116, 1 Surf-A, 2 Surf-B, 2ASW, 5SS in E2222, 1 Surf-A, 3 Surf-B in W2705, 1 ASW in E3222, 26MS anywhere.

GAME-TURN 11 PRODUCTION: 3Pt, 1 Surf-A Undepletion, 10Ft, 3i, 3 Amph, 2MS, 3SS, 3 LRB, 3 ASW, 3AD, 3m, 3 Surf-B, 3 Surf-A, 1 Atomic Bomb.

China:

LAND FORCES: 4 Self Defense in any all-land hex within unoccupied China.

NEUTRAL NATIONS, INITIAL FORCES

Vichy France:

LAND FORCES: 1i each in W2517, W2619, W2620.

Sweden:

LAND FORCES: 1i each in W3622, W3321, W3322.

Turkey:

LAND FORCES: 1i each in W2724, W2625, W2726.

Spain:

LAND FORCES: 1i each in W2818, W2714, W2718.

[24.0] INTEGRATED TURN RECORD TRACK AND PRODUCTION CHART

GENERAL RULE:
Each Player maintains one copy of this chart to record the Game-Turn and the production of units. The track also carries information on the range of ASW and LRB units, the seasonal Movement Allowance for Land units in the Weather Area, Reinforcements for the Standard Scenario and for the High Water Mark Scenario, and miscellaneous notes. Place a Game-Turn Marker in the Game-Turn number of the first turn in the Scenario being played. At the end of each complete Game-Turn, advance the Marker one space to the right to indicate the progress of the game.

CASES:
[24.1] USING THE PRODUCTION CHART

Each Game-Turn space on the Turn-Record Track has a Production Track leading from it at a 45° angle. On each of these Production Tracks there are pictures of all the various types of units which may be produced, rebuilt or undepleted. During the Production Preparation Phase of each Game-Turn, Players calculate the Production Points they have available to spend (using the Multiples indicated on the Turn-Record Track), consult the Production Cost Table, select the units they wish to initiate into production and place those units on the Production Track in the spaces where their pictures appear. During the Reinforcement Phase of the Game-Turn in which the Game-Turn Marker is directly beneath the units on the Production Track(s), those units are placed on the map.

For example, if the Player initiated production of one LRB Fleet in the Production Phase of Game-Turn One, he would spend six Production Points on Game-Turn One, place an LRB counter on the Production Track leading from Game-Turn One and when the Game-Turn Marker reached Game-Turn Five, he would place that LRB unit on the map during the Reinforcement Phase, on any Home Country Industrial Hex.

[24.2] SYMBOLS AND ABBREVIATIONS USED ON THE TRACK

The unit-types are shown using the same symbols and abbreviations as on the counters. Those symbols contained in circles indicate the positions of **rebuilt** units. On the Reinforcement section of the track "i" = infantry; "m" = mechanized; "Pt" = Port; "Ft" = Fort.

[24.3] PRODUCTION COST TABLE		
Production Point Cost to...		
	...Build	...Rebuild
LAND Units:		
1 Infantry Strength Point	2	1
1 Mechanized Strength Point	3	2
2 Fort Strength Points	1	•
AIR Units:		
1 Long Range Bomber Fleet	6	4
1 Air Defense Fleet	1	•
1 Atom Bomb	40	•
NAVAL Units:		
1 Merchant Ship Fleet	3	•
1 Amphibious Fleet	3	2
1 Submarine Fleet	1	•
1 ASW Fleet	1	•
1 Surface-A Fleet	6	5
1 Surface-B Fleet	4	3
1 ASW or Surf-A Undeplete	1	•
1 Port	1	•

• = Not allowed.

[24.4] CONTINGENCY REINFORCEMENTS AND EVENTS

(Unless otherwise noted, units are received during the Reinforcement Phase.)

When one or more German Land Strength Points enter Finland for the first time:
Receive 1i(Finnish) anywhere in Finland

When Germany [or Italy] violates Soviet neutrality:
Receive 2i(Finnish), 1i(Hungarian), 1i(Rumanian) in the respective home countries.

Receive 6i(Soviet) during the Allied Movement Phase on any Soviet Industrial Hex(es) not in unoccupied Axis Zones of Control.

When Germany [or Italy] violates Yugoslavian neutrality:
Receive 1i(Rumanian), 1i(Hungarian), 1i(Bulgarian) in the respective home countries.

During the first Winter Game-Turn occurring after German/Italian violation of Soviet neutrality:
The effective strength of all Soviet units in the USSR is doubled (in addition to any other effects due to terrain).

Whenever the USA enters the war (whatever the cause), a state of war exists between the USA/Commonwealth/France and Germany/Japan /Italy (if Italy has entered the war).

At the end of any Allied Land Combat Phase in which there is an Allied land unit in Italy proper (i.e., excluding the two hexes W2721-W2621) and there are not Italian land units in Africa: All Italian units (of all types) are removed from play.

PRODUCTION MODE

1. USA or USSR (peace):
2. USSR (war):
3. Italy or India:
4. USA (war), UK-Can, Fr, Ge-Rm, Jpn:

YEAR:
GAME-TURN:

Season & Land Movement Allowance:
Axis ASW radius and LRB range:
Allied ASW radius and LRB range:

NOTES:

REINFORCEMENTS:

Germany:

Italy:

Commonwealth:
France:

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[24.3] PRODUCTION COST TABLE

Production Point Cost to...		
	...Build	...Rebuild
LAND Units:		
1 Infantry Strength Point	2	1
1 Mechanized Strength Point	3	2
2 Fort Strength Points	1	•
AIR Units:		
1 Long Range Bomber Fleet	6	4
1 Air Defense Fleet	1	•
1 Atom Bomb	40	•
NAVAL Units:		
1 Merchant Ship Fleet	3	•
1 Amphibious Fleet	3	2
1 Submarine Fleet	1	•
1 ASW Fleet	1	•
1 Surface-A Fleet	6	5
1 Surface-B Fleet	4	3
1 ASW or Surf-A Undeplete	1	•
1 Port	1	•

• = Not allowed.

[24.4] CONTINGENCY REINFORCEMENTS AND EVENTS

(Unless otherwise noted, units are received during the Reinforcement Phase.)
When one or more German Land Strength Points enter Finland for the first time:
Receive 1i(Finnish) anywhere in Finland
When Germany [or Italy] violates Soviet neutrality:
Receive 2i(Finnish), 1i(Hungarian), 1i(Rumanian) in the respective home countries.

Receive 6i(Soviet) during the Allied Movement Phase on any Soviet Industrial Hex(es) not in unoccupied Axis Zones of Control.
When Germany [or Italy] violates Yugoslavian neutrality:
Receive 1i(Rumanian), 1i(Hungarian), 1i(Bulgarian) in the respective home countries.
During the first Winter Game-Turn occurring after German/Italian violation of Soviet neutrality:
The effective strength of all Soviet units in the USSR is doubled (in addition to any other effects due to terrain).
Whenever the USA enters the war (whatever the cause), a state of war exists between the USA/Commonwealth/France and Germany/Japan /Italy (if Italy has entered the war).
At the end of any Allied Land Combat Phase in which there is an Allied land unit in Italy proper (i.e., excluding the two hexes W2721-W2621) and there are not Italian land units in Africa: All Italian units (of all types) are removed from play.

1939		1940		1941		1942		1943		1944		1945		1946	
1		2		3		4		5		6		7		8	
Fall	4	Winter	3	Spring	2	Summer	5	Fall	4	Winter	3	Spring	2	Summer	5
1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2
1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2
START STANDARD SCENARIO		No Amph Assaults in Weather Area		Earliest Italian Entry Double Defense in Weather Area		No Amph Assaults in Weather Area		Double Defense in Weather Area		Automatic US Entry Latest Italian Entry No Amph Assaults in Weather Area		Double Defense in Weather Area		Double Defense in Weather Area	
10i		3i, 4m													
7i		5i													
4i		4i		1 Surf-B		1 Surf-A		1 Surf-A							
10i		7i													

GLOBAL WAR

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GERMANY ☒ 1	GERMANY ☒ 1	GERMANY ☒ 1	GERMANY ☒ 1	GERMANY ☒ 2	GERMANY ☒ 2	GERMANY ☒ 2	GERMANY ☒ 2	GERMANY ☒ 5	GERMANY ☒ 5
GERMANY ☐ 1	GERMANY ☐ 1	GERMANY ☐ 1	GERMANY ☐ 1	GERMANY ☐ 2	GERMANY ☐ 2	GERMANY ☐ 5	GERMANY ☐ 5	GERMANY ☐ (1)	GERMANY ☐ (1)

GERMANY ☐ (2)	GERMANY ☐ (2)	GERMANY ☐ (5)	GERMANY ☐ (5)	GERMANY MS ☐ 0 ¹	GERMANY MS ☐ 0 ¹	GERMANY MS ☐ 0 ²	GERMANY MS ☐ 0 ⁵	GERMANY AMPH ☐ 0 ¹	GERMANY AMPH ☐ 0 ¹
GERMANY AMPH ☐ 0 ²	GERMANY Surf-A ☐ 4/2 ¹	GERMANY Surf-A ☐ (2) ¹	GERMANY Surf-B ☐ 4/2 ¹	GERMANY Surf-B ☐ 4/2 ¹	GERMANY Surf-B ☐ 8/4 ²	GERMANY SS ☐ 1/2 ¹	GERMANY SS ☐ 1/2 ¹	GERMANY SS ☐ 1/2 ¹	GERMANY SS ☐ 1/2 ¹

GERMANY SS ☐ 1/2 ¹	GERMANY SS ☐ 2/4 ²	GERMANY SS ☐ 2/4 ²	GERMANY SS ☐ 2/4 ²	GERMANY SS ☐ 2/4 ²	GERMANY SS ☐ 2/4 ²	GERMANY SS ☐ 5/10 ⁵	GERMANY SS ☐ 5/10 ⁵	GERMANY ASW ☐ 4/2 ¹	GERMANY ASW ☐ 4/2 ¹
GERMANY ASW ☐ 8/4 ²	GERMANY ASW ☐ 8/4 ²	GERMANY ASW ☐ 20/10 ⁵	GERMANY ASW ☐ (2) ¹	GERMANY LRB ☐ 2/4 ¹	GERMANY LRB ☐ 2/4 ¹	GERMANY LRB ☐ 4/8 ²	GERMANY AD ☐ [4] ¹	GERMANY AD ☐ [4] ¹	GERMANY AD ☐ [4] ¹

GERMANY AD ☐ [8] ²	GERMANY AD ☐ [8] ²	GERMANY AD ☐ [20] ⁵	ITALY ☒ 1	ITALY ☒ 1	ITALY ☒ 2	ITALY ☒ 5	ITALY ☐ 1	ITALY ☐ 1	ITALY ☐ (1)
GERMANY AD ☐ [8] ²	GERMANY AD ☐ [8] ²	ITALY ☐ (1)	ITALY ☐ (2)	ITALY ☐ (2)	ITALY ☐ (5)	ITALY MS ☐ 0 ¹	ITALY MS ☐ 0 ¹	ITALY MS ☐ 0 ²	ITALY Surf-A ☐ 4/2 ¹

ITALY Surf-A ☐ (2) ¹	ITALY Surf-B ☐ 4/2 ¹	ITALY Surf-B ☐ 4/2 ¹	ITALY Surf-B ☐ 8/4 ²	ITALY SS ☐ 1/2 ¹	ITALY SS ☐ 1/2 ¹	ITALY SS ☐ 2/4 ²	ITALY SS ☐ 2/4 ²	ITALY SS ☐ 2/4 ²	ITALY SS ☐ 5/10 ⁵
ITALY ASW ☐ 4/2 ¹	ITALY ASW ☐ 4/2 ¹	ITALY ASW ☐ 8/4 ²	ITALY ASW ☐ (2) ¹	ITALY LRB ☐ 2/4 ¹	ITALY LRB ☐ 2/4 ¹	ITALY AD ☐ [4] ¹	ITALY AD ☐ [8] ²	RUMANIA ☐ 1	RUMANIA ☐ 1

USA ☒ 1	USA ☒ 1	USA ☒ 1	USA ☒ 1	USA ☒ 2	USA ☒ 2	USA ☒ 2	USA ☒ 2	USA ☒ 5	USA ☐ 1
USA ☐ 1	USA ☐ 2	USA ☐ 2	USA ☐ 5	USA ☐ (1)	USA ☐ (1)	USA ☐ (2)	USA ☐ (2)	USA ☐ (5)	USA MS ☐ 0 ¹

USA MS ☐ 0 ¹	USA MS ☐ 0 ¹	USA MS ☐ 0 ¹	USA MS ☐ 0 ¹	USA MS ☐ 0 ¹	USA MS ☐ 0 ¹	USA MS ☐ 0 ¹	USA MS ☐ 0 ¹	USA MS ☐ 0 ¹	USA MS ☐ 0 ²
USA MS ☐ 0 ²	USA MS ☐ 0 ²	USA MS ☐ 0 ²	USA MS ☐ 0 ²	USA MS ☐ 0 ⁵	USA AMPH ☐ 0 ¹	USA AMPH ☐ 0 ¹	USA AMPH ☐ 0 ²	USA AMPH ☐ 0 ²	USA AMPH ☐ 0 ⁵

USA Surf-A ☐ 4/2 ¹	USA Surf-A ☐ 4/2 ¹	USA Surf-A ☐ 8/4 ²	USA Surf-A ☐ 8/4 ²	USA Surf-A ☐ 20/10 ⁵	USA Surf-A ☐ (2) ¹	USA Surf-B ☐ 4/2 ¹	USA Surf-B ☐ 4/2 ¹	USA Surf-B ☐ 4/2 ¹	USA Surf-B ☐ 4/2 ¹
USA Surf-B ☐ 8/4 ²	USA Surf-B ☐ 8/4 ²	USA Surf-B ☐ 20/10 ⁵	USA SS ☐ 1/2 ¹	USA SS ☐ 1/2 ¹	USA SS ☐ 1/2 ¹	USA SS ☐ 1/2 ¹	USA SS ☐ 1/2 ¹	USA SS ☐ 2/4 ²	USA SS ☐ 2/4 ²

USA SS ☐ 5/10 ⁵	USA ASW ☐ 4/2 ¹	USA ASW ☐ 8/4 ²	USA ASW ☐ (2) ¹	USA ASW ☐ (2) ¹	USA LRB ☐ 2/4 ¹	USA LRB ☐ 2/4 ¹	FRANCE ☐ 1	FRANCE ☐ 1	FRANCE ☐ 2
USA LRB ☐ 2/4 ¹	USA LRB ☐ 2/4 ¹	USA LRB ☐ 4/8 ²	USA LRB ☐ 4/8 ²	USA LRB ☐ 4/8 ²	USA LRB ☐ 4/8 ²	USA LRB ☐ 10/20 ⁵	FRANCE ☐ 2	FRANCE ☐ 5	FRANCE ☐ 1

FRANCE ☐ 1	FRANCE ☐ 2	FRANCE ☐ 5	FRANCE ☐ (1)	FRANCE ☐ (1)	FRANCE ☐ (2)	FRANCE ☐ (2)	FRANCE ☐ (5)	FRANCE MS ☐ 0 ¹	FRANCE MS ☐ 0 ¹
FRANCE MS ☐ 0 ¹	FRANCE MS ☐ 0 ¹	FRANCE MS ☐ 0 ²	FRANCE Surf-A ☐ 4/2 ¹	FRANCE Surf-A ☐ (2) ¹	FRANCE Surf-B ☐ 4/2 ¹	FRANCE Surf-B ☐ 8/4 ²	FRANCE SS ☐ 1/2 ¹	FRANCE SS ☐ 2/4 ²	FRANCE ASW ☐ 4/2 ¹

JAPAN ☒ 1	JAPAN ☒ 1	JAPAN ☒ 1	JAPAN ☒ 1	JAPAN ☒ 2	JAPAN ☒ 2	JAPAN ☒ 2	JAPAN ☒ 2	JAPAN ☒ 5	JAPAN ☐ 1
JAPAN ☐ 1	JAPAN ☐ 2	JAPAN ☐ 2	JAPAN ☐ 5	JAPAN ☐ (1)	JAPAN ☐ (1)	JAPAN ☐ (1)	JAPAN ☐ (1)	JAPAN ☐ (2)	JAPAN ☐ (2)

JAPAN ☐ (2)	JAPAN ☐ (2)	JAPAN ☐ (5)	JAPAN MS ☐ 0 ¹	JAPAN MS ☐ 0 ¹	JAPAN MS ☐ 0 ¹	JAPAN MS ☐ 0 ¹	JAPAN MS ☐ 0 ²	JAPAN MS ☐ 0 ²	JAPAN MS ☐ 0 ⁵
JAPAN MS ☐ 0 ⁵	JAPAN AMPH ☐ 0 ¹	JAPAN AMPH ☐ 0 ¹	JAPAN AMPH ☐ 0 ²	JAPAN AMPH ☐ 0 ⁵	JAPAN Surf-A ☐ 4/2 ¹	JAPAN Surf-A ☐ 4/2 ¹	JAPAN Surf-A ☐ 8/4 ²	JAPAN Surf-A ☐ 20/10 ⁵	JAPAN Surf-A ☐ (2) ¹

JAPAN Surf-A ☐ (2) ¹	JAPAN Surf-B ☐ 4/2 ¹	JAPAN Surf-B ☐ 4/2 ¹	JAPAN Surf-B ☐ 8/4 ²	JAPAN Surf-B ☐ 8/4 ²	JAPAN Surf-B ☐ 20/10 ⁵	JAPAN SS ☐ 1/2 ¹	JAPAN SS ☐ 1/2 ¹	JAPAN SS ☐ 1/2 ¹	JAPAN SS ☐ 1/2 ¹
JAPAN SS ☐ 2/4 ²	JAPAN SS ☐ 2/4 ²	JAPAN SS ☐ 5/10 ⁵	JAPAN ASW ☐ 4/2 ¹	JAPAN ASW ☐ 4/2 ¹	JAPAN ASW ☐ 4/2 ¹	JAPAN ASW ☐ 4/2 ¹	JAPAN ASW ☐ 4/2 ¹	JAPAN ASW ☐ 8/4 ²	JAPAN ASW ☐ 8/4 ²

JAPAN ASW ☐ 8/4 ²	JAPAN ASW ☐ 20/10 ⁵	JAPAN ASW ☐ (2) ¹	JAPAN ASW ☐ (2) ¹	JAPAN LRB ☐ 2/4 ¹	FINLAND ☐ 1	HUNGARY ☐ 1	HUNGARY ☐ 2	BULGARIA ☐ 1	BULGARIA ☐ 2
JAPAN AD ☐ [4] ¹	JAPAN AD ☐ [4] ¹	JAPAN AD ☐ [8] ²	JAPAN AD ☐ [8] ²	FINLAND ☐ 1	FINLAND ☐ 2	FINLAND ☐ 5	☐ ☐ ☐	☐ ☐ ☐	GAME TURN

COMWLTH ☒ 1	COMWLTH ☒ 1	COMWLTH ☒ 1	COMWLTH ☒ 1	COMWLTH ☒ 2	COMWLTH ☒ 2	COMWLTH ☒ 2	COMWLTH ☒ 2	COMWLTH ☒ 5	COMWLTH ☐ 1
COMWLTH ☐ 1	COMWLTH ☐ 2	COMWLTH ☐ 2	COMWLTH ☐ 5	COMWLTH ☐ (1)	COMWLTH ☐ (1)	COMWLTH ☐ (2)	COMWLTH ☐ (2)	COMWLTH ☐ (2)	COMWLTH MS ☐ 0 ¹

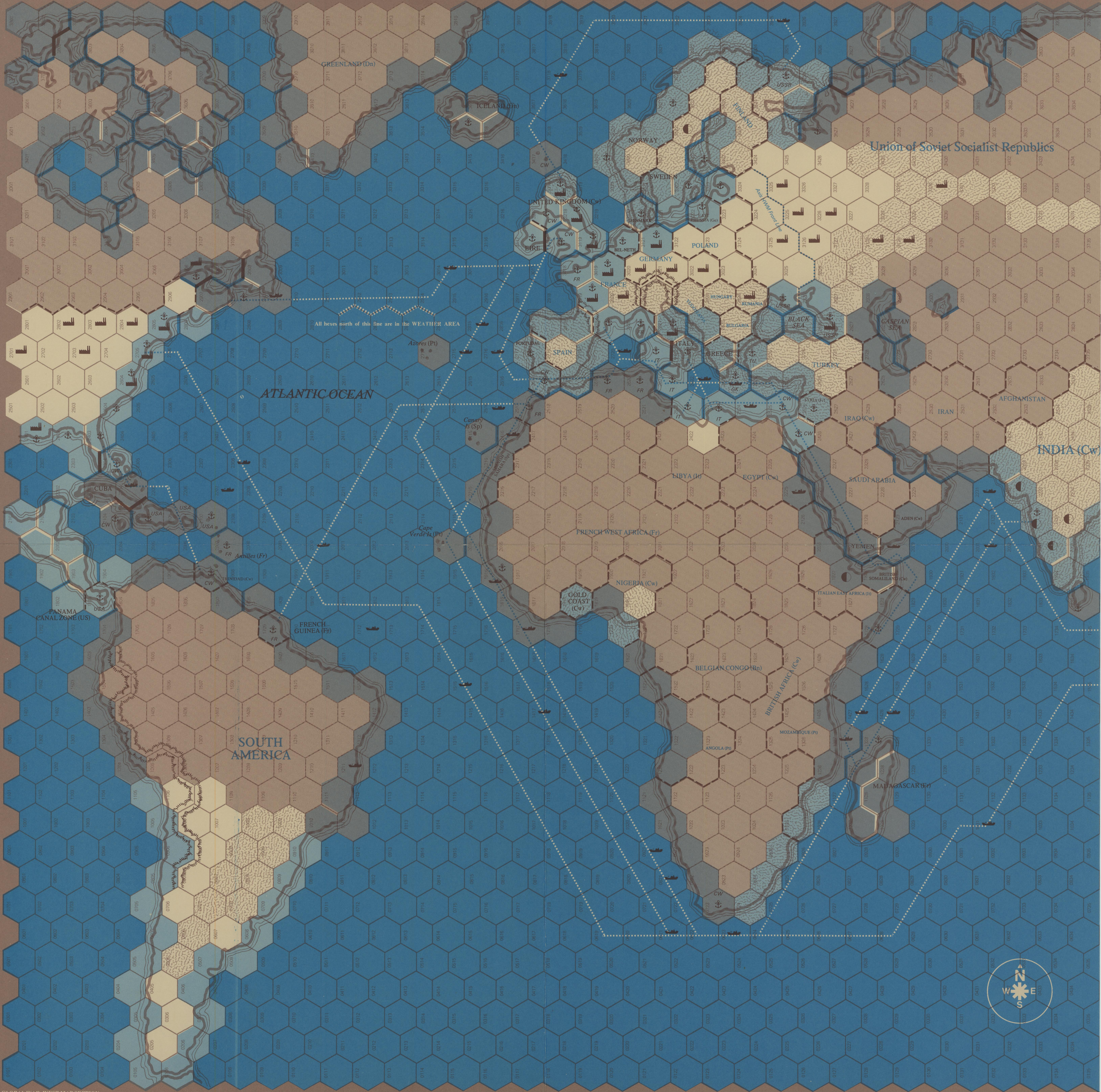
COMWLTH MS ☐ 0 ¹	COMWLTH MS ☐ 0 ¹	COMWLTH MS ☐ 0 ¹	COMWLTH MS ☐ 0 ¹	COMWLTH MS ☐ 0 ²	COMWLTH MS ☐ 0 ²	COMWLTH MS ☐ 0 ²	COMWLTH MS ☐ 0 ²	COMWLTH MS ☐ 0 ²	COMWLTH MS ☐ 0 ⁵
COMWLTH AMPH ☐ 0 ¹	COMWLTH AMPH ☐ 0 ¹	COMWLTH AMPH ☐ 0 ²	COMWLTH Surf-A ☐ 4/2 ¹	COMWLTH Surf-A ☐ 4/2 ¹	COMWLTH Surf-A ☐ 8/4 ²	COMWLTH Surf-A ☐ 20/10 ⁵	COMWLTH Surf-A ☐ (2) ¹	COMWLTH Surf-A ☐ (2) ¹	COMWLTH Surf-B ☐ 4/2 ¹

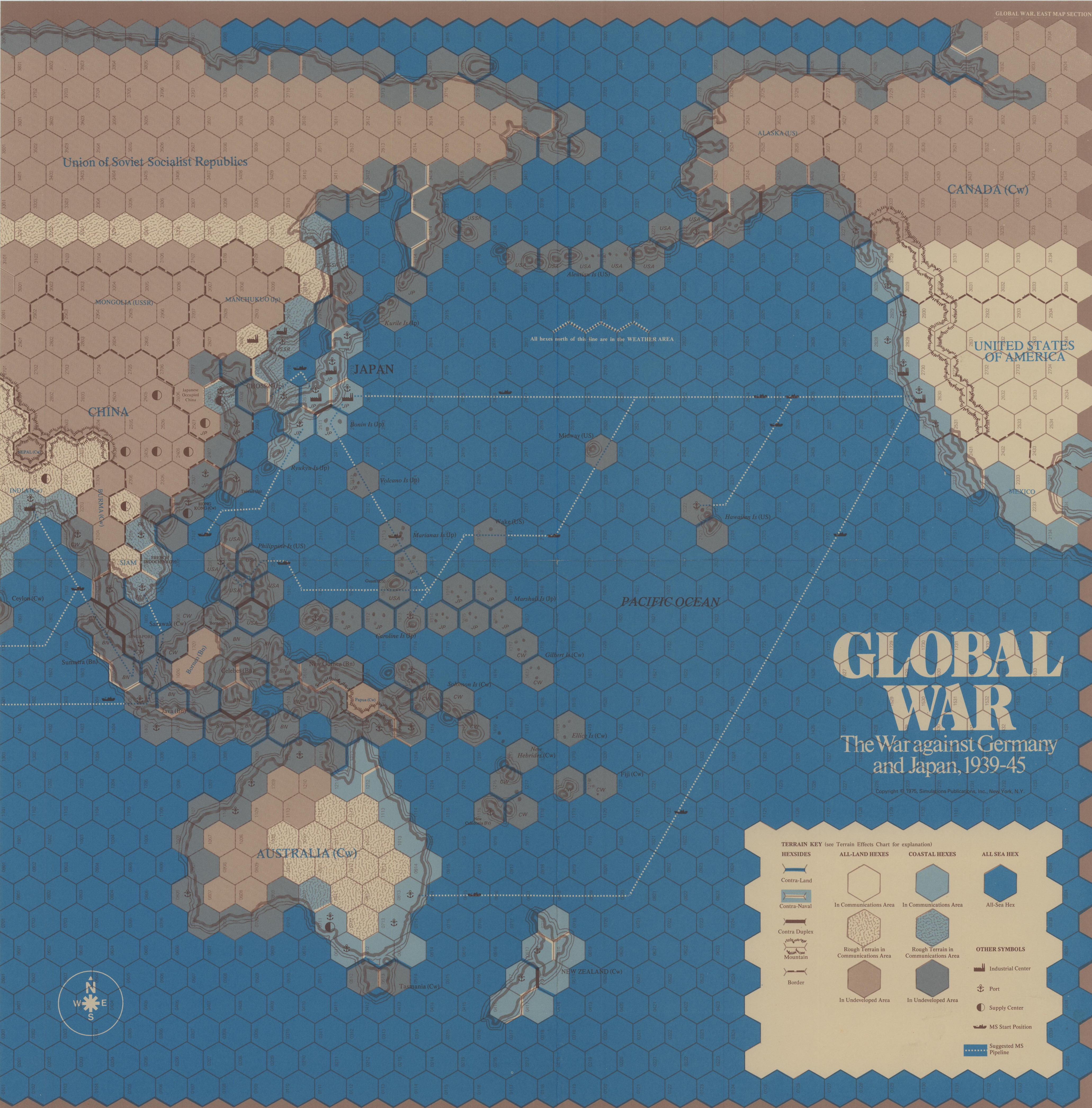
COMWLTH Surf-B ☐ 4/2 ¹	COMWLTH Surf-B ☐ 4/2 ¹	COMWLTH Surf-B ☐ 4/2 ¹	COMWLTH Surf-B ☐ 8/4 ²	COMWLTH Surf-B ☐ 20/10 ⁵	COMWLTH SS ☐ 1/2 ¹	COMWLTH SS ☐ 1/2 ¹	COMWLTH SS ☐ 2/4 ²	COMWLTH SS ☐ 2/4 ²	COMWLTH SS ☐ 5/10 ⁵
COMWLTH ASW ☐ 4/2 ¹	COMWLTH ASW ☐ 4/2 ¹	COMWLTH ASW ☐ 8/4 ²	COMWLTH ASW ☐ 8/4 ²	COMWLTH ASW ☐ (2) ¹	COMWLTH ASW ☐ (2) ¹	COMWLTH LRB ☐ 2/4 ¹	COMWLTH LRB ☐ 2/4 ¹	COMWLTH LRB ☐ 4/8 ²	COMWLTH LRB ☐ 4/8 ²

COMWLTH AD ☐ [4] ¹	COMWLTH AD ☐ [4] ¹	COMWLTH AD ☐ [8] ²	USSR ☐ 1	USSR ☐ 1	USSR ☐ 1	USSR ☐ 1	USSR ☐ 2	USSR ☐ 2	USSR ☐ 2
COMWLTH AD ☐ [8] ²	COMWLTH AD ☐ [20] ⁵	USSR ☐ 2	USSR ☐ 5	USSR ☐ 5	USSR ☐ 5	USSR ☐ 5	USSR ☐ 1	USSR ☐ 1	USSR ☐ 2

USSR ☐ 5	USSR ☐ (1)	USSR ☐ (1)	USSR ☐ (2)	USSR ☐ (2)	USSR ☐ (5)	USSR MS ☐ 0 ¹	USSR MS ☐ 0 ¹	USSR MS ☐ 0 ¹	USSR MS ☐ 0 ²
USSR Surf-B ☐ 4/2 ¹	USSR SS ☐ 1/2 ¹	USSR SS ☐ 1/2 ¹	USSR SS ☐ 2/4 ²	USSR LRB ☐ 2/4 ¹	USSR LRB ☐ 2/4 ¹	USSR AD ☐ [4] ¹	USSR AD ☐ [4] ¹	USSR AD ☐ [8] ²	USSR AD ☐ [8] ²

GREECE ☐ 1	GREECE ☐ 2	TURKEY ☐ 1	TURKEY ☐ 1	POLAND ☐ 1	POLAND ☐ 1	SPAIN ☐ 1	SPAIN ☐ 1	NORWAY ☐ 1	A-BOMB ☐ ☐ ☐
FRANCE ASW ☐ 4/2 ¹	FRANCE ASW ☐ 8/4 ²	FRANCE ASW ☐ (2) ¹	SWEDEN ☐ 1	SWEDEN ☐ 1	YUGOSLV ☐ 1	BELNETH ☐ 1	CHINA ☐ (1)	CHINA ☐ (1)	A-BOMB ☐ ☐ ☐





TERRAIN KEY (see Terrain Effects Chart for explanation)

HEXSIDES

Contra-Land

Contra-Naval

Contra Duplex

Mountain

Border

ALL-LAND HEXES

In Communications Area

Rough Terrain in Communications Area

In Undeveloped Area

COASTAL HEXES

In Communications Area

Rough Terrain in Communications Area

In Undeveloped Area

ALL SEA HEX

All-Sea Hex

OTHER SYMBOLS

Industrial Center

Port

Supply Center

MS Start Position

Suggested MS Pipeline