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World in Flames

1998 Rules Booklet

LEADERS IN FLAMES

By Harry Rowland

1. Introduction

Leaders in Flames provides 66 counters (WiF CS 25) for a new leader system for the participants in World War II. The counter sheet also includes 74 various other counters to incorporate into your next **World in Flames** campaign as well. These other counters are described at the end of these rules.

There are 58 leader counters. Each has a picture of the leader, and his name and rank, on the front. The back of the counter also includes his name and rank as well as the date he is added to the force pool and his abilities.

Leaders in Flames also requires the use of the 8 veto chits (one for each major power) provided, and a veto chart (which you cut into 6 mini-charts, 1 for each player).

2. Command

Unless otherwise stated, a leader's abilities only affect units while they are stacked with him. When attacking, the leader must be stacked with one of the participating combat units to use his benefit in the attack, but need not participate himself.

Some abilities can affect units within the leader's range. A leader's range is the number of European scale hexes or hex-dots equal to his rank (no. of stars) from the leader's hex regardless of enemy units and their ZoCs.

Each Asian & Pacific map hex counts as 2 European hexes and each American map and off-map hex counts as 6 European hexes for range purposes.

***Example:** A 3-star leader has a range of 3 hexes on the European maps, 1 hex on the Asian map and only the hex he occupies on the American map.*

3. Using leaders and leader abilities

There are two types of abilities - black print and white print. A leader's black print abilities are only applied when you choose to use them. To use a leader's or leaders' abilities, announce the leader(s) and the ability(ies) before any dice rolls are made, or the particular step (or part of a step) is implemented.

A face-up leader's white print abilities must be used every time they apply.

During the land combat step, a leader in a hex being attacked may only use his abilities in the hex he occupies.

3.1 Movement and stacking

Leaders stack freely, and any number may stack in each hex or sea-box section.

Leaders are a new unit type. They are treated as land units for all purposes except where otherwise stated below. In particular:

- They have a combat factor of 0, a motorized movement allowance of 8 and count as a corps for reorganisation purposes.
- They can participate in combat, but cannot be chosen as a loss (except carpet-bombing ~ see 3.3 below) and do not add 1 to the attacker's die when face-down in the defending hex.
- They have no ZOC (even in their own hex).
- They can be overrun by any enemy land unit except another leader.

- They don't change control of hexes.
- They can't destroy factories.
- Any number of them can move with any 1 ship or aircraft flying any mission. They do not turn face-down after returning to base unless aborted as a result of combat.
- When transported, they don't cost against the capacity of the transporting unit.

Leader movement doesn't count against action limits. However, you still have to choose an action that allows that kind of movement.

Example: You could rail move a leader during a combined action without counting against rail limits, but you could not rail in an air action (because it doesn't allow land units to rail).

Leaders are not oil dependent units.

3.2 Leadership limits

A leader must be face-up to use its abilities. They may use their abilities even if out of supply.

A leader can only use each of its black print abilities once per step. Simply using an ability does not require the leader to turn face-down.

More than one leader may use his abilities in the same combat. The active player must announce all leader abilities that will be used in this combat before the other side does.

Each major power can only use the black-print abilities of 1 leader of each rank on each map in any one impulse or stage.

Italian leaders can only use their abilities to affect Italian units (exception: see ability 31).

Other major power leaders can affect units of their own major power, aligned minors and co-operating major powers (exceptions, see abilities 1 & 2). Minor country leaders can only affect units of their minor country.

All leader abilities are cumulative. If 2 leaders' abilities conflict (e.g. one chooses a blitz combat and the other an assault), those abilities cancel each other and are not applied. If one side had an extra leader with that ability, then that side would gain that ability.

Example: The Soviets use 2 leaders that demand an "assault" combat, and the Germans only have 1 that allows a "Blitz". The combat would be an "assault".

Some of the abilities give units an extra movement point in advance after combat. This allows you to advance after combat a 2nd hex if the first hex costs 2 movement points, or even advance three '1' movement point hexes after combat. If you have at least 1 movement point remaining, you may advance after combat a 2nd or 3rd hex even if you do not have sufficient movement points to enter that hex, but would then be turned face-down in that hex.

3.3 Recall, retirement, injury and death

A leader must be recalled (placed back in the cup) when:

- as an attacker in a land combat you suffer at least 5 more build point losses than your opponent and at least one of your units used the leader's ability in this combat;
- as a defender in a land combat you suffer at least 7 more build point losses than your opponent and at least one of your units used the leader's ability in this combat;
- in a naval or air-to-air combat you suffer at least 10 more build point losses than your opponent and at least one of your units used the leader's ability in this combat;
- he is ground struck and the roll is less than half that needed to disorganize him; or
- he is successfully carpet bombed.

When working out who has suffered more losses in an air or naval combat, count up all the losses in the combat, not just those from one round. During Naval combat, the leader need only be included in one round to be subject to removal.

Naval air combat counts as an air-to-air combat and a naval combat. If the benefit applies only to the aircraft, the leader is only subject to recall as a result of the air-to-air part of the naval combat. Leaders that benefit the ships are subject to recall as a result of the entire naval combat.

Only one leader per side may be recalled in a single battle. If more than one participated, the *highest* ranked leader is recalled. If more than one of the same rank was involved in combat (possible with co-operating major powers),

choose the leader of the major power which lost the most build points this combat.

A leader is killed and removed from the game when:

- (a) every other land unit in his hex is destroyed during land combat; or
- (b) a plane he is moving with is destroyed and the pilot dies; or
- (c) all friendly naval units in the sea-box section he is in are destroyed; or
- (d) he is overrun (unless he successfully rebases on a friendly ship or aircraft that is not destroyed or captured).

Once removed from the game, a leader may never return to the game, even after liberation (see 13.7.5).

4. Setting Up

Before set-up, take all leaders whose start date is the campaign's starting year or earlier and put them in a cup. Set aside all other leaders - add them to the cup at the start of their year of arrival (see **WiF** 4.1.1).

Put those with "Res", "Ge" or "Ja" on their back in the reserve pool. Put them in the cup when their major power's reserves are called out (see **WiF** 9.6).

De Gaulle is a special Free-French leader. Put him in the cup only when Vichy France is installed (see **WiF** 17) or France is conquered (see **WiF** 13.7.1).

Cut out the veto charts so that each player has one. Put your major power's veto marker on the marked space on your veto chart. This is how many veto points you start with.

If playing with Days of Decision II you only set-up and play with Leaders in Flames from the turn that Germany is at war with either France or the USSR; OR either the USA or the Commonwealth is at war with either Germany or Japan.

4.1 Leader reinforcement

1. At the start of each reinforcement stage, randomly draw a leader from the cup. If there are none, add in next year's leaders to the cup. If none, move on to the next step.

All major powers then secretly turn their veto marker to the "Veto" or "No Veto" side up.

2. Reveal all markers. The selected leader arrives as a reinforcement (subject to the normal reinforcement rules) only if:

- (a) no-one vetoes him; or
- (b) there is any veto from his own side (regardless of how many vetoes there were against him).

It costs 1 veto point to veto a neutral minor country leader or leader from the other side. It costs 2 veto points to cancel a veto of a leader from your major power. It costs 3 veto points to cancel a veto of any other leader on your side.

Note that Mannerheim is considered a German controlled leader while Franco is not on anyone's side while Spain is neutral.

You can only turn your veto marker to the "Veto" side if your major power has the veto points necessary.

Return the leader to the cup if he is successfully vetoed.

3. Move each veto marker down the veto chart to record the number of veto points spent.

4. Repeat steps 1-3 above until a leader arrives as a reinforcement.

5. Each major power with a veto point left now votes secretly on whether leader reinforcement continues.

All major powers simultaneously reveal their votes. If no major power has voted (put their veto marker forward) or *any* major power has their veto marker "veto" side-up, go on to normal reinforcement. Otherwise, go back to step 1. Putting your veto marker forward "no veto" side-up (i.e. you want 1 more leader) costs 1 veto point, putting it forward "veto" side-up costs 2 (not voting at all costs 0).

De Lattre and De Gaulle are Free French leaders. They are shown by yellow stars. Darlan and Prételat are Vichy French leaders. They are indicated by red stars.

If these leaders arrive as reinforcements while there is no Vichy France, they arrive as French leaders.

If these leaders are on the map when Vichy France is installed, they are immediately moved to the nearest hex controlled by Free France or Vichy France respectively.

4.2 Veto reinforcement

At the start of each year, add another infusion of veto points to each major power's veto chart. Each gets as many as it started with, except that:

- (a) The US gets 1 extra a year (i.e. 2 in 1940, 3 in 1941, & so on);
- (b) Each incompletely conquered major power only receives half its usual allotment;
- (c) Each completely conquered major power receives 0 additional veto points;
- (d) Free France gets 1 veto point a year;
- (e) Russia's annual infusion of vetoes increases by 1 to a total of 4 while at war with Germany; and
- (f) Vichy France gets 0 vetoes.

During any intelligence step, you can also buy 1 extra veto point for every 5 intelligence points you spend.

5. Other Units

5.1 Guards Banner Armies

The 8 Russian armies included in **Leaders in Flames** are Guards Banner Armies. These are kept as reserves, but do not arrive when other reserves do.

Instead, whenever Soviet land units are in land combat with German (or their Axis minors) land units, the Soviets may be able to "promote" one of their units to a Guards Banner unit of the same type as that involved in the battle (e.g. ARM for ARM or MOT for MOT etc.).

To find out whether you are eligible to promote a unit, add up the following after each land combat.

For each German controlled corps/army sized unit:

- * Killed, +3;
- * Shattered, +2; or
- * Retreated +1.

Double these values for HQs and halve them for division sized units.

Subtract any losses you suffered using the same method. If the result is still positive (i.e. you won this battle), you may immediately promote 1 surviving unit.

Add this result to the combat factors of the unit you wish to promote. You may replace the unit with a Guards Banner unit, of the same type, if the total is equal to or more than the combat factors of the Guards Banner unit. The replacing Guards Banner unit maintains the same facing status as the unit it replaces.

The replaced unit is returned to the force pool, and is not subject to scrapping at this time.

Example: 2 Soviet armies (a 5-6 MECH and a 6-3 INF) are defending the Dnepr bend (hex E1429). A Rumanian attack against it fails dismally rolling a 5 on a 2-1 assault (2/1). The Rumanians lose 2 armies, while the Soviets lose one.

Thus, for the purposes of promotion, the Soviets get +3 (6-3). They decide to lose the MECH corps, because adding 3 to the 5-6 MECH army only totals 8, well short of the 11 required to gain the only MECH Guards Banner Army.

3 is added to the 6 factor INF army to total 9. Unfortunately, the 9-4 Guards Banner Army is already on the map, so the Soviet player places the 6-3 back in the force pool and places the 8-4 7th Guards Banner Army on the map in hex E1429.

Note that even if the Germans had contributed a division to the attack and taken this as a loss, the total would only have been 2 points (4.5-3), that this would have still been enough points to replace the 6-3 with the 8-4.

When destroyed, Guards Banner Armies are placed back in the Reserve pool and are again available for other promotions. For the purposes of leader recall, destroyed GBA's are worth the same in build points as other units of that type.

Unlike normal reserves, when the Soviet Union comes to peace with Germany, on-map Guards Banner Armies are not moved back to the Reserve pool.

5.2 Replacement German aircraft

Leaders in Flames includes 17 German aircraft counters. These are the long-awaited replacements for the stuffed up 1996 printing of the **Planes in Flames** counters.

If you own a copy of **Planes in Flames** that is copyright 1996, please find the counters with the same front values

from that kit, throw them away, and replace them with these.

5.3 US Entry Expansion

The **1998 WiF Annual** includes an optional US Entry expansion system that adds more flavour and realism to the US Entry System provided as part of WiF: The final edition. Please apply all **WiF:Final Edition** rules except as specified below.

5.3.1 US entry Militia

The 2 Japanese militia and Croatian militia are the counters provided as part of the new optional US Entry extension. You receive them when you play US entry action 10, 11 or 16 (see 5.3.3 below).

5.3.2 US entry Options

Replace the third paragraph of **WiF:Final** rule 13.3.2, US entry options with:

Most entry options are aimed at either Japan (Red) or Germany/Italy (Gray). To pick that entry option your entry level against that major power must be high enough. If the entry option is not aimed at any particular major power (Green), you have to show that your entry level against both major powers is high enough. Turn over enough chits to prove you have reached the entry level to pick that entry option. After showing your opponent, turn them face-down again.

The entry options

The following are the new and revised US Entry Options.

12. US sells licenses to produce aircraft ~ Once chosen, the US may remove any or all aircraft that can be sourced to another country from all force pools including future ones. The US player designates which countries will add these aircraft to their force pools at this time. Future aircraft must be added to future pools. The US may never add these aircraft to its own force pool again. While at war with any major power, this option may not be selected.

18. Resources to Allies ~ The US can give up to 5 resources each to any Allied major power (except China which requires US entry option 11) at war with the Axis (no limit once the US is at war with Germany or Italy) in future turns. US convoy points can't be used to transport these resources while the US is a neutral major power. The US rolls once for each major power that the US desires to give resources to.

32. Relocate Pacific fleet to Singapore ~ It is harder to declare war on Japan if you haven't chosen this or US entry option 31. Until you choose it or are at war with Japan, US naval units can't base at Singapore.

To avoid the +2 modifier for declaring war on Japan, you need a fleet of at least 1 CV and 4 BB units (owner's choice) in either Honolulu or Singapore when you attempt to declare war.

If you have the fleet there you also have more control over the tension level for anti-Japanese entry options.

SiF option 9: When playing with Ships in Flames, the fleet must be at least 8 SCS and 1 CV. A CV or SCS only counts if it is not the Langley and its first cycle cost is at least 2 build points.

33. Lend Lease ~ The US can give up to 5 build points each to any Allied major power (except China which requires US entry option 22) at war with the Axis in future turns. US convoy points can't be used to transport these build points while the US is a neutral major power. The US rolls once for each country when that country is added to the program. This option can only be chosen if you have selected entry option 18 for the major power you desire to give build points to.

34. US reflags merchant ships ~ The US may remove from the map up to a total of 15 convoy points, which are then returned to the force pool. He then nominates any active Allied power(s) to receive convoy points, the total of which is no more than the number removed. These convoy points are placed on the Production Circle to arrive as reinforcements in the following turn.

37. Joint Defense Board with Canada ~ US units may now enter, operate and base in Canada. Each Canadian city is a primary supply source for US units.

40. US militarizes the canal zone ~ Allied land and aircraft units can't enter the hexes adjacent to the Panama Canal until either you have chosen this option or an Axis land unit has entered Central America first. Thereafter, there is no restriction. You can't choose this option until the US has closed the Panama Canal.

44. US mobilizes National Guard ~ The US may randomly choose two non-reserve militia to be placed on the production circle to arrive in the next turn.

46. US guarantees CW or NEI ~ Choose whether you are guaranteeing the CW or the NEI this US entry choice. If Japan declares war on that country after it has been guaranteed, the USA may automatically declare war on Japan in

any future impulse.

The USA may only guarantee the CW or the NEI if that country is not at war with Japan. You may guarantee one country as one US entry option choice, and the other as another, but this requires two rolls of course.

49. US reinforces Guam/Midway ~ Allied land and aircraft units can't enter Guam or Midway until either you have chosen this option or an Axis land unit has entered Guam first. Thereafter, there is no restriction. You can't choose this option until Japan has militarized the Marshalls (see 13.3.3).

5.3.3 US entry Actions

Replace the seventh paragraph of **WiF:Final** rule 13.3.3, US entry actions with:

If the US can't take a chit from an entry chit pool or a tension chit from a tension chit pool, the following occurs.

The US player draws as many chits from the common chit pool as you would be below '0'. You then place them face-down to one side. You may not draw a US entry chit in the US entry step until the number of turns that have passed is equal to the highest numeric value you have drawn. Note you may still receive chits from Axis or Allied actions during the course of the turn.

In the US entry step that the US player is eligible to draw chits again, you must first turn face-up all the chits you drew from the common pool when you went below '0' to show you are eligible. Now return these chits to the common pool.

If the US player goes below '0' chits in the tension pool, you draw the requisite amount of chits and keep them face-down to one side as above. You may not select a US entry option until the requisite amount of turns has passed, at which time you must show these chits, to show that you are eligible to start selecting options again.

The entry actions

The following are the new and revised US Entry Actions.

3. Japan occupies New Caledonia or NEI ~ Japan controls New Caledonia or aligns NEI. This option may only be chosen against the NEI while the NEI is not providing any oil to Japan. This option may only be chosen against New Caledonia if it is controlled by Vichy France and French Indo-China is aligned to Japan. Furthermore, this option may not be chosen if the territory/minor country it is targeted against has been guaranteed (see US entry option 46 above).

Japan declares this during any Axis declaration of war step. Each country can be occupied separately. Move any land or air units in New Caledonia and/or NEI to the force pools. Vichy French Naval units rebase to the nearest Vichy port. All hexes in New Caledonia and/or NEI become Japanese controlled immediately.

You may occupy New Caledonia as one US entry action, and the NEI as another, but this requires two rolls, of course.

10. Japan forms Wang Ching Wei puppet government ~ Nanking must be Japanese controlled for Japan to pick this action. Nanking then becomes a secondary supply source for the Japanese. Add the Nanking MIL to the Japanese force pool. If Nanking is retaken by the Allies, the puppet government is dissolved, the MIL is removed from the game and Japan can no longer use Nanking as a supply source for the rest of the game.

The partisan number of China increases to 15 for the rest of the game if Japan selects this action.

11. Japan forms Vladivostok puppet government ~ Vladivostok must be Japanese controlled for Japan to pick this action. Vladivostok then becomes a secondary supply source for the Japanese. Add the Vladivostok MIL to the Japanese force pool. If Vladivostok is retaken by the Allies, the puppet government is dissolved, the MIL is removed from the game and Japan can no longer use Vladivostok as a supply source for the rest of the game.

The partisan number of Siberia increases to 10 for the rest of the game if Japan selects this action.

12. Japanese use of poison gas revealed ~ Japan may announce the use of chemical weapons against China. Roll for this Action for each time poison gas is used against a Chinese controlled hex. Once Japan is at war with the CW or the USA, they may no longer use gas. They may only use it in China against Chinese controlled hexes. When used, all Japanese aircraft attacking the designated hex double all tactical factors applied against the hex during the impulse.

16. Germany forms Croatian State in Zagreb ~ Germany must control Zagreb and Yugoslavia must be conquered by the Axis for Germany to choose this action. When you do, add the Zagreb Militia to the German force pool. Zagreb becomes a secondary supply source for the Germans. If Zagreb is retaken by the Allies, the puppet government is dissolved, the MIL is removed from the game and Germany can no longer use Zagreb as a supply source for the rest of the game.

The partisan number of Yugoslavia increases to 15 for the rest of the game if Germany selects this action.

17. Germany and Franco reach agreement on Spanish aid ~ Germany and Franco reach an agreement on Spanish aid. To choose this action, the US must not be at war with Germany and she must have either conquered France or have both imposed and collapsed Vichy France.

Germany may align Spain in the Declaration of War step by expending 2 offensive chits. Italy no longer co-operates with Germany for the rest of the game if Spain is aligned in this fashion.

18. Petain submits to pressure by Germany and agrees to limited aid ~ France must be Vichy. Germany may now rail move, fly over, and trace supply through Vichy France. Once this option has been selected Vichy France now rolls for partisans whenever France would, with a partisan number of '10'. Only Vichy units count for garrison and may move normally and attack in Vichy until it is collapsed. Vichy partisans may move into Occupied France and vice versa.

5.4 Late War kit

The remaining 46 **Leaders in Flames** counters are just additional units for all major powers (except the Soviet Union), as well as Finland and the Netherlands.

Simply add these units to the force pools by their availability date just like all other units.

6 The End of the Beginning (Jul/Aug 1940 - Jul/Aug 1945) Campaign Set-Up

Fall Gelb has been a stunning success. All of Europe lies at the feet of the Axis. But where to attack? And how can the Allies survive the onslaught from the Axis, wrest the initiative, and start driving towards the enemy major powers' capitals?

First Turn: Jul/Aug 1940

No. of Turns: 31.

Maps used: all.

Initiative: Axis +1 box.

Last weather modifier: Nil.

War status: The USSR and the USA are neutral. China and Japan are at war with each other. The Commonwealth and France are at war with Germany and Italy.

Neutrality pacts: The USSR and Germany have a neutrality pact made in 1939.

Entry chits: The US has 6 entry chits in the GE/IT entry Pool and 2 chits in the JA entry Pool. She also has 1 chit in the JA tension pool and 1 chit in the GE/IT tension pool. Germany has 9 offensive entry chits on the Soviet border. The USSR has 3 defensive entry chits on the German border.

Actions: The US has picked options 1, 4, 11 and 18. Entry actions 7, 8, 25, 26 and 27 have been rolled for.

Reserves: All major powers except the USA and the USSR have called out their reserves.

Control: As specified on the map except that: The communist Chinese cities are Lan-Chow and Si-An.

Japan has conquered China (east of the 1939 start line) and is aligned with Manchuria and Korea.

The Commonwealth is aligned with Belgian Congo, Netherlands East Indies, Iceland and Greenland.

Free France controls all French territories in the Pacific and French Equatorial Africa.

Vichy France controls Metropolitan France (South of the Vichy border), Corsica, Algeria, Morocco, Tunisia, Syria, French West Africa, French Indo-China and Madagascar.

Germany has conquered France (North of the Vichy border), Belgium, Netherlands, Denmark, Norway, Poland (west of the partition line) and is aligned with Austria. Germany controls Czechoslovakia and can use all her factories.

The USSR has conquered Latvia, Estonia, Lithuania and Poland (east of the partition line) and controls the Finnish borderlands and Bessarabia. Transylvania is part of Hungary and South Dobruja is part of Bulgaria.

Intelligence points: Commonwealth (2), Germany (2), Italy (1), Japan (1).

Production: USA - The US starts with a production multiple of 0.25.

Off-map production: NA.

Special rules: The USSR gearing limit for INF is 3 in the first turn.

Germany must repair all major ports and red factories in France except one factory.

Communists can only set up within 3 hexes of Si-An or Lan-Chow but not in Nationalist cities.

Free French Force Pool: 1 MTN, 1 MTN Div, 1 ARM Div, 1 TRS (1940).

All lend-lease aircraft are available.

Special victory conditions: None.

Historical objectives: Nat. China ~ 1, Commonwealth ~ 21, France ~ 5, Germany ~ 0, Italy ~ 0, Japan ~ 8, USA ~ 13 and USSR ~ 19.

7. Designer's & Player's Notes

Leaders in Flames adds the personality factor to **World in Flames**. Each of the important leaders of World War II will now inject their individual abilities into the swirling battles that raged between 1939 and 1945.

At first look, the veto system appears counterintuitive. The first question I got asked during play-testing was "What the heck am I doing vetoing someone else's leaders?"

In **Leaders in Flames**, not only are you the Leader of a great nation, you now are also a member of each major power's Promotions Board.

If you are a player on the same side as the leader being considered for promotion into the game, then you are the noble, upright sort of chap who is only interested in the best interests of the service.

If you are from the other side, you are the low-down sneaky type who is darned if you are going to let that other chap get ahead of you.

In play terms, it all boils down to a tricky little out-guessing problem. If a leader from the other side is being considered for promotion, you must decide several things. First, is the leader any good and worthy of a veto?

Second, if you veto this leader will another of their leaders just show up anyway? After all, your veto doesn't stop a leader being picked, just stops this leader being picked now. You might just use your veto only for the same leader to come up again immediately.

Next, is someone else on your side going to veto? You do not want to waste your veto in that case. Finally, even if you do want to veto and you are the only one to do so, is your opponent going to over-veto anyway? If so, you might as well not bother and save your veto instead.

Similarly, the side who wants the leader may still get their leader even if they don't have to spend 2 vetoes (or 3 for an ally) if their opponents don't veto.

If you play your cards right, your side will end up with lots of leaders on the map, while your opponents will have few and no vetoes to help get some more.

As to actual use, keep your leaders as far from the action as possible. You don't want them to turn up just to be withdrawn or killed by injudicious placement.

When defending, keep the units you want to influence within range of your leader, while your leader is behind or in some quiet sector of the front.

When attacking, keep your leaders stacked with your best attacking units so you have a minimal chance of being hurt in a counter-attack.

Also, place leaders of the same rank on different maps if possible, so you get to maximize their use in the one stage of the turn.

To avoid leaders being recalled, don't use leader abilities in hopeless situations if this means you have a good chance of losing more than 5 (10 in naval or air combat) build points than your opponent.

Finally, (and fairly obviously), place the leaders in fronts where they can be the most use. It is fairly pointless employing a naval leader on the Russian front for example.

The Guards Banner Armies rule rewards all those Soviet Armies that before you could only admire for their steadfastness.

During the game, upgrade your units with Guards Banner units as soon and as often as possible. If you have a choice, replace your INF and ARM first. This will leave you with the maximum flexibility when you can only upgrade MOT and MECH armies later.

As you can upgrade your GBA's to even stronger GBA's, your green units will soon become veterans and your veterans elite and every Axis repulsed attack will leave the front even harder to crack.

I hope you enjoy this latest kit from Australian Design Group.

LEADER ABILITIES

- 1 This leader cannot use his abilities to assist other major power's units.
- 2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.
- 3 All ground units in his hex may co-operate with one other Major Power when attacking the same hex.
- 4 Basic supply range of any HQ stacked with the leader is increased to 6 (before weather effects).
- 5 One non-HQ unit within range can rail move during the rail movement step to any rail hex as if it were a city. It then remains face-up.
- 6 After the air rebase step of a LAND impulse, the leader may move with his face-up land units one hex extra, into a clear or desert hex. If they exceed their movement factors they are flipped.
- 7 Increase the partisan number of this leader's country by 1 for each of this country's partisans that are in enemy controlled hexes within range of this leader. Increase partisan number by an extra 1 for each hex less than the range that the partisan is away from this leader.
Example: a Russian Partisan 4 hexes from Timoshenko (4 star) counts as 1 more for partisan number, if stacked with Timoshenko it would be +5, provided the partisans were in enemy controlled hexes.
- 8 All Partisans controlled by this major power can be placed in enemy ZOCs provided they are within his Range.
- 9 Combine 3 partisans into an INF of that major power. If 2 partisans are stacked and within his Range, and a third partisan then moves into the stack then the substitution occurs immediately, with the INF chosen randomly from the force pool. The partisans are then returned to the force pool.
- 10 If 2 partisans belonging to the leader's home nation and within his range are stacked in the same hex, they then exert a ZOC as if they were 1 INF unit.
- 11 When conducting a land attack against units in a mountain or city hex, one unit lost from his hex can have any partisan within range taken as the loss instead. Disregard this loss for the purposes of Leader recall (see 3.3).
- 12 While in a Free French city during the production step, Free France may receive an extra build point of lend lease per lending major power.
- 13 In a combined or super-combined action, while the leader is stacked with an HQ in a port, that HQ can reorganize units in one sea area adjacent to the port as well as units in a port or coastal hex adjacent to that sea area provided you can trace supply through that sea area. All units reorganized in this manner cost half the normal reorganization cost.
- 14 Add 1 to the reorganization value of his own country's and any co-operating major power's HQs within range of the leader.
- 15 Each time a home nation 4 or more build point land unit is destroyed within range of this leader, place a MIL or GAR (your choice) on the production circle to arrive as a reinforcement next turn *provided* the leader is also within range of a functioning factory belonging to his major power.
- 16 In Blizzard or Snow, land units moving with this leader ignore Axis ZOCs in forest hexes. This does not apply if a Finnish land unit is exerting the ZoC.
- 17 When Spain is declared war on, set up all the Republican *and* Nationalist reserves and treat these units as Nationalists provided Spain is neutral and not undergoing Civil War.
- 18 Add +1 to the land combat die if you are attacking and there are no Germans among the defenders.
- 19 At the start of production, you may break down 1 white print corps or army into 2 MIL (chosen randomly) provided the corps broken down costs 3 or more build points.
- 20 While neutral, but at war with a minor country on this leader's map, land units that start stacked with him do not count against combined action movement limits.
- 21 Reduce the time taken to produce 1 pilot to 2 turns, for each functioning red factory controlled by this major power within range.
- 22 Units may trace supply through this sea area if any friendly naval (including SUBs) or air unit is in it. A friendly convoy, TRS or AMPH is not needed even if playing with **SiF Option 11**.
- 23 2 CVs that move with this leader may transport one 2-turn aircraft provided they remain together throughout their move. These CVs may not use their air component (**SiF Option 9**: fly their CVPs) while transporting the

aircraft.

The plane may rebase, or unload in a port as if from a TRS. If either CV is destroyed while transporting the aircraft, it is also destroyed. If either CV is damaged, or the CVs are forced apart while transporting an aircraft, it is placed on the reinforcement circle to arrive as a reinforcement in the following turn.

24 Units may 'overrun' a ZOC. The defense value of a ZOC is equal to half of the strongest unit in a hex creating the ZOC. Example: there is a 5 INF and a 7 ARM in one hex next to the target hex, and a 2 MIL and a 3 GAR in another, the strongest is a 7 so the hex is equal to 3.5. This target hex requires $3.5 \times 7 = 25$ to overrun. The normal restrictions on overrun apply (only clear and desert non-city hexes), and just as in a normal overrun (11.11.6), the terrain cost is doubled. After the overrun, the units can continue moving as if there had not been a ZOC in the hex.

25 Units stacked with this leader may enter any neutral minor country provided Vichy France is not currently installed. Each time they enter a minor country, roll for US entry. If you roll '3' or less, remove a chit from the Ge/It Entry Pool and return it to the common pool.

While in the minor country, the units may trace supply through the neutral hexes as if they controlled them, and may freely move inside the country (and attack out of it). They must remain stacked with the leader while in the minor country, however.

If the minor country is aligned by a neutral major power or a major power on the other side while the leader and the units stacked with him are in the country, remove the units and leader from the map and place them on the production circle to arrive as a reinforcement in the following turn. You would also place the units on the production circle to arrive as reinforcements in the following turn if the leader is recalled or killed while in a neutral minor.

26 Add +1 to the land combat die when attacking a mountain hex.

27 Add +1 to the land combat die when attacking and your side (not the defender) calls a blitz combat.

28 This leader *may* modify the land combat die roll by +1, *after* the roll in any attack he participates in (**option 43**: this modifier must apply to both the attacker's *and* the defender's die). Turn 2 attacking corps/armies face-down no matter what the result (including gaining the benefit of other abilities, e.g. 41 below).

29 Add +1 to the land combat die when attacking. Your units may not advance beyond the attacked hex even with a 'B' result.

30 -1 to every land combat die within range, where your units are defending a city.

31 -1 to every land combat die within range, defended by 1 German and 1 Italian corps, and you choose the blitz table.

32 -1 to every land combat die within range, where only non-MAR US land units are defending and US ground support (**Option 38**: and/or defensive shore bombardment) is at least equal to half the defender's combat factors.

33 -1 to every land combat die within range, where you are defending and either call the combat type or the weather is not fine.

34 -1 to every land combat die within range, where you are defending in a forest.

35 -2 to the land combat die if you are stacked with units defending a minor country or major power capital.

36 If the result of an attack is '2B', then each unit that advances after combat with the leader has one additional movement point.

37 If the result of an attack is '2B', then each ARM or MECH that advances after combat with the leader treats forest as clear.

38 +1 combat factors to all notional units within range.

39 If the result of a blitz attack includes an 'R' or a 'B', and all defending land units were turned face-down before combat, then each unit that advances after combat with the leader has one additional movement point.

40 If the result of a land attack forces your units to retreat, then 1 of your participating units (your choice) is not turned face-down after any retreat provided it is then within range of the leader.

41 If the result of your land attack forces your opponent to retreat or become shattered, then 1 of your participating units (your choice) is not turned face-down after any advance after combat provided it is then within range of the leader.

42 If the result of a land attack forces units within range of this leader to retreat, they do not need to retreat, or

turn face-down, provided they take an extra land unit as a loss in combat. If you take an extra loss and this leaves the defending hex empty, the enemy units may still advance after combat into the hex.

43 Chinese Nationalists within range do not suffer attack weakness.

44 Your infantry may invade Pacific or Asian map hexes at full strength.

45 During land combat declaration, this leader may destroy one of its attacking corps/armies from each attack provided the corps/army removed is participating in that attack and within range. If the corps/army destroyed is an HQ-A, ARM or Mech, add 2 to the die roll, if any other corps or army, add 1. You still add the removed unit's combat factors to the attack and include their loss when calculating whether any defender's leader should be recalled (but not the attacker's).

46 All non-HQ land units that spend their entire land move with this leader may add 1 to their movement allowance.

47 All non-HQ land units that spend their entire land move with this leader may add 2 to their movement allowance.

48 May stack 1 extra land unit to any 1 stack within range. Even face-down leaders provide this benefit. While overstacked, the leader providing this benefit uses up his rank on this map, even if face-down. If a hex is overstacked when the leader is recalled or dies, the excess units are destroyed by the owning major power.

49 Up to 4 out of supply units within range of this leader may move and attack as if in supply. Following the combat step, they are turned face-down no matter the result.

50 Add 1 to the combat factors of all face-down, out of supply land units within range *unless* this would give more combat factors to the unit than when it is in supply.

51 All notional units within range of this leader are considered face-up for the purposes of combat.

52 Choose land combat table, regardless of terrain, when invading a hex within range whose only land units are notional.

53 Choose land combat table, regardless of terrain or defending unit types, when attacking a non-city jungle or forest hex within range.

54 Choose land combat table, regardless of terrain or defending unit types, when attacking as long as an ARM or MECH unit is participating in the attack with the leader.

55 Take the second loss in a land combat as if the unit was shattered. When used defensively the stack must be within the leader's range. The attacker may not choose to convert the shatter into a retreat.

56 Change an 'R' result to an 'S' when attacking.

57 ARM and/or MECH units may be transported and invade from AMPHs that start their move stacked with this leader (or TRSs if not playing with **WiF**:FE option 26). The leader must accompany the units that invade.

58 Units attacking across a river are not halved.

59 May apply up to double the normal amount of ground support for any attack you are participating in, or all defensive combats within range. ART units providing support may not go over the normal limit.

60 All land units that spend their entire land move with this leader may add 2 to their movement allowance in rain, storm or blizzard.

61 During a combined impulse, any invasion that this leader participates in does not count against land movement or attack limits.

62 May launch a second attack on a hex if the first attack produces an 'R' result. Apply all casualties to both sides from the first attack. Do not retreat or turn face-down the other units involved till the second attack is resolved. Roll the second attack at odds of 2 odds worse than the original attack (i.e. 3:1 becomes 3:2, and 8:1 becomes 6:1). If the second attack produces a 'B' result, you may breakthrough as usual.

After the second attack has been resolved, retreat all defending units that remain in the target hex, and advance after combat those units that have not already done so as a result of the second attack. All participating units from both sides are then turned face-down.

63 Double ARM and MECH combat factors whenever you call a blitz combat as the attacker.

64 1 Co-operating PARA within range is in supply for each face-up ATR stacked with the leader.

65 Can always call an assault when the defending stack is within range during snow or blizzard.

- 66** All units that spend their move stacked with the leader may ignore CW ZOCs in forest and jungle.
- 67** 1 INF is treated as a MTN unit for all purposes while within range of this leader.
- 68** Add +1 to the combat factors of all Field Artillery within range.
- 69** -2 to the land combat die, when the defending stack is within range and in a forest.
- 70** Add 1 combat factor (after modification for terrain) to the defence of every hex within range, for each enemy unit that is attacking from a mountain or desert mountain hex.
- 71** Each unit that advances after combat has one additional movement point. Whenever you take advantage of this ability, you must take an extra casualty from the leader's hex. The additional loss does not count for leader death or recall.
- 72** Add 1 combat factor (after modification for terrain) to the defence of every hex within range, for each enemy unit that is attacking across a river.
- 73** Units paratropping with this leader may have unlimited ground support from his major power's aircraft for the paratroop in addition to the normal limits for co-operating aircraft. They are still limited by their combat factors in the amount of artillery support they may receive.
- 74** Fighters may intercept with their full range to any hex (not sea area). Fighters may also fly CAP at the start of any air mission (friendly or enemy) to any hex (not sea area) and remain there for the rest of the impulse, unless forced to abort in combat or you decide to return it to base.
- 75** Fighters may intercept at full range into any sea area.
- 76** During the ground strike step, fighters may strafe hexes within their normal range that contain enemy air units. The leader must accompany one of the fighters, and all the target hexes must be within range of the leader's target hex.
- Strafing fighters are considered bombers (but do not suffer from the fighter-bomber penalty) in any air-to-air combat over the hex being attacked. Face-up enemy fighters stacked in the hex may scramble to intercept the attackers as if it were any other air mission.
- Strafing fighters that are cleared through air-to-air combat, attack the hex one fighter at a time. The attacker chooses one aircraft on the ground for each of his attacking fighters. Then, one additional round of air-to-air combat per strafing fighter is fought, with the defending aircraft considered to have an air-to-air rating of 5. Each aircraft may only be strafed once per ground strike step. Strafing fighters you have in excess of defending aircraft are not used. Defending aircraft that are aborted are turned face-down in the hex. Note that both sides can suffer losses during a strafing attack.
- 77** You may fly offensive ground support missions to any hex within range of the leader immediately *after* the defending bombers and escorts have flown (but before their interceptors do).
- 78** Defender may fly intercepting fighters to any hex within range of the leader *after* the attacker has flown intercepting fighters.
- 79** Aircraft within range may rebase their normal range into friendly hexes prior to naval movement. They remain face-up after their move. Each rebase still counts as an air mission towards your activity limits.
- 80** During an enemy's advance after combat step, the leader may fly an "Advance Disruption" mission to any attacked hex within range of the leader in which the enemy wishes to advance. Those units desiring to advance are placed in the attacked hex.
- Any number of aircraft stacked with the leader now fly a single Ground Strike Mission to the attacked hex or provide escort for such a mission (provided it is within the aircraft's range of course). One of the ground striking aircraft must be accompanied by the leader.
- After the enemy has flown interceptors (you may not), you fight an air-to-air combat over the target hex. After air-to-air combat, you may attempt to ground-strike the units desiring to advance after combat. Each unit successfully ground struck must turn face-down and return to the hex it was in when the attack was launched.
- 81** +1 to *your* air-to-air combat value, provided this leader is accompanying a fighter involved in the combat.
- 82** During air-to-air combat, each 'clear' result clears through 2 carrier planes on your side, provided this leader is currently accompanying a fighter involved in the combat.
- 83** While flying with a bomber in an air-to-air combat, even if he has previously cleared through, a 'clear' result will clear 2 bombers on his side. The bad news is that defensive AA fire is doubled.

84 USA non-CVP aircraft stacked with this leader may enter hexes in this leader's home countries without needing to satisfy any foreign troop commitment (see WiF:FE 18.2). These units may remain in this home country so long as they remain stacked with the leader when not flying a mission. Only on the impulse or stage that the aircraft perform a mission does the leader use up his rank for purposes of leadership on that map.

85 Air units may fly air missions in blizzard as if it were snow.

86 Roll 2 dice, and choose the best result for strategic (not carpet) bombing in a night raid, in fine weather solely by 4-turn bombers of this leader's major power.

87 Roll 2 dice, and choose the best result for strategic (not carpet) bombing in a day raid, in fine weather solely by 4-turn bombers of this leader's major power.

88 The bomber accompanying the leader may use its tactical factors as air-to-sea factors.

89 This major power's aircraft (only) may abort before the first round of any air combat that includes this leader.

90 1 aircraft is not turned face down anytime during this impulse provided it returns to base within range of this leader.

91 +1 to your search number in sea areas in the Mediterranean weather zone during fine weather.

92 You gain 1 extra surprise point during sub combat and it costs only 3 surprise points to call a Sub combat.

93 +1 to your search number during fine, rain or snow.

94 If the only units you have included in naval combat are 6 movement allowance SCSs in the 4 section of the sea box, you may choose surface combat without spending surprise points, unless the other side spends 4 surprise points to choose the combat type.

95 Choose the first enemy target in a surface naval combat.

96 This leader *may* convert any "AC" result to a "DC" in any air-to-air combat provided this side has a higher air-to-air combat value than its opponent.

97 If 1 or more carrier planes in the same section of the sea-box as this leader is destroyed, all the surface naval units in this section (except convoys) must abort from this sea area immediately after *this* round of combat. Your side's naval units in the other sections may remain and continue to fight.

98 4 (**SiF Option 9**: 8) face-up surface naval units returning to base with the leader may end their move face up. Any cargo would still be turned face down.

99 2 carrier planes may operate from all friendly CVs stacked with the leader, provided their combined class size is not greater than the air component of the CV carrying them.

100 -1 to the search die roll. If this leader's sea section is not included in the battle by his search roll, then the search roll is considered a 10.

101 Double the AA rating of all naval units on your side in this section.

102 Face-up naval units (except convoys) may move up a section in a sea box with a naval move during a fine or rain impulse provided they have the movement allowance and the range to return to base, if necessary.

103 You may support an invasion with up to twice as many shore bombardment factors as there are combat factors included in the invasion.

104 You may include all subs in the sea area in combat if any one of them succeeds in its search roll *and* a sub combat is called. Compute initial surprise points as normal (use the highest box of the subs initially included) and you may spend them, if you have enough, to call a sub combat. Then recalculate surprise points based on the lowest box an included sub is in, remembering to subtract any you spent to call the sub combat. This may mean your opponent now has surprise points. In this case, they may spend them as desired but may not change the combat type nor call no combat.

105 +1 to the defence roll of each of your major power's surface naval units in this sea-box section.

106 Naval units may move and then port strike at the end of the naval movement step. The leader must be with all the participating CVs throughout their naval move. The leader must then fly with the carrier planes. If the enemy is not surprised, add two to the box the port is considered to be in (i.e. 5 box for minor ports and the 7 box for major ports). Each carrier plane that port strikes still counts as an air mission.

107 Your surface naval units in this section of the sea-box are considered to be in the next higher section when conducting shore bombardment.

108 Your face-up surface naval units in your section of the sea-box may use their surface factors as ASW factors in Sub combat.

109 Units on Coastal hexes that are forced to retreat may be placed on face-up TRSs (**AsA/MiF Option 25:** or SCSs) in the adjacent sea area provided the weather is fine or rain and the leader is in the same sea-box section as the TRSs. Both the retreating land units and transporting naval units are then turned face-down.

110 You may pick targets in a surface action as if it were an air action provided the weather is not storm or blizzard.

111 You pick the 1st, 3rd, 4th, 6th, 7th, 9th... enemy targets during air-to-sea combat which includes this leader.

112 It costs only 2 surprise points to call a surface naval combat.

113 Your face-up naval units in this section of the sea-box may move to one adjacent SEA AREA with a Naval Move during a fine or rain impulse. These ships must move to one section lower than the one it was in (you may not move at all if you started in the '0' box. The leader must move with those ships that move.

114 2 SCSs that start their movement within range of this leader may transport one infantry corps or army provided they remain together throughout their move. This unit may not invade.

The infantry corps or army may unload in a port or at sea as if from a TRS. If either SCS is destroyed while transporting the corps or army, it is also destroyed. If either SCS is damaged, or the SCSs are forced apart while transporting the corps or army it is placed on the reinforcement circle to arrive as a reinforcement in the following turn.

115 During a surface naval combat, double the combat factors of all CAs and CLs.

116 SCSs can use their modified shore bombardment factors to ground strike hex(es) on 1 or 2 hex islands only. These ground strikes are treated like artillery (see **AsA/MiF Option 3**) and do not count against air missions.

117 If stacked with a CV, this leader may actively search for enemy SUBs in fine weather. Add +2 to your search die roll. All enemy SUBs are committed.

118 TRS in the '4' section of the sea-box are not turned face-down when their cargo is debarked or invades from sea.

119 Ships stacked with this leader in a port may use half their unmodified shore bombardment values for ground support as if they are artillery except that they can also defensively bombard into their own hex.

120 You may use your surface naval units' attack factors, instead of their shore bombardment factors, for ground support.

121 Your naval units that spend their entire movement with this leader do not count against naval activity limits provided you have chosen an action type that allows you 1 or more naval moves.

122 +2 to the search number when conducting port strikes, if all the attacking and escorting forces are only carrier planes controlled by the leader's major power.