The following rules incorporate all errata to 15th December 1998.

World in Flames™

Contents

Dedicated to the memory of:

Dr. Peter Browne Rowland
5 April 1929 ~ 25 June 1996

Loving father, partner and friend

* * * * * *

Dedicated also to the memory of:

Harry Pinder 1901~1996
Barbara May Cambridge 1909~1996
Frances Amina Gleghorn 1905~1996

Rest in Peace

"We may be destroyed but, if we are, we shall drag a world with us - **A World in Flames**"

Adolf Hitler, 1932

1. Introduction

World in Flames ("WiF") is Australian Design Group's strategic level game of the Second World War. Up to six players will manage the economies and conduct the military operations of the major nations involved in that conflict, either as a member of the Axis (Germany, Italy and Japan) or as one of the Allies (China, the Commonwealth, France, the USSR and the USA).

We intend this edition of the game to be the final edition. It comes as one of four products:
*   **World in Flames Rule Set**;
*   **World in Flames Classic;**
*   **World in Flames 1-5 to Deluxe Update Kit**; and
*   **World in Flames Deluxe.**

The **World in Flames Rule Set** consists of:
*   this rules book;
*   1 production circle (including the initiative, impulse, year and available pilots tracks; the options check-list and the sequence of play);
*   1 x A3 (420 x 294mm) full-colour game chart (incl. combat, weather and the US entry charts); and
*   3 x A4 builds charts.

The **World in Flames Classic** consists of:
*   The **World in Flames Rule Set**;
*   1 additional A3 full-colour game chart;
*   4 large (574 x 820mm) full-colour maps covering most of the world (West Europe & North Africa, East Europe & the middle east, Asia and the Pacific);
*   1 x A3 full-colour minimap of America;
*   1400 counters representing *all* the armies, navies and air forces of World War II (counter sheets 1-6 & 24); and
*   2 ten-sided dice.

The **World in Flames 1-5 to Deluxe Update** consists of everything contained in the **World in Flames Classic** except for the dice and the box.

World in Flames Deluxe consists of:
*   The **World in Flames Classic** components;
*   1 additional A3 full-colour game chart;
*   an Africa map & 200 counters ~ CS 14 (from **Africa Aflame**);
*   a Scandinavian map & 200 counters ~ CS 15 (from **Asia Aflame**);
*   600 aircraft counters ~ CS 7-9 (from **Planes in Flames**);
*   1000 naval counters ~ CS 18-22 and a task force display (from **Ships in Flames**); and

- 200 land counters ~ CS 23 (from **Mech in Flames**);

for a total of 7 maps and 3600 counters!

Unfortunately, the backs of 17 **Planes in Flames** counters were incorrectly printed (CS 8):

- The following German aircraft should have these dates: **1938**~Bf-109E1; **1939**~Bf-109E2, Bf-110C; **1940**~Bf-110D, Ju-87(1941); **1941**~Ju-87(1940), Ju-88C; **1942**~Me-210; **1943**~Me-410, He-219, Ju-88G (1941); **1944**~Ju-88G (1945), Ju-388J; **1945**~Do-335 (10 air-to-air), He-162.
- The He-162 is a 2-turn FTR, the Ju-88C is a 3-turn FTR and the Me-323 and BV-222 are 4-turn ATRs.

These errors have a minimal effect on play (all the info on the front of the counters is correct), but it just isn't up to ADG's standard of excellence. If you have the affected counters, please send the CS 8 frame (only the copyrighted 1996 CS 8 is affected) to:

Australian Design Group
PO Box 6253
Los Osos, CA 93412 USA

and we will send you the correct counters.

1.1 Rules

We have laid out these rules in sequence-of-play order. Optional rules are generally in the same place as the standard rule they modify. They are separated from the standard rules by being framed in grey.

To play this game, you should decide on what rules variants you want to play with (using the options checklist will make this easier), choose a scenario (see 23, scenario information), and follow the set-up instructions there.

1.2 Scale

Units

A land unit represents an army or corps (optional division and brigade units represent smaller units - all called "divisions").

A naval unit represents a squadron of 4 to 6 destroyers attached to either 1 aircraft carrier, 2 battleships or battle cruisers, or 4 heavy or light cruisers. If playing with the **Ships in Flames** counters, a naval unit represents only 1 battleship or heavy cruiser in addition to the destroyers.

An aircraft unit represents 250 aircraft in 1939 gradually increasing to 500 aircraft by 1945. Each counter consists of a variety of types, but with the predominant aircraft being that depicted on each counter. Not all of them would be flying in each mission.

Time

Each game turn is two months.

Map

Each hex is approximately 100km on the European maps, 230km on the Asian, Pacific, African and Scandinavian maps, and 650km on the America map.

1.3 Markers

You are not limited by the number of markers except for forts, the US entry chits and oil synth plants (**SiF Option 20:** and Task Force markers) provided in the game (unlike units). If you run out, just make up some more.

2. General concepts

This section lumps together general wargaming terms that may already be familiar to you. If you have played **World in Flames** before, you can probably skip them for now because they are much the same as previous editions. Read them later though, especially the supply rules where there are some important changes.

2.1 Terrain

Terrain and its effects are summarised on the bottom of the Asian map. The rule here explains some more general concepts.

2.1.1 Hexes & hex-dots

As in many wargames, the land portions of the maps are divided into hexagons (called "hexes"). Hexes regulate unit location and movement.

A "coastal hex" is a hex which contains both land and sea. We have printed the sea portion of coastal hexes in a lighter shade of blue to distinguish them.

Each hex has six sides ("hexsides"). Certain terrain features (e.g. rivers) conform to hexsides and affect combat, and sometimes movement, across that hexside. An all-sea hexside is a hexside with no land at all.

On-map hexes are contained within the grey map borders. Off-map hexes are printed in the border area itself. All hexes on the American map are also off-map hexes.

Two hexes are adjacent if:
- they share a common hexside;
- they are on either side of the join between the eastern European map and the Asian map and share the same number. They are actually connected via the hexside on the Asian map bearing the same number as the hex on the east European map.
  AfA/AsA options 1: The same applies if you are using the Scandinavian map (letters differentiate the hexes/ hexsides).
  The above is also true for the *northern* border of the African map. However, the eastern edge of the African map has a hex for hex correspondence with the Asian map (i.e. the hexes with the same letter are in fact the same hex, see setup ~ 23.1.3).
- they are off-map hexes connected to each other by a rail line or a grey communication line (exception: the Perm to E0148 rail); or
- one is an off-map hex and the other is either an on-map edge hex connected to it by a rail line or a grey communication line or an on-map hex, on the map's edge, which is adjacent to a connected on-map hex.

Example 1: *Riyadh is adjacent to the 2 bottom right-most hexes of the East European map.*

Example 2: *Dakar is adjacent to the 3 Moroccan hexes with the letters 'u', 'v', and 'w', printed on them.*

A unit in a hex that contains both mainland and an island occupies both the island and the mainland.

Unlike other wargames, the hexes stop at the coastlines. Hexes at sea are replaced by hex-dots - each hex-dot is at the centre of what would otherwise be a hex. When moving an aircraft unit across hex-dots, or when counting hexes, just imagine you are moving from hex to hex.

Example:

The use of hex-dots is partly aesthetic but also serves to show that the presence of land units is not permitted.

Some hex-dots are "large" hex-dots. Only large hex-dots are adjacent to off-map hexes. So, you can only move between a hex-dot and an off-map hex if the hex-dot is large. Large hex-dots can also be adjacent to normal hexes or normal hex-dots.

Example:

This aircraft wants to fly a mission to Khartoum. It flies from its base to the small hex-dot in the Red Sea for 1 movement point, then to the large hex-dot adjacent for 6 movement points, then to the Khartoum off-map hex for another 6 points.

2.1.2 Sea areas

The seas are divided into areas by dark blue lines (called sea area borders). Each sea area is individually named (e.g. 'RED SEA'). Each sea area contains a sea-box which regulates movement and combat at sea.

Two sea areas are adjacent if they share a common sea area border or if they are directly connected by a blue communication line. Some sea areas on the west European and Pacific maps contain statements that they are connected to one or more sea areas on the USA minimap. The connected sea areas are also adjacent.

The Mozambique Channel and the Azanian Sea (both on the Asian map) are connected. Treat hexdot 'O' as being connected to the hexdot south of hex 'U' by a blue communication line.

The Red Sea is the only sea area that is on 2 maps. The sea-box is only on the east European map but the hex-dot on the Asian map is still part of the same sea area. The hex-dot on the Asian map is adjacent to the large hex-dot at the eastern end of the sea area on the east European map.

2.1.3 Off-map areas

The maps incorporate the main areas of conflict in World War II. However, other areas saw combat and **World in Flames** provides off-map areas to deal with them.

An off-map area contains:
- 1 or more off-map hexes; and (usually)
- a sea area with a sea-box.

Off-map areas are connected to each other, and to the map, by grey and blue communication lines.

Grey communication lines

Only land and aircraft units can move along *grey* communication lines. Some grey communication lines are shown as railways. You can move along these lines normally as well as by rail.

Blue communication lines

Only aircraft and naval units (and their cargoes) can move along *blue* communication lines.

A naval unit moves along blue communication line from sea area to sea area.

An aircraft unit moves along a blue communication line from any adjacent hex-dot in the first sea area to an adjacent hex-dot in the second sea area (see 14.1.2). If it's not clear which hex-dots are adjacent to a blue communication line, the nearest ones always are.

Example: *The hex-dot in the Denmark Strait to the right of Iceland is adjacent to the blue communication line connecting to the Norwegian Sea and the Faeroes Gap sea areas. The hex-dot to the left of Iceland is adjacent to the blue communication line connecting to the North Atlantic and the Canadian Coast Sea areas.*

2.1.4 The American minimap

Every hex on the American minimap is an off-map-hex. Every hex-dot on the American map is a *large* hex-dot.

Puerto Cortes and Vera Cruz are ports on the Caribbean sea area. Panama and Puntarenas are ports on the Gulf of Panama sea area.

AfA/AsA Option 1: any map-edge hex-dot on the Africa map connects to any other in the same sea-area on the American, Asian or Pacific maps.

2.2 Zones of control

A zone of control ("a ZOC") is the effect a land unit has on the hex it occupies and on adjacent hexes. A ZOC affects railroad movement (11.10), land movement (see 11.11), supply (see 2.4), reorganisation (see 11.18.2), retreat after combat (see 11.16.5) and transport of resources (see 13.6.1).

Most land units have a ZOC into their own hex and into all adjacent hexes. Partisans only have a ZOC into their own hex. Units that invade (see 11.14) or paradrop (see 11.15) temporarily lose their ZOC.

AsA/MiF options 2&3: Divisions and artillery only ever have ZOCs into their own hex.

ZOCs *don't* extend:
- into, or out of, off-map hexes; or
- into the notional hexes represented by hex-dots; or
- across alpine hexsides; or
- across all-sea hexsides; or
- across lake (except when frozen), or straits, hexsides;
- into a hex controlled by a major power you are not at war with.

Naval and aircraft units don't have a ZOC (even in the hex they occupy).

Example:

The unit does not exert a ZOC into:
> *hex (1) because of the alpine hexside;*
> *hex (2) because of the straits hexside; and*
> *hex (3) because it is a hex-dot.*

Option 4: You need either an HQ or 2 other corps or army units in a hex to exert a ZOC into an adjacent hex on the Asian or Pacific map (**AfA/AsA Option 1:** or African or Scandinavian map).

2.3 Stacking

There is a limit on the number of units that can occupy each hex. This is called the stacking limit of the hex.

2.3.1 Limits

Units that can't co-operate (see 18.1) can't stack together in the same hex. They can stack together in the same sea-box.

Stacking limits are in effect only at the *end* of each stage and step of a game turn. You cannot voluntarily overstack but, if it happens (whether inadvertently or unavoidably), the owner of the hex must destroy enough of the overstacked units to comply with the stacking limits. You must destroy face-up units before face-down units.

Land unit limits

Up to 2 land units can stack in a hex. Stacking limits are doubled in an off-map hex.

AsA/MiF options 2&3: You can stack a 3rd land unit in a hex if it is a division or artillery.

AsA/MiF option 2: If you are playing with divisions, you can stack 5 land units in an off-map hex if the 5th unit is a division.

AfA/MiF option 5: Up to 2 fortification units can occupy a hex in addition to any other units.

MiF option 6: Supply units stack as if they were a division (even if you aren't playing with the divisions option ~ see 22.4.1)..

Units invading (see 11.14) and paradropping (see 11.15) have a stacking limit in addition to the defending units' limit.

There is no limit to how many land units being naval transported (see 11.4.5) can stack in a sea-box.

The stacking limits for aircraft units not flying a mission are:

Minor port hex	2
Major port or city hex	3
Mountain, desert mountain or swamp hex	0
Any other hex	1
Hex with HQ	+1

If several limits apply (e.g. a city in a mountain hex), the highest of them applies.

Aircraft stacking limits are doubled in an off-map hex. The HQ increase for aircraft units applies *after* doubling.

MiF option 7: If you are playing with ENG divisions (see 22.4.1), each ENG (even face-down) increases the aircraft stacking limit of a hex by 1 (e.g. you could stack 2 aircraft in a swamp occupied by 2 ENG units). In off-map hexes, this increase applies after doubling.

There is no stacking limit for aircraft units while flying missions.

Option 8: Flying boats can only stack in a coastal hex (even if the coast is only on a lake). You can only ever stack 1 flying boat in a hex, but this is in addition to any other aircraft there. For example, you could stack a flying boat plus 3 other aircraft in a major port; you can even stack a flying boat in a coastal mountain hex. Flying boats can fly missions into, or rail move through, non-coastal hexes.

ATR flying boats (e.g. the BV-222) can only air transport units to, or air supply units in, coastal hexes.

Flying boats have a vertical blue stripe on their counter.

Naval unit limits

Up to 2 naval units can stack together in a friendly controlled minor port. Every 5 convoy points is 1 naval unit.

SiF option 9: Up to 4 naval units can stack together in a minor port. Every 2 convoy points (and any spare point) is a naval unit.

There is no limit to the number of naval units that can occupy a friendly controlled major port (**exception:** see 18.2, foreign troop commitments) or a sea-box.

Both sides' naval units can occupy the same sea-box, even in the same section.

Combinations

Stacking limits for land, aircraft and naval units are independent. So, you can have any number of naval units, up to 4 aircraft units and an HQ stacked with another land unit in a major port city.

2.4 Supply

Units need to be in supply to operate effectively.

2.4.1 When to check supply

You need to check the supply status of a unit before it moves, flies, sails or reorganises units.

Units at sea are *always* in supply.

You also need to check the supply status of land units immediately before you resolve an overrun (both sides), during combat declaration (attacking units) and at the moment of combat (both sides).

Example: You want to move an ARM unit but it isn't in supply. So, you move a nearby HQ first. This puts the ARM in supply when it starts its own move, so it doesn't suffer the effects of being out of supply. During its move, it contacts an enemy unit. You check its supply to see if it can overrun the enemy. Luckily, it's in supply, and can overrun ~ you check the enemy unit's supply status before resolving the overrun. After you finish all your moves, you start your combats. If the ARM is in supply, you can declare an attack with it. You need to check its supply status again when you resolve its combat in case the result of another combat has cut its supply line.

2.4.2 Tracing supply

To be in supply, a unit must be able to trace a supply path back to a primary supply source.

A *primary supply source* for a unit is:
- any friendly city in the unit's unconquered home country; or
- for a Commonwealth unit, any friendly city in another unconquered Commonwealth home country; or
- any friendly city in an unconquered home country of a major power the unit co-operates with (see 18.1).

Example: Germany has just declared war on Poland. Polish units that can trace a supply path to a friendly controlled city in Poland are in supply (because it is a friendly city in their home country). They are also in

supply if they can trace to their controlling major power's cities (because Poland co-operates with its controlling major power).

MiF option 6: An HQ is a primary supply source for the rest of the turn if you expend a face-up *supply unit* it is stacked with (see 22.4.10).

A city controlled by the communist Chinese is not friendly to the nationalist Chinese (and vice versa), even though both are (nominally) on the same side.

If the unit can't trace a supply path to a primary supply source, it can trace it to a secondary supply source instead.

A *secondary supply source* is:

• an HQ of the unit's nationality or an HQ it co-operates with (see 18.1);

• the capital city of a minor country controlled by the unit's major power; or

• the capital city of a major power, or a minor country, *conquered* by the unit's major power, or by a major power the unit co-operates with.

A secondary supply source must be able to trace a supply path either to a primary supply source or to another secondary supply source. That other secondary source must also be able to trace a supply path either to a primary source or to another secondary source, and so on. There can be any number of secondary supply sources in this chain *but it must end up at a primary supply source* of the unit tracing the path.

Example: *Suppose Poland's controlling major power is the Commonwealth. Warsaw is a secondary supply source for Commonwealth units, in addition to being a primary source for Polish units.*

A city can only be a supply source for a unit if it has not been controlled by the other side at any time in the turn.

A supply source can supply any number of units.

Supply paths

You trace a supply path *from* a unit *to* a supply source.

If you are tracing a path from a secondary supply source to a primary supply source, it is a *railway supply path*.

If you are tracing any other supply path, it is a *basic supply path*.

A supply path, basic or railway, can be up to 4 hexes. Each Asian or Pacific (**AfA/AsA Option 1:** or African or Scandinavian) map hex you trace into counts as 2 hexes. Each off-map hex counts as 4 hexes, so you can only trace a basic supply path into an adjacent hex during clear weather.

Each desert, or desert mountain, hex your supply path enters counts as 1 extra hex (i.e. counts as 2 on the European maps, 3 on the Asian and Pacific maps and 5 in off-map hexes).

This maximum distance will vary in some weather (see 8.2.2). In those cases, you determine the length allowed for each path by the weather in the hex *occupied* by the unit or secondary source you are tracing *from*.

Example:

In this picture, the INF unit is 4 hexes away from Kiev, a supply source in another weather zone. The unit is in supply if the weather in its hex is fine. The weather in Kiev's hex is irrelevant.

Railway supply paths

A hex a railway supply path enters, by moving along a railway or road, does *not* count against the 4 hex limit. A hex it enters across a straits hexside also does not count against the limit, so long as the hexes on either side of the straits are railway hexes.

The 4 non-rail hexes can occur anywhere along the path. Although you will mostly use them to trace supply from an HQ to the railhead, they can be handy for re-routing around an enemy unit that's blocking a vital rail link.

Example:

In this picture, the GD ARM is able to trace a supply path of 3 hexes to Manstein (remember, for the purposes of supply, deserts count as 2 hexes on the European maps). That is a basic supply path. Manstein can't trace a railway supply path to a primary supply source because he is at least 5 hexes from a primary supply source (4 hexes from Alexandretta and 1 more for using overseas supply ~ see below). However, he can trace a 3 hex path to Rundstedt. That's a basic supply path too because it's not going to a primary supply source. Rundstedt can trace his railway supply path 5 hexes to Alexandretta (he can't use Tripoli because of the Allied ZOC). Only 3 of those hexes count against the supply path limit, because the rest are along railways.

Overseas supply paths

Any part of a basic or railway supply path can be traced overseas. You may only trace supply overseas once for each unit attempting to trace supply.

The sea portion of a supply path does not count against the maximum number of hexes permitted in the path. The port hex you trace the overseas supply path *into* does count against your 4 hex limit. However, it always counts as only 1 hex, regardless of what map it is on or what terrain it contains.

To trace a basic supply path overseas, the unit must be in a coastal hex or trace the path via a port. To trace a railway path overseas, the secondary source must be in a coastal hex or trace the path via a port.

SiF option 11 (limited overseas supply): You can only trace a supply path overseas if each sea area you trace it through contains a friendly convoy, TRS or AMPH.

From the coastal hex or port, you trace the supply path via any number of consecutive sea areas to a friendly controlled port which is a supply source itself or from which you can continue the supply path overland to a supply source.

You cannot trace a supply path into a sea area that contains:
- an enemy CV, SCS or aircraft unit with an air-to-sea factor;

unless it also contains:
- a surface naval unit, or aircraft unit with an air-to-sea factor, controlled by any major power at war with that enemy unit. **SiF option 11** (limited overseas supply): the convoy, TRS, or AMPH being used to provide supply must be controlled by a major power at war with the enemy unit.

You can't trace a supply path between sea areas if one of your SCS couldn't move between them (see 11.4.4). For example, Axis units can't trace supply between the Western Mediterranean and the Bay of Biscay until Gibraltar is Axis controlled.

Example: In the picture above, Rundstedt traces his railway supply path to Alexandretta (only counting as 3 hexes against the limit because the rest are along a railway). From there, he traces overseas through the Eastern Mediterranean and Italian Coast sea areas to Ancona (counting as the 4th hex) and then any distance along railways to any friendly German or Italian city.

If any of these sea areas contained an Allied CV, SCS, or aircraft with an air-to-sea factor, you could only trace this supply path through that sea area if it also contained an Axis surface naval unit or aircraft with an air-to-sea factor.

You cannot trace an overseas supply path either out of, or into, an iced-in port (see 8.2.10) if the weather in that hex is snow or blizzard.

Limits on supply paths

You can't trace *any* supply path:
- into an enemy ZOC (unless the hex contains a friendly land unit); or
- into a hex controlled by another major power unless it agrees; or
- into a hex controlled by a neutral country (exception: Vichy territory ~ see 17.4); or
- across an alpine hexside; or
- across a lake hexside (except when frozen); or
- across an all sea hexside that isn't a straits hexside (except as an overseas supply path).

Option 12 (limited supply across straits): A unit or secondary supply source can't trace supply across a straits hexside, if the presence of enemy units would prevent you tracing an overseas supply path into that sea area.

2.4.3 Out of supply

Option 13 (emergency HQ supply): Non-HQ units that are out of supply can operate as if they were in supply if they can trace a basic supply path to a face-up HQ. You can only do this with as many units as the HQ's reorganisation value.

You must announce the HQ providing emergency supply before any unit can gain this benefit. Turn the HQ face-down after the combat step.

Land units

A land unit that is out of supply:
- can't attack;
- must be turned face-down if you move it (even by naval transport or air transport);
- defends with 1 combat factor if it is a *face-down* division (see 22.4.1) or black print unit, 3 if it is a *face-down* white print unit (face-up units defend with their normal strength); and
- can't provide HQ support (option 39 ~ see 11.16.3).

Out of supply land units still have their normal movement allowance and still exert a ZOC.

Aircraft units

Aircraft units that are out of supply can only fly rebase missions.

Naval units

If you move a naval unit that is out of supply, subtract 1 from its movement allowance (not range) and turn it face-down when you finish its move (even at sea).

2.5 Control

Initial control

The **World in Flames** maps show the 1939 political boundaries. They also show the necessary start lines for the other campaigns.

At the start of a game, your major power controls all territory within its home country borders, except any territory on the enemy side of a relevant start line. The scenario information (see 23.) will explain this in detail.

Your major power also controls each aligned or conquered minor country. Minor countries aligned with your major power in 1939 are marked on the map after the countries' names. Again, the scenario information will provide more detail and explain any exceptions.

A major power or minor country may also control some islands and territories. Most of the sea areas are marked as being 'controlled' by a major power or minor country. This means that, in 1939, most of the islands in that sea area were controlled by that major power or minor country.

Similarly, islands are controlled by a major power if they lie astride a sea border between sea areas *both* marked as controlled by that major power. Any islands that don't conform to these rules are marked as controlled by another major power or minor country. The scenario information details any changes after 1939.

Changing control

Control of a hex changes when:
- an enemy non-partisan *land* unit enters it (the major power entering with the most factors if more than one); or
- an island, territory, minor country or major power is conquered (see 13.7.1); or
- it is a communist Chinese-controlled city entered by a nationalist Chinese land unit or vice versa; or
- during the liberation step, you return control to the original owner (see 13.7.5, reversion).

If you control a hex in a minor country aligned with your major power, that hex is controlled by that minor country. Otherwise, the hex is controlled by your major power.

Units in hexes that change control

Treat any naval and aircraft units in a hex which passes to enemy control as if they had been overrun (see 11.11.6).

2.6 Fractions

These rules frequently require a calculation that produces a fraction. When you have to do this, round to the *nearest* whole number, rounding halves up.

Example: *Germany has 21 production points. Her production multiple is 1.25, so she has 26.25 build points. This rounds to 26 points. Next year her production multiple increases to 1.5, so she has 31.5 build points. This rounds to 32.*

Rounding a negative number up moves you closer to zero. For example, if the fraction is -1.5, it rounds to -1.

Round off a number *immediately before*:
- calculating an odds ratio; or
- looking the number up in a table; or
- comparing it to a dice roll or to a fixed value; or
- spending oil (see 13.5.1) or build points.

Example: *In an attack, you have 3 units attacking across a river. Their total strength is 17, which halves to 8.5. In addition, you add in 8.5 factors of shore bombardment. You also commit a CV with an air component of 5 as ground support. Its tactical factors are 2.5. Your total attack strength is 19.5. As you are about to calculate an odds ratio, you round it to the nearest whole number ~ 20.*

2.7 Dice

World in Flames uses 10-sided dice. A roll of 0 is a 10.

2.8 Range

When counting the distance from one hex to another, you count the final hex but not the starting hex. For example, it is 4 hexes from Berlin to Nuremberg.

3. The Turn

After you have set up your game (see 23.1), you play a series of two-month turns until the scenario is over (this will be from 5 to 36 turns, depending on the scenario).

Both sides perform a series of activities in every turn. There are 3 stages at the start of the turn that everyone takes part in. Then there is a sequence of impulses that each side performs alternately. After those impulses are over, there are a few more stages for everyone. Then the turn is over and you start a new turn (easy isn't it?!?).

3.1 Sequence of play

The sequence of play in a turn is:

A. REINFORCEMENT STAGE

B. LENDING RESOURCES STAGE

C. INITIATIVE STAGE

D. ACTION STAGE

Repeat D1 through D3 until the action stage ends.

D1 Determine weather

D2 First side's impulse

Every major power on the first side performs these steps:

D2.1 Declare war

D2.2 Choose action

Choose either a *pass*, a *naval*, an *air*, a *land* or a *combined* action.

D2.3 Perform actions

The major powers that didn't pass perform these steps in this order (their action choice will limit what they can do ~ see action limits table):

(a) Port attacks
(b) Naval air missions
(c) Naval movement
(d) Your naval combat
(e) Opponent's naval combat
(f) Strategic bombardment
(g) Carpet bombing (option 32)
(h) Ground strike missions
(i) Rail movement
(j) Land movement
(k) Air transport
(l) Debark land units at sea
(m) Invasions
(n) Paradrops
(o) Land combat
(p) Air rebases
(q) Reorganisation

D2.4 End of action

Roll to end the action stage. If it doesn't end, advance the impulse marker the number of spaces shown on the weather chart for the current weather roll. If it ends, move on to stage E - the end of turn.

D3 Second side's impulse

If the action stage didn't end, repeat the steps in D2 for the second side. If the action stage doesn't end after the second side's impulse, go back to D1.

E. END OF TURN STAGE

Both sides perform these steps in this order:

E1 Partisans

E2 US entry

E3 Return to base

E4 Final reorganisation

E5 Production

E6 Intelligence (option 63)

E7 Peace

E7.1 Conquest

E7.2 Allied minor support

E7.3 Mutual peace

E7.4 Vichy declaration

E7.5 Liberation

E7.6 Surrender

E8 Victory check

4.   Reinforcement Stage

This is the stage when new units you built in earlier game turns will arrive on the map.

4.1 Force pool changes

You will see when you read the set up rules (see 23.1) that you have to place your units into separate force pools. You build units from your force pools. Having force pools for each of your unit types lets you select the type of unit you want to build. You usually return units that are destroyed to your force pools.

You will add units to your force pools as the game goes on, or as certain events occur.

4.1.1   Annual additions

Add new units to your force pools in the reinforcement stage of the January/February turn of each year.

Also add new entry chits to the common entry chit force pool and new partisans to the partisan force pool (option 46) at this time.

The units and chits you add are those with the new year marked on their back. For example, in Jan/Feb 1942, you would add all units with "1942" on their back and all chits with "1942" on their front.

4.1.2   Special additions

Some military units have a city name on their back rather than an availability date. As soon as you take control of the city, add that unit to your force pool. While you control that city, the unit is treated as any other unit of that type. If you lose control of the city, then whenever the unit is in the force pool, remove it from the game instead. If you retake the city, put the unit back in your force pool, and so on.

Neutral major powers *can't* have MIL units. When you go to war, add your MIL units to your force pools. Reserve MIL units would go onto the production circle to arrive as reinforcements instead (see 9.6).

If at the end of any peace step your major power is neutral, remove its MIL units from the game until you are next at war with a major power (see 13.7.3).

4.1.3   Scrapping

When a unit is destroyed, you can remove it from your force pools (see 13.6.9).

4.1.4   Replacement naval units (SiF option 9)

A few naval units have a gold box around their availability year. In a later year, replacement units will turn up for these units. Their availability year will also be shown in a gold box.

If the original unit has been removed from the game when the replacement unit arrives, remove the replacement unit from the game.

Otherwise, during any reinforcement step, you can remove the original unit from the game and add the replacement unit.

Put the replacement unit in the force pool if the original unit is either in the force pool or *face-down* on the production spiral; or

Put the replacement unit in the construction pool if the original unit is in:
• the repair pool,
• the construction pool,
• on the map, or
• *face-up* on the production spiral.

4.2 Reinforcements

The production circle has 6 slices, one for each turn in a year.

In this stage of the turn, your units in the current turn's slice arrive as reinforcements. If the units are face-up naval units, or any other units, put them on the map. If they are face-down naval units, put them in the construction pool.

The side with the initiative from last turn places its reinforcements first.

Where do reinforcements go?

Set aside your reinforcing offensive chits for later use.

Put your face-down naval units into the construction pool. Put all your other reinforcements on the map.

Put your on-map naval reinforcements into a *port* you control in the unit's home country. However, you can place 1 convoy point a turn in either a Commonwealth home country other than the United Kingdom or an aligned (not conquered) minor country [Note: this is only possible if you are playing with **Ships in Flames**].

MIL must be placed in the city or port named on the counter. If it could arrive but the city or port is fully stacked, put the MIL unit back onto the production circle to arrive next turn.

Other on-map reinforcements must go into a *city* you control in the unit's home country (this can vary in a few situations - if the rules tell you to treat particular units like some other units (e.g. to treat Polish units like British units), they arrive in the home country of those other units).

SiF option 9: You can place a reinforcement carrier plane directly onto a CV in an eligible port city if the CV can accommodate it.

AfA/MiF options 5 & 14: Fortification units (see 22.4.9) and synthetic oil plants (see 22.4.11) can arrive in any hex controlled by their major power that isn't in an enemy ZOC and won't violate stacking. You can't place fortification units in off map hexes.

You can't put a unit on the map if it would violate the stacking rules (see 2.3). If you can't fit a unit into any city, put it back on the production circle to arrive in the next turn.

You *can* put a reinforcement in a hex that is in an enemy ZOC.

Option 15: If you can't place a reinforcement anywhere without breaking the stacking rules, put it into a hex (not in an enemy ZOC) that is next to a city where you could have placed it except for the stacking rules. You can't do this with *naval* units. Only 1 unit per city may be placed in this fashion each turn.

5. Lending Stage

In this stage, you can announce that you are giving resources to another major power on the same side.

Option 16: If you are playing with lend lease (see 13.6.4), you can also give build points.

AfA option 48: If you are playing with the oil rule (see 13.5.1), you must also announce how many of them are oil resources

You can only give resources (or build points) if you are an active major power and you can only give them to another active major power.

Exceptions: the USA and USSR must give resources to Japan and Germany respectively even while neutral (see 5.1). The USA while neutral can choose US entry options that allow it to give resources (and/or build points) to other major powers (see 13.3.2). A major power that installs a Vichy government can always lend resources and build points to Vichy France (see 17.4).

You cannot give resources to a major power in the same turn as it is giving resources to you. However, you can give resources to a major power in the same turn as *another* major power gives resources to you.

Option 16: If you are playing with lend lease (see 13.6.4), the same restrictions applying to giving resources apply to lend leasing build points. You may however give build points to a major power in the same turn you receive resources from that major power or vice versa.

How you transport resources is described later (see 13.6.1, 13.6.4 and AfA option 31 ~ 13.5.1).

Any resources (and build points) you give away in a turn are lost to you for the turn, even if you can not meet the promise you made (for example, because your convoy points were destroyed or a railway line cut).

5.1 Trade agreements

Germany-USSR

USSR and Germany start the 1939 scenario with a trade agreement in place to exchange German build points for Soviet resources.

In each turn, the USSR must supply Germany with 7 resources (2 of them must be oil resources). Germany must return 2 build points.

Germany must supply the build points until it is at war with the USSR.

Option 16: If you are playing with lend lease (see 13.6.4), supplying the German build points is subject to those rules.

The USSR must supply the resources until the Nazi-Soviet pact is broken but the number can change if circumstances vary. For each of:
• Finland;
• Latvia;
• Estonia;
• Lithuania;
• Bulgaria;
• Hungary;
• Rumania; and
• Turkey,

that an Axis major power either declares war on or aligns with (see 9.8), reduce the number of resources the USSR must supply by 1 (minimum 0). Reduce the ordinary resources before you reduce any oil resources.

Reduce the number of resources by 1 from the turn that Finland allows a USSR claim on the Finnish borderlands (see 19.6.1) and by 1 from the turn that Rumania allows a USSR claim on Bessarabia (see 19.6.2).

The USSR and Germany stop supplying these resources and build points once the Nazi-Soviet pact is broken and keep them for themselves, even the turn the pact is broken.

Hungary

A neutral Hungary must supply Germany with its resource each turn (exception: see 19.6.2).

Iraq

A neutral Iraq must supply France with 1 of its oil resources each turn. If France is conquered, or if a Vichy government has been installed (see 17.1), Iraq instead provides the oil to whichever major power controls Syria. A Vichy-controlled Syria will pass it on to the major power that installed a Vichy Government.

Japan-USA

The USA and Japan start the game with an agreement in place to exchange a Japanese build point for US resources. The USA must supply Japan with 4 resources each turn. Two of them must be oil resources. These amounts can be reduced, or avoided entirely, by certain US entry options (see 13.3.2). Japan must supply the USA with 1 build point a turn until the USA freezes Japanese assets (see 13.3.2, entry option 15).

Japan and the USA *must* establish a joint convoy chain. The USA *must* have enough convoy points in the West Coast, Mendocino and the Hawaiian Islands sea areas to transport the resources and build point to Japan and the USA respectively. Japan *must* have enough convoy points in the Japanese Coast and the Central Pacific sea areas.

If either side has not met its obligation to provide its resources or build point in the production step and US entry option 41 has not been chosen:

• neither of them gets their promised resources or build point that turn, but cannot use the thwarted points themselves;
• if Japan was in default, the USA may add 2 entry chits to the Japanese entry pool; and
• if the USA was in default, Japan must randomly remove 2 entry chits from the Japanese entry pool. If there aren't enough chits there, the USA can never declare war on Japan.

> **Option 16:** If you are playing with lend-lease (see 13.6.4), supplying the Japanese build point is subject to those rules.

The USA and Japan stop supplying these resources and build points once they are at war and keep them for themselves on the turn they go to war.

Netherlands

The Netherlands must supply Japan with 2 oil resources a turn. This continues until Japan is at war with either the Netherlands or the Commonwealth, or the US embargoes oil sales to Japan (see 13.3.2, entry option 41).

A neutral Netherlands must supply the CW with all its remaining oil.

Japan and the CW must ship the Netherlands oil themselves. If Japan or the CW doesn't establish the convoy chain, then that major power doesn't get them this turn.

Persia

A neutral Persia must supply the Commonwealth with 1 of its oil resources each turn.

The Commonwealth must ship the Persian resource itself. If it doesn't establish any necessary convoy chain, it doesn't get it this turn.

Rumania

While neutral, Rumania supplies Germany with 2 oil resources and its other oil resource to Italy, each turn.

Spain

While Paris is Axis controlled, a neutral Spain must supply Germany with 1 resource a turn.

Sweden

A neutral Sweden must supply Germany with 3 resources each turn.

Germany must ship the Swedish resources itself. If it doesn't establish any necessary convoy chain, it doesn't get them this turn.

Turkey

A neutral Turkey must supply Germany with 1 resource each turn, until Italy is conquered.

Venezuela

A neutral Venezuela must supply the CW with half its oil and the USA with its remaining oil each turn.

The USA and the CW must ship the Venezuelan resources themselves. If the USA or the CW doesn't establish the convoy chain, then that major power doesn't get them this turn.

Shipment of Other Resources

Germany, the USSR, Rumania, Spain, Hungary, Iraq and Turkey satisfy their agreements by rail transport (see 13.6.1). If rail isn't possible, the *recipient* can provide convoys instead.

6. Initiative Stage

In this stage you work out which side has the initiative. This affects who has the first impulse and who goes first in various other activities. Once you have the initiative, you keep it until this stage of next turn.

6.1 Determining initiative

Each side rolls a die. The space the marker occupies on the initiative track will give one side or the other a modifier (except in the middle space).

The side with the higher *modified* roll wins the initiative. If tied, the side that has the initiative from the previous turn loses.

The initiative track will indicate if you can demand a re-roll. If any active major power on a side demands a re-roll, move the marker one space towards the other side's end of the track. Both sides now re-roll (with the new modifiers). The re-roll stands - there can be no further re-rolls.

Turn the marker to the side that has won the initiative.

Example: *You check the initiative track and see that the marker is in the left most column, indicating that the Axis side gets a +2 modifier and that they can re-roll. The Allied die roll is not modified and they won't be able to re-roll.*

The Allies roll a 5. The Axis rolls a 3, which is modified to 5. The rolls are tied but, because the Axis has the initiative at the moment (the marker is Axis-side up), the Allies win. Desperate to move first, the Axis demands a re-roll. They move the marker 1 space towards the Allied end (into the Axis +1 space). Both sides re-roll with the Axis now only adding 1 to their die. The Allies roll a 6, the Axis a 5(+1), again a tie. The Allies wrest the initiative from the Axis and you turn the marker Allied-side up in the space it occupies.

6.2 Effect of Initiative

The side that won the initiative now decides which side has the first impulse of this turn. That side is called 'the first side'. Note: who goes first *doesn't* affect who has the initiative.

Usually, you will want to go first because there is always something you 'just have to do immediately'. However, you might let the other side go first if you want to move the initiative marker toward your end of the track ~ if they go first *and* last in the turn, it moves towards you. This can be important if you want to secure the first move in a later turn (e.g. Germany's first turn of war with the USSR).

If all players on the side winning the initiative cannot agree as to which side should go first, the major power with the highest production last turn from that side, decides.

7. The Action Stage

The action stage forms the core of the game and will occupy you for most of each turn. There will be a series of impulses, alternating between the two sides. After each impulse, you roll a die to see if it was the last impulse. If it was, you move on to the end of turn stage. If it wasn't, the other side has an impulse.

8. Weather

If you are taking the 1st impulse in each pair of impulses, roll a die to determine the weather for that pair. If the result from the last roll (even if it was from the previous turn), was asterisked, add 1, 2 or 3 to the roll, depending on the number of asterisks.

Cross reference the *modified* roll with the turn on the weather chart. This gives you the weather in each weather zone.

Example: *In the 1st impulse of a July/Aug turn, you roll an 8. The weather roll in the last impulse of the May/Jun turn was 1, which has 2 asterisks. Therefore, you add 2 to your die roll, for a modified result of 10. The weather in the Arctic zone is rain and is storm in the northern monsoon zone. The weather is fine in all the other zones. You have an asterisk as well, which will modify the next weather roll by +1.*

8.1 Weather zones

The weather zones are marked on the map. They are:
1. The Arctic zone
2. The north temperate zone
3. The south temperate zone
4. The Mediterranean zone
5. The north monsoon zone
6. The south monsoon zone

A hex is in the weather zone it lies in. A sea area is in the weather zone its sea-box lies in. The Baltic Sea is in the north temperate zone.

Each off-map sea area lists the weather zone it is in. The sea area, and all off-map hexes in that off-map area, are in that weather zone. The off-map hexes on the Asian map are in the weather zone of their adjacent sea area.

8.2 Weather effects

8.2.1 Deserts & desert mountains

Desert and desert mountain hexes in a weather zone in blizzard suffer the effects of snow instead. In a weather zone in storm, these hexes suffer the effects of rain instead. In a weather zone in rain or snow, they have fine weather instead.

8.2.2 Supply

The supply range from a unit, or from a secondary supply source, in a hex in fine weather is 4 European map scale hexes.

The supply range from a unit, or from a secondary supply source, in a hex in snow is only 3 hexes.

The supply range from a unit, or from a secondary supply source, in a hex in rain, storm or blizzard is only 2 hexes.

Each hex a supply path enters on the Asia or Pacific map counts as 2. So, in snow for example, you could only trace supply 1 hex (because that counts as 2 on the Pacific map). You can't use the spare 1 hex unless you trace it across the map join to a European map hex, or overseas.

Each off-map hex a supply path enters counts as 4. Thus you cannot even trace 1 off-map hex unless the weather is fine (**exception:** overseas supply paths see 2.4.2).

8.2.3 Air effects

Halve the naval, tactical and strategic bombardment factors of aircraft (including carrier planes) in a sea area, or attacking a hex, in rain or snow. If the aircraft is suffering anti-aircraft fire, apply this halving *after* the AA results are applied.

The only mission you may fly to a weather zone in storm or blizzard is a rebase mission.

You may not choose naval air combat in a sea area where the weather is storm or blizzard. Ignore aircraft in such a sea area for all purposes. They may neither search nor be included in naval combat. They must still abort from the sea area if all other units voluntarily abort however (see 11.5.11).

8.2.4 Naval search numbers

The weather can affect the chances of finding and surprising naval forces at sea. It does this by altering the search numbers in each sea-box section during port attacks (see 11.2), naval searches (see 11.5.5) and interceptions (see 11.4.6).

Add 1 to the sea-box section's search number if both:
- the weather in the sea area is fine, rain or snow; *and*
- the section contains one of your side's NAVs or carrier planes (**SiF option 9:** the carrier plane must be on a CV if you are playing with **Ships in Flames**).

Add 1 to your search die roll in a sea area in rain, snow, storm or blizzard. This roll can also be decreased by enemy convoys (see 11.5.5).

8.2.5 Land movement

Double the terrain cost (see terrain effects chart) of all hexes in rain, storm or blizzard.

8.2.6 Invasions

You can't invade (see 11.14) a hex in storm, snow or blizzard.

8.2.7 Land combat

Land attacks

Reduce the odds in a land attack (see 11.16.5) against a hex in rain by 1 (e.g. 12:1 becomes 11:1, and 3:2 becomes 1:1). Reduce the odds in a land attack against a hex in storm or snow by 2 (e.g. 11-1 becomes 9-1 and 3:1 becomes 3:2). Reduce the odds in a land attack against a hex in blizzard by 3.

If at least half of your attacking land units are MTN, ski troops (**AsA option 65**) Swedish, Finnish, Norwegian, or white print Soviet units, you can lessen the odds reduction in snow or blizzard by 2 (i.e. snow has no effect and blizzard becomes a -1 odds shift). If you use this power, your *first* loss must be from one of these units (further losses don't have to be from them). These units provide no benefit in rain or storm.

Shore bombardment

Add 1 to a sea-box's *asterisked* shore bombardment (see 11.16.2) modifiers for units in that sea-box bombarding a hex in rain or snow. For example, if the modifier is '0*', treat it as a '1' for units bombarding a hex in rain.

Your units can *not* shore bombard a hex in storm or blizzard.

8.2.8 Turn length

The result on the weather chart will also give you a circled number. If your last impulse test die roll (see 12.) doesn't end the turn's impulses, advance the impulse marker that number of boxes on the impulse track.

8.2.9 Terrain

Lake hexes are frozen in snow or blizzard. Treat a frozen lake hex as clear. Land and aircraft units on a lake hex when it unfreezes are destroyed immediately.

Option 8: Flying boats (see 2.3.1) on a lake hexside when it freezes, are destroyed immediately.

Lake hexsides are frozen if the hex on each side of the hexside is in snow or blizzard. Treat a frozen lake hexside as a river hexside.

Swamp hexes are treated as forest in snow or blizzard.

8.2.10 Iced-in ports

You can't move naval units into or out of iced-in ports if the weather in the port hex is snow or blizzard. When returning to base during the end of turn stage (see 13.4) the weather is the weather during the last impulse of the turn.

If the last impulse of the turn was blizzard or snow in the Arctic weather zone, Germany can only ship the Swedish resources through the Baltic sea area if Narvik is *not* controlled by an Allied major power [Designer's Note: this represents the fact that the resources were transported through neutral Norwegian coastal waters during Winter].

You can't transport resources into or out of an *iced-in port* if the last impulse of the turn was blizzard or snow in the port hex.

Option 16: You can't transport build points (see 13.6.4) into or out of a port if you couldn't transport resources there.

You cannot trace an overseas supply path either out of, or into, an iced-in port if the weather in that hex is snow or blizzard.

8.3 Variable weather (option 17)

If you want more variable weather, each side rolls for the weather for its impulse only, just before the declaring war step. Asterisks from the previous roll count even though they will usually be from the other side's impulse.

9. Declaring war

In this step, your major powers can declare war on major powers from the other side or on neutral minor countries. There are restrictions on some major powers declaring war (see US entry - 13.3, neutrality pacts - 9.5 and Soviet border rectification - 19.6).

Interacting with countries you are not at war with

If you're not at war with a particular major power or minor country, your interaction with it is limited.

You can't attack its units (**exception:** see 9.9, multiple states of war).

You can't bomb factories or resources it controls.

You can't enter a hex controlled by:
- a neutral minor country;
- a neutral major power on your side; or
- a major power you're not yet at war with on the other side.

9.1 Neutral major powers

A major power is a 'neutral major power' if it is not at war with *any other major power*. If it is at war with at least 1 major power, it's called an 'active major power'.

Units controlled by a neutral major power can only enter hexes controlled by that major power, by a minor country aligned with it, or by a minor country it is at war with. They can also go to sea.

A neutral major power can't co-operate with any other major power (see 18.)

Neutral major powers must always pick either a *pass or a combined* action (exception Germany in 1939 ~ see 10.1). Each naval *unit* a neutral major power moves (rather than each task force) counts as 1 naval move - every 5 convoy points counts as a naval unit (**SiF option 9:** every 2 convoy points (and any spare point) is a naval unit).

9.2 How to declare war

Simply announce which major powers on the other side and which minor countries your major power is declaring war on, one at a time. You can't declare war on any major powers or minor countries on your side.

You can't declare war on a minor country that is already controlled by a major power on the other side. However, a declaration of war on a major power is also a declaration of war on every minor country that major power controls.

A declaration of war on a major power or an uncontrolled minor country could trigger a US entry effect (see 13.3.3).

China may not declare war on any major power.

9.3 Compulsory declarations

Germany must declare war on Poland in the first impulse of any game that starts in Sep/Oct 1939. No major power can make any other declaration of war in that impulse.

France and the Commonwealth must declare war on Germany on their first impulse after Germany has declared war on Poland. They can make any other declarations of war they want to.

9.4 US entry

The USA can't declare war on a *minor country or territory* unless it has reached the US entry level that allows it to do so (see 13.3.2, entry option 54).

It can *attempt* to declare war on an Axis *major power* during any Allied declaration of war step if its entry level against that major power is at least 30.

The USA can declare war on Germany and Italy in the same step but it can't attempt to declare war on Japan in the same step as it attempts to declare war on either of the others.

If it attempts declarations of war against *both* Germany and Italy in the same step, resolve it as one attempt, rather than one for each. If the attempt succeeds, it would count as 2 declarations for US entry purposes (see 13.3.2).

The USA may declare war on Vichy France (see 17.) in any declaration of war step *after* she is at war with Germany or Italy. This is automatically successful and the US entry cost of this action is -5 (see US entry action 32).

The entry and tension pools

The US has a Japanese entry pool and a Germany/Italy entry pool. Your entry level against an Axis major power equals 1.5 times the value of the chits you've put in its entry pool *plus* half the value of the chits in the other pool.

***Example:** Jay has chits totaling 17 in the Germany/Italy entry pool and chits totaling 8 in the Japan entry pool. Jay's entry level against Germany or Italy is (17 x 1.5) + (8 x 0.5) = 29.5, rounding to 30. His entry level against Japan is (17 x 0.5) + (8 x 1.5) = 20.5, rounding to 21.*

Similarly, you have 2 tension pools - a Japanese tension pool and a Germany/Italy tension pool. Your tension level against a major power equals 1.5 times the value of the chits you have in its tension pool *plus* half the value of the chits in the other tension pool.

Announce your attempt to declare war on a major power. Then, on the "It's War" table, cross index your entry level against that major power with your tension level against it to find the war number. Now, roll a die:
- If it is less than or equal to the war number, your declaration has succeeded. Turn all your entry and tension chits over so your opponent can verify your result. If you succeed, roll for the declaration of war entry option (see 13.3.2).
- If it exceeds the war number, your attempt to declare war fails. You don't have to turn any chits over but you have to return both 1 entry chit and 1 tension chit to the common chit pool. Choose them randomly from the pools of the major power you attempted to declare war on. If you have no chit in the entry or tension pool, you may never attempt to declare war on this major power for the rest of the game.

There are modifications to the die roll. All modifiers are cumulative:
When attempting to declare war on Germany and/or Italy;
-2   if Britain has been conquered.
When attempting to declare war on Japan;
-2   if China has been conquered.
-1   if China hasn't been conquered but a Japanese unit is in China.
+2   if the US fleet is not in Pearl Harbor (see 13.3.2, entry option 31).
When attempting to declare war on any Axis major power;
+1   if you have not yet chosen US entry option 43 - Pass War Appropriations Bill (see 13.3.2).

***Example:** The US entry level against Japan is 45 and the tension level is 9, so the war number is 5. China and Britain are unconquered but there are Japanese units in China. The US fleet is based at Pearl Harbor and the War Appropriations Bill has passed, so you will have to roll 6 or less to declare war on Japan.*

9.5 Neutrality pacts

Neutrality pacts make it harder for major powers that sign them to declare war on each other.

The USSR and Germany

The USSR and Germany start with a neutrality pact in all **World in Flames** scenarios that start after Jul/Aug 1939 and before Jul/Aug 1941. They signed their pact on the 23rd August 1939.

Other major powers

Major powers from opposing sides can agree to enter into a neutrality pact during any peace step before they go to war with each other. Both the nationalist and communist Chinese must agree before China can enter into a neutrality pact. Major powers *automatically* enter into a neutrality pact when they choose to come to peace (see 13.7.3).

Provided both major powers agree, you may re-confirm a neutrality pact during any subsequent Neutrality Pact step (this allows you to re-start the defensive garrison values at maximum effectiveness ~ see Garrison Values below).

Effect of neutrality pacts

After you enter into a neutrality pact with a major power, units controlled by other major powers on your side *cannot* enter hexes that are part of your common border with that major power if they are at war with that other major power. If they are in the common border already, move them immediately to the nearest friendly hex not in the common border.

You may only declare war on a major power you have a neutrality pact with by first breaking the pact in your declaration of war step. Once you have broken a pact, you and the other major power can declare war on each other without restriction. You could even declare war in the same step.

You can choose to break a neutrality pact with another major power if:
• you have at least a 2:1 garrison ratio against that major power in your common borders; or
• the USSR or Germany enter hexes in certain minor countries (see 19.5.3).

Your common border with another major power consists of every hex you (or your aligned minor countries) control within 3 hexes and/or hexdots of a hex controlled by the other major power (or its aligned minor countries). Hexes on the American, Asian or Pacific maps, and off-map hexes, still count as only 1 hex for this purpose.

You can *not* break a neutrality pact in the calendar year it was made (**exceptions:** enemy aircraft ~ see below; the Nazi-Soviet Pact ~ see 19.5.3).

If you have a neutrality pact with another major power but don't have a common border with it, you *can't* break the pact.

You can declare war on a major power you don't have a pact with during any friendly declaration of war step (the USA is subject to further limits ~ see 9.4).

Enemy aircraft

You can break a neutrality pact you have with a major power during a friendly declaration of war step if:
• after you entered into the pact, an aircraft controlled by a major power you are at war with has flown a mission against a hex or unit you control; and
• that aircraft started its mission in a hex controlled by the major power you have the pact with.

Garrison ratios

The usual way to break a neutrality pact, is to have at least a 2:1 garrison ratio. To work out your garrison ratio with the major power you want to attack:
1. Work out your units' total garrison value.
2. Add your *offensive* entry chit total to it (see 13.2).
3. Work out the other major power's (modified) garrison value and add its *defensive* entry chit total to it.
4. Compare your total to the other major power's total.
5. If your total is at least twice the other major power's, you can break the pact.

Garrison values

You only count the garrison values of your land and aircraft units (including those of your aligned minors) that are *within 3 hexes/hexdots* of a hex controlled by the other major power.

A unit only has a value if it is face-up and not in the ZOC of a unit it is at war with.

Each unit's garrison value is:

any division (**AsA & MiF** option 2):	0.5
other HQ-A, ARM, MECH, MTN or SS unit:	2
carrier plane unit (**SiF option 9**):	0
other land or aircraft unit:	1

Double the *defensive* value of your *units* in the calendar year after the neutrality pact was made. The *defensive* garrison value is unmodified in the next year, halved in the year after that and thirded in all later years.

Example: *The USSR and Japan make a pact in 1939. Neither can declare war on the other for the rest of 1939. In 1940, either can declare war if it can satisfy the 2:1 garrison ratio. As it is the calendar year after the pact was*

made, each side's units' defensive garrison value is doubled; their offensive values are unmodified. In 1941, the units' defensive garrison values will be back to normal, then halved in 1942 thirded in 1943 and so on. The values of their chits is never modified.

Entry chit totals

Your entry chits on the common border with their numbers face-up are your defensive entry chits. Your chits with their numbers face-down are your offensive entry chits.

When you want to break a neutrality pact, you increase your garrison value by the value of your offensive entry chits but you can't more than double your garrison value. For example, if your garrison value is 12 and your offensive entry chits total 16, you can increase your garrison value to 24, not to 28.

Similarly, you increase your defensive garrison value by the total of your defensive entry chits on the common border. Again, you can't more than double your (modified) defensive garrison value.

Example: *The USSR and Japan make a pact in 1939. Assume Japan's garrison value on the Russo-Japanese common border is 3. In 1940, this doubles to 6. Japan can also add up to 6 points of defensive entry chits, for a maximum defensive garrison total of 12. In 1941, the defensive garrison total is 3 and up to 3 points of defensive entry chits can increase the total to 6. In 1942 the defensive garrison total of 1.5, plus up to 1.5 points of defensive entry chits, gives a maximum total of 3.*

9.6 Calling out the reserves

Each major power has reserve units that you can call out when it goes to war with another major power. When you call out the reserves, they arrive as *free* reinforcements in the next turn.

You can always call out reserves that have 'Res' on the back of their counter. If a reserve unit has a particular major power named on its back, you can only call it out when you go to war with that major power.

Example: *You can call out the Soviet "Moscow" militia when the USSR goes to war with Germany (Ge).*

You don't have to call out all the eligible reserves at the first opportunity. Any you don't call out are available next time you go to war with a major power.

When you call out the reserves:
•   move your eligible reserve units from the reserve pool to the production circle to arrive as reinforcements in the next turn; and
•   put your eligible reserve units that have previously been removed from the game back into your force pools.

From now on, treat these reserves just like any other units.

When the USSR comes to peace with Germany, move any reserve units with "Ge" on their back that are either on the map or the production circle to the reserve pool. Remove from the game all such reserve units in the force pools.

When you come to peace with every major power (i.e. you are neutral again), move all your reserve units that are either on the map or the production circle to the reserve pool. Remove all reserve units in your force pools from the game.

If you go to war again, eligible reserve units can be called out again.

In every scenario some major powers will already have called out their reserves at the start. The scenario information will tell you which ones have. Japan and China have called out their reserves in every **World in Flames** scenario - their reserve units are for **Days of Decision** campaigns.

9.7 Controlling new minors

When you declare war on a minor country, a major power on the other side will take control of it (see 19.2).

The minor country is at war with everyone its controlling major power is at war with, as well as the major powers that declared war on it.

Whoever takes control of the minor sets up its forces immediately (see 19.4).

9.8 Aligning minors

If a minor can align with your major power (see 19.7 and 19.8) and is still neutral, you can declare that it is aligning with you. You can only declare one minor aligned with your major power in each impulse.

Your major power controls a minor that aligns with it exactly as if another major power had declared war on it.

9.9 Multiple states of war

Because you can be at war with some major powers but not others, you will encounter cases where you are opposed by some units at war with you and by others that aren't. This rule deals with those cases.

Your units can only enter or attack a hex controlled by the other side if it is *controlled* by an enemy major power or minor country or contains an enemy unit.

In attacking such a hex, you must fight all units there, but both sides ignore the fact that you may not be at war with all of them. This means that each side could fly air missions to the hex and use shore bombardment etc. as if they were all at war.

You can only support an attack against units you control if the supporting units are the same nationality as the unit (or hex during strategic bombardment) being attacked *or* at war with at least one major power attacking those units (or hexes).

Example 1: There are 2 Commonwealth land units and a face-down LND in Nice. Italy declares war on France and wants to attack Nice. Italian aircraft ground strike the hex. They can be intercepted by Commonwealth (but not French ~ see 18) fighters. Both the Commonwealth and Italy can fly aircraft in ground support to the hex. If the Italians win the combat and advance into the hex, the face-down Commonwealth LND will be destroyed. Commonwealth units will not be able to counter attack to recapture the hex (unless they declare war on Italy) because they can't attack a hex controlled by a major power they aren't at war with.

Example 2: German and Italian bombers fly a strategic bombardment mission against London. US FTRs can fight the German bombers because they are at war with Germany. They can't fight the Italian bombers because they are not at war with Italy, so the Italian bombers automatically clear through to the target. If a Commonwealth FTR had also intercepted, you would fight the whole thing as one combat because the Commonwealth is at war with both Germany and Italy. If the Commonwealth FTR were shot down, the Italian bombers would then be cleared through.

Example 3: The USSR is launching a land attack against German controlled Finnish units in Helsinki, before Germany and the USSR are at war. The Germans could fly Finnish aircraft in support, but could not fly German aircraft nor provide German shore bombardment unless a German land unit was also in Helsinki.

You can only intercept naval units you are at war with. If several major powers' units intercept a task force containing units from several enemy major powers, you don't all have to be at war with every moving unit to intercept the task force - however the naval units naval units not at war with any intercepting major power are ignored in the subsequent naval combat .

A naval unit can't fight against enemy naval units unless it is at war with at least one of them (being at war with an enemy unit the naval unit is transporting is not enough). However, you resolve, as one combat, a combat that includes units that are not at war with each other, so long as each unit included is at war with at least 1 enemy unit in the combat.

Example: A combat includes a Commonwealth and a US naval unit against a Japanese and a German unit. The US is at war with Japan and the Commonwealth is at war with Germany. You fight this as one combat even though US units can't fight Germans and Japanese units can't fight Commonwealth. The Japanese unit is sunk. In the next round, the US unit isn't included because it can't fight German units.

Exceptions to the restriction on neutral naval units fighting are US units escorting Allied convoys (see 13.3.2, entry options 13, 36, 47) and all US units after unrestricted naval warfare is chosen (entry option 55).

Surprise

Units are only surprised (see 15.) if you have just declared war on them - not if you are fighting them under this rule without being at war.

9.10   Japanese occupation

Japan can announce the occupation of French Indo-China and Madagascar during the declaration of war step (see 13.3.3, entry actions 1 &5).

10. Choosing Actions

You must choose an action for each major power on your side. Each type of action will affect what that major power can do in the rest of the action stage. You can choose one action type in one impulse and a different type in the next impulse of the same turn.

10.1   Action types

The actions you can choose from are:
- the pass action (good for ending the turn faster); or
- the air action (good for flying aircraft missions); or
- the naval action (good for moving and fighting naval units); or
- the land action (good for moving land units and fighting land combats); or
- the combined action (lets you do a bit of everything).

If you are a neutral major power, you must choose either a pass or a combined action. The only exception is that Germany can also choose land actions throughout the first turn of any game starting in Sep/Oct 1939.

10.2   Activity limits

What your major power can do in an impulse depends on what action you chose for it. If you picked a pass action, it can't do any further activities this impulse.

If you chose a land, air, naval or combined action, you can do a number of activities depending on the action type. The allowable activities table tells you what activities can be done for each action type.

A tick in a box on the table means you can do an unlimited number of those activities. An empty box means you can't do that activity with the action type you chose.

A letter in the box cross-references to a column on the major power activities limits table. This tells you how many moves, missions and combats you can do.

What counts against a limit

Every aircraft unit that flies counts as an air mission. Moving a land unit during the land movement (see 11.11), air transport (see 11.12), debarkation (see 11.13), invasion (see 11.14) or paradrop (see 11.15) step counts as a land move. Every aircraft or land unit that moves by rail within one map, or to an adjacent map, counts as a rail move (moving further counts as more rail moves ~ see 11.10). Every task force of naval units that moves counts as a naval move.

The limits on air missions if you choose a land, naval or combined action is a limit on the *total* number of air missions you can fly in the impulse. Which missions you fly is up to you. However, naval air interception, ground support, combat air patrol, escort and intercept missions *don't* count against your mission limits (there is a tick in those boxes).

Example: *Italy picks a naval action, so she can fly 2 air missions. Her first mission is a naval air mission into the eastern Mediterranean. During naval combat she flies some more bombers and FTRs into the sea area but they don't count against her limit because they are naval air interceptions. With her last air mission, she flies a bomber and strategically bombards Lyon. She sends an FTR as escort and another to intercept when the French fly against it. The escort and intercept missions don't count against Italy's limit.*

Everything done by a minor country unit counts against its controlling major power's limits.

11. Implementing actions

Major powers that didn't pass perform the various activities listed at D2.3 in the sequence of play. The order your side does these activities is important, so please follow it carefully.

11.1 Passing

When a major power passes, it can't do anything else during the rest of the impulse (exception: its units will fight if a naval combat occurs but their major power can't try to start a naval combat and they can't fly naval air interception missions into the combat).

Example: *The Commonwealth takes a pass action. It has naval units in the western Mediterranean along with an Italian task force and a US convoy. The Commonwealth units can't start the combat but they would fight if included in a combat the USA or Italy starts.*

If every major power on your side (neutral and active) passes, subtract 2 from your die roll to end impulses when you get to the last impulse test (see 12.). You only subtract 1 if you are playing a 1 or 2 map game.

If every major power on your side passes, except one, subtract 1 from your die roll to end impulses. This does not apply to 1 or 2-map games.

11.2 Port attack

You use port attack missions to attack enemy naval units in port.

To make port attacks:
1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected attacking bombers and escorting fighters to their target port hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. both sides make search rolls;
6. fight any air-to-air combats;
7. surviving bombers suffer anti-aircraft fire from the target ships (**AsA option 3:** and AA units ~ see 22.4.2);
8. surviving air-to-sea factors attack the ships;
9. return all surviving aircraft to base and turn them face-down.

Search rolls

The search rolls determine how many surprise points each side will have. This is similar to normal naval combats (see 11.5.6). Unlike normal naval combats, they do not determine which units take part unless someone (usually the defender) spends enough surprise points to avoid the combat.

Surprise points

You get surprise points equal to:
- the *modified* search number in the *highest* sea-box section containing a unit you have included in the combat; and
- your opponent's *unmodified* search roll.

Land based bombers attacking are treated as being in the 3 section. The defender is in the 3 section if the port is a minor port, and the 5 section if the port is a major port. Carrier planes are in the section their CV is in (whose search numbers can be modified by the presence of NAVs and CVs ~ see 8.2.4). CVs in port do *not* modify the search number.

If your major power or minor country was surprised in this impulse (see 15.), you get a total of *zero* surprise points.

The side with the greater number of surprise points can spend the *difference* in the same ways as in normal naval combats (see 11.5.6) except that you cannot change the combat type (from naval air combat).

If the combat is avoided (by spending 4 surprise points ~ see 11.5.6), all carrier planes and aircraft units are still treated as having flown a mission. So, they count against mission limits and must return to base face-down.

The attack

After any air-to-air combat (see 14.3), your opponent subjects the surviving bombers to anti-aircraft fire from the naval units in the port (see 11.5.9) and AA units (**AsA option 3:** see 22.4.2).

Then you attack the naval units with any of your bombers' air-to-sea factors which survived anti-aircraft fire. You do this just like a naval air combat (see 11.5.9) with the exceptions that:
(a) SUBs in a minor port are automatically included (major ports are assumed to have bomb-proof pens and the owner may choose whether to include them in combat or not); and
(b) each 'A' (abort) result allows you to turn a face-up target unit, face-down; and
(c) there is only 1 combat round in a port attack.

> **Option 18:** "Bottoming ships" - - when applying results against units in a port, an 'X' result only destroys the target if you roll less than or equal to half its defence factor. If your roll lies between half and the full defence factor, put the unit in the construction pool instead of the force pool. A carrier plane (**SiF option 9**) on a bottomed CV (**PiF Option 28:** and its pilot) are still destroyed. Convoy points can never be bottomed - they are always destroyed.

11.3   Naval air missions

Naval air missions allow aircraft to patrol a sea area or to return from patrolling a sea area.

Unlike most other air missions, you don't fly a naval air mission against an enemy target. You can fly it into a sea area whether there is an enemy unit there or not. You can also use a naval air mission to move an aircraft already at sea into a lower section of the sea-box or to return it to base.

Only a face-up aircraft can fly a naval air mission. It must be either a FTR or an aircraft with an air-to-sea factor instead of an asterisk.

Carrier planes don't fly naval air missions (of course they are still included in naval air combats in the sea area).

  SiF option 9: Carrier planes flying as NAVs or FTRs, rather than from a CV, can fly naval air missions.

How to fly a naval air mission

To fly a naval air mission *into* a sea area, fly the aircraft from its base to any hex-dot in a sea area. Put the aircraft into a section of the sea-box in that sea area. If it has no movement points left after flying to the hex-dot, it can only go into the 0 section. If it has 1 unused point, it can go into either the 0 or the 1 section. If it has 3 points left (i.e. 1+2), it can go into the 0, 1 or 2 section. If it has 6 points left (i.e. 1+2+3), it can go into the 0, 1, 2 or 3 section. And, if it has 10 or more points left it can go into any section.

Example:

This Japanese aircraft has 12 movement points. It flies 1 hex to the coastal hex and another hex to the hex-dot. This has cost it 4 movement points (each hex on the Pacific map costs an aircraft 2 points), so it has 8 unused movement points. Therefore, it can go into the 0, 1, 2 or 3 section of the sea-box.

To use a naval air mission to move an aircraft into a lower section of the same sea-box, simply put it into any lower numbered section, This does not cost movement points. The unit will be able to return to base further (either in a later mission or in the return to base step) because it starts from a lower section.

To fly a naval air mission *from* a sea area, take the aircraft unit from its section of the sea-box and put it on any hex-dot in the sea area. Fly it back to any friendly controlled hex and turn it face-down. Reduce its range by the same number it would have cost to enter the section it came from (i.e. 10 from the 4 section, 6 from the 3 section, and so on).

Unlike all other air missions:
(a) your opponents can't fly any aircraft in response to your naval air mission;

(b) naval air missions don't result in an immediate combat (although naval combat could occur during the naval combat step ~ see 11.5 and 11.6); and

(c) at the end of the mission, you don't return the unit to base. Instead, it stays at sea until you abort it in combat, return it to base in another naval air mission, or return it to base in the return to base step.

11.4   Naval movement

Naval moves allow naval units to move through, or patrol, sea areas and to enter, or leave, ports. Only naval units can make naval moves.

11.4.1 Definition of 'naval move'

Each group of units you move is called a *task force*. A task force can contain any number of surface naval units or any number of SUBs. You *can't* have surface naval units and SUBs in the same task force.

You make 1 "naval move" with surface naval units every time you:

(a) move a task force of *face-up* surface naval units (plus, of course, any units they are transporting) from *one* port, to any *one* destination (either to one other port or to the *same* section of a sea-box); or

(b) move a task force of *face-up* surface naval units from *one* section directly to *one* lower section of the same sea-box; or

(c) return a task force of *face-up* surface naval units from *one* section of a sea-box to *one* port.

Example: It would count as 1 naval move if you moved 6 ships from the USA to the 0 section of the Caribbean sea but as 2 moves if, instead, you put 3 of them into the 0 section and 3 into the 1 section.

You make 1 "naval move" with SUB units every time you:

(a) move a task force of *face-up* SUB units from *one* port, to any number of destinations (ports or sea-box sections, even in different sea areas); or

(b) move a task force of *face-up* SUB units from *one* section of a sea-box to any number of lower sections of the same sea-box; or

(c) return a task force of *face-up* SUB units from *one* section of a sea-box to any number of ports.

Example: It would count as 1 naval move if you moved 3 SUBs from Brest to the Central Atlantic and put 2 into the 3 section and 1 into the 2 section. It would count as 2 naval moves to move them back again (because they start in different sections). If you only returned the 2 SUBs in the 3 section to base, that would be 1 naval move, even if they returned to different ports.

A task force *can't* start a naval move in one sea area and end its move in another.

If the moving units belong to a *neutral* major power, each *unit* you move (not each task force) counts as 1 naval move.

Each naval unit can only make 1 naval move in an impulse.

11.4.2 Moving naval units

You can move your naval units through a series of adjacent sea areas and ports.

Each naval unit has a range and a movement allowance. The range determines how far the unit can move; the movement allowance determines how effective it will be when it patrols a sea area.

How do units move?

You can only move a naval unit if it is *face-up* in a sea-box or in a port.

You can move your naval units individually or in a task force. To move naval units in a task force, they must all start in the same port or sea-box section.

You can split a moving task force in any sea area or port it passes through. Each time you split a task force from the main force, you use a separate naval move (**exception:** SUB task forces ~ see 11.4.1). The task force you split off can't move any further.

Example: 2 Commonwealth SCS sail together from Alexandria to the eastern Mediterranean. It is not possible for one to move into the Red Sea while the other enters the western Mediterranean. One could stop in the eastern Mediterranean while the other continues on to either of those adjacent sea areas. That would then count as 2 naval moves. Alternatively, you could move them separately to the Red Sea and the western Mediterranean. That would also count as 2 naval moves.

Into and out of port

When you move a unit out of a port, you must spend its first point to move it into a surrounding sea area (e.g. naval units in Amsterdam must move directly into the North Sea). There are three special cases:

• although Kiel is a coastal hex on the Baltic Sea, you can move naval units directly to Kiel from the North Sea and vice versa.

• although Suez is a coastal hex on the Red Sea, you can move naval units directly to Suez from the Eastern Mediterranean and vice versa.

• although Panama City is a coastal hex on the Gulf of Mexico, you can move naval units directly to Panama from the Caribbean, and vice versaprovided the Panama canal is not closed to you.

Similarly, a naval unit can only move into a port from the surrounding sea area. It could continue moving but, if it ends the naval move in port, turn it face-down (for convoy points, use a "CP used" marker instead).

Sea areas

When a moving unit or task force enters a sea area, it can either stop there and patrol or, if it has enough movement points and range, it can continue moving into an adjacent port or an adjacent sea area.

How far can units move?

A unit must stop moving when you have spent its entire movement allowance or it has reached the limit of its range, whichever happens first.

You spend 1 point of a unit's *range*:

- for each sea area and port it moves into.

You spend 1 point of a unit's *movement allowance*:

- for each sea area and port it moves into;
- if it starts the movement out of supply;
- if it starts the impulse in a port with naval units controlled by another major power; and
- for each point of the (unmodified) search number of the section you put the unit into.

Example: *The Arkansas (with both a movement allowance and a range of 4) starts its move in Alexandria with a Commonwealth TRS. They move 3 areas - eastern Mediterranean, Malta (where the TRS drops off) and western Mediterranean. This costs Arkansas 4 movement points (1 for each sea area and port entered and 1 for starting with a Commonwealth naval unit). It can't move any further even though it still has 1 point of its range unused.*

> **Option 19:** "In the presence of the enemy" ~ It costs a surface naval unit 2 points of its movement allowance (not range) to enter a sea area that contains a CV (with a carrier plane), SCS or aircraft unit controlled by an unsurprised (see 15.) major power it is at war with. This does not apply (i.e. you pay normal costs) if, *at the start of the impulse,* the sea area contained a friendly:
> - CV with a carrier plane; or
> - SCS; or
> - aircraft unit.
>
> It also doesn't apply to a naval unit returning to base nor if the only enemy units attempting to slow you down are aircraft during storm or blizzard.

How does a unit patrol?

When a naval unit stops in a sea area, it is patrolling. To show this, you must put it into that area's sea-box. You can put it in any section of the sea-box which has a (unmodified) search number less than or equal to the unit's unused *movement allowance*. [This is different from the system used for naval air missions.]

A unit can only be in one section of a sea-box at a time. Other units could be in the same or different sections of the sea-box.

Example:

The Vittorio Veneto (with a movement allowance of 5 and a range of 2) starts its move in La Spezia. It moves 2 sea areas. This costs it 2 movement points and 2 range (1 for each sea area). Because its range is used up, it can't move any further even though it still has 3 points of its movement allowance unused. It can use its remaining movement allowance to go into the 0, 1, 2 or 3 section.

Convoy points can only 'patrol' in the 0 section of the sea-box, even if they have unused movement points.

If a unit started its naval move out of supply (see 2.4.2), turn it face-down when it reaches a sea-box section.

11.4.3 Task forces (SiF option 20)

Instead of moving all your units on the map, you can just move a task force marker. You keep the units in the task force on the task force display that comes with **Ships in Flames.**

A task force has the movement allowance of its slowest unit and the range of the shortest ranged unit in the force. If you drop off the slowest, or shortest ranged, unit, the force has as many movement points as the new slowest unit and the range of the new shortest ranged unit.

Example: *Your task force contains a battleship with 3 movement points and 3 range, another with 4 movement points and 3 range and two cruisers with 6 movement points and 4 range. You move them out of Honolulu and drop off the 3 point battleship in the Hawaiian Islands sea area. You move that ship from the task force display to the map.*

The task force now has 4 movement points with 3 unused, and 2 areas left in its range. It proceeds to the Central Pacific where you drop off the 4 point battleship. The task force now has 6 movement points with 4 unused. Its range is now 4 with 2 areas left. It moves on to the Japanese Coast where, with 3 unused points, it can go into the 0, 1, 2 or 3 section. All of this would count as 3 naval moves.

You can create a task force before any naval movement. Simply move the units to the task force display and replace them with a task force marker. You can transfer units out of an existing task force into a new task force in the same place.

Before any naval move, you can reorganise 2 or more task forces in the same port or sea-box section into 1 or more task forces.

Creating or reorganising task forces does not count against your activity limits, the units' movement allowance or range.

Hidden task forces (SiF option 21)

As a further option, you can keep your task force marker face-down so that your opponent doesn't know which force is which. You can examine your opponent's task force display at any time.

If playing with this option, you can even form empty task forces to fool your opponents. Since it contains no units, its maximum range and movement allowance is 6 (but obviously, how far you move it may affect its usefulness as a decoy). An empty task force can still affect supply (due to rumours of enemy forces) as if it contained an SCS.

During step 4 of combat (determining type of combat), or when you are trying to force your way through an interception, you must reveal the task force's identity. If your opponent only has an empty task force, you don't have to reveal yours (unless it's also empty).

If your opponent moves a task force further than some units would be allowed to move, those units (and any cargo they are carrying) are destroyed.

11.4.4 Naval movement restrictions

1. You can't move naval units between Kiel and the North Sea if a major power from the other side controls any of the hexes adjacent to the Kiel Canal.
2. You can't move naval units between the Eastern Mediterranean and the Red Sea, or between Suez and the Eastern Mediterranean, if a major power you are at war with controls any of the hexes adjacent to the Suez Canal.
3. You can't move naval units between the Eastern Mediterranean and the Black Sea (even via Panderma) unless Istanbul is friendly controlled.
4. You can't move naval units between the Baltic Sea and the North Sea (even via Fredrikshavn or Kristiansand) if major powers you are at war with control at least 2 of these cities:
    *   Oslo;
    *   Copenhagen; and
    *   Kiel.

    Option 22: You can move units between the Baltic and the North Sea even if the above condition is not met. If you do, your opponent immediately (before you even place yourself in a sea-box) conducts a surface combat against your task force with 50 combat factors (there are no shifts for surprise). This special attack represents the effects of mines.

    You do not get to shoot back and must implement any results before you continue the movement Your opponent can still intercept you in the sea area you moved into.

    This option will make it possible to trace supply between these sea areas.
5. You can't move surface naval units (SUBs aren't restricted) between the Western Mediterranean and Cape St. Vincent (even via Tangier) if a major power you are at war with controls Gibraltar.

    Option 22: Your surface naval units may move between the Western Mediterranean and the Cape St. Vincent even if the above conditions are not met. If you do, you suffer a 50 factor surface attack.
6. You can't move naval units between the North Sea and the Bay of Biscay (even via Brest or Plymouth) if a major power you are at war with controls London.
7. After the US has closed the Panama canal (see 13.3.2, entry option 39), you can only move naval units between the Gulf of Panama and the Caribbean Sea if:
    *   its controlling major power is at war with the USA and lets you; or, if none,
    *   the US player lets you.

11.4.5 Naval transport

Transport capacity

A face-up TRS may transport aircraft or land units when it moves. The transport capacity of a TRS is:
(a) 1 land unit, or
(b) 1 aircraft (or 2 carrier planes if playing with **Ships in Flames**); or
(c) 1 V-weapon (**PiF** option 23), or
(d) 2 divisions and/or artillery (**AsA/MiF** options 2 & 3), or
(e) 1 frogman (**AsA** option 24), or
(f) 1 supply unit (**MiF** option 6).

Embarking and transporting land or aircraft units does *not* count against limits on the activities of land or aircraft units.

AsA/MiF option 25: You can transport 1 infantry class division on each SCS. The division can embark on, and debark and invade from the SCS, as if it were a TRS. An SCS cannot shore bombard while transporting a unit.

Embarking

You can only embark a unit if it is face-up.

A TRS can embark face-up units it starts the impulse stacked with, or it can embark them when it moves through the port they're in.

Alternatively, a TRS with unused transport capacity can end its move in a sea area and immediately embark face-up land or aircraft units. They must be in a coastal hex in that sea area.

If a unit you embark is out of supply, immediately turn it face-down. This means it can't debark at sea or invade (see 11.13 and 11.14).

Option 26: If you are using the amphibious rules (see 22.4.12), there are restrictions on embarking.

Debarking in port

If a TRS ends its move in a port, any cargo debarks automatically at the end of its naval movement.

The cargo debarks face-down if:
- it is already face-down; or
- the TRS moved into the port during the *action segment* and started the step at sea.

All other cargo (including that debarked during the return to base step) debarks face-up.

Debarking at sea

Face-up land units can debark from a *face-up* TRS at sea during the land movement step (see 11.13). Face-up aircraft units can debark from a *face-up* TRS at sea during the aircraft rebase step (see 11.17).

The TRS is then turned face-down.

11.4.6 Interception

Interception is a way of bringing enemy naval units to combat before they end their move. You can try to intercept a task force of enemy naval units as soon as it *enters* a sea area containing at least one of your face-up naval or aircraft units.

You can't try to intercept:
- a SUB task force; or
- aircraft units flying into or through the sea area; or
- units moving from one section into a lower-numbered section of the same sea-box; or
- a task force only containing naval units you are not at war with.

How to intercept

If you want to try to intercept, announce whether you are committing your SUBs to the attempt. This is an all or nothing choice - you commit all your SUBs or none at all. Your aircraft and surface naval units are always committed to every interception you attempt.

You must now turn a unit (except a convoy) face-down. If you can't turn a unit face-down, you can't intercept. You can turn a SUB face-down even if you don't intend to commit your SUBs.

As long as that face-down unit remains in the sea-box, you can make further interception attempts in that sea area during the same naval movement step without having to turn over another unit. If that unit is in the sea-box during naval combat, it also allows you to attempt to start a naval combat there without having to turn another unit face-down (see 11.6). If the face-down unit aborts or is destroyed, you would have to turn over another unit to make another interception attempt or to start a combat in that sea area.

To find out if your interception succeeds, roll a die and compare it to the search number in the highest section containing units you committed to the interception. Some weather will modify the search numbers, as will the presence of carrier planes and NAVs (see 8.2.4 and **SiF** option 27 ~ 11.5.5)

You succeed if you roll the modified search number, or less, of the *highest* section that contains one of your committed units. If your roll is higher than that modified search number, your interception attempt fails.

Interception attempt fails

If the interception attempt fails, the moving force continues as if nothing had happened.

Successful interception

If the interception attempt succeeds, the moving player has 2 choices:
(a) stop the move in that sea area; or
(b) try to fight through.

Any units which stop, go into the sea-box like any other naval move (see 11.4.2). There is no interception combat, but there may be naval combat in that sea area in the naval combat step (see 11.5).

Fighting your way through

If you want to fight your way through, put your task force into *one* section of the sea-box (as if it was ending a move there).

Now start the normal combat sequence (see 11.5.1). The only differences are in the first round:

- your opponent's interception roll counts as his/her search roll; and
- your opponent has already announced whether his/her SUBs were committed; and
- although you determine which of your units take part by making a search roll as usual, the units in the task force are *always* included (even if there are other units in their sea-box section which aren't).

After the first round, the combat continues *exactly* like any other combat. It is quite possible for your moving task force to be excluded from later combat rounds.

End of interception

The interception combat ends as soon as either side has no units in any section of the sea-box, or the search rolls fail to produce a combat.

You can then either leave the task force where it is, or move it, or part of it (splitting it would be an extra naval move ~ see 11.4.1) with its remaining range and movement allowance.

Reduce the task force's remaining movement allowance (not its range) by the (unmodified) search number of the section you put them into (to fight through).

Example:

A Commonwealth SUB and several surface naval units are in the North Sea at the start of an Axis impulse. Heinz wants to slip his German fleet into the Atlantic past this Allied blockade, so selects a naval action for Germany and moves the fleet out of Kiel into the North Sea.

The weather is storm, so the search roll will be increased by 1 and carrier planes and NAVs have no search benefit.

Jeremy declares an interception attempt, turns a unit face-down and commits his SUB to combat. He rolls a '2'. Therefore, his units in the 3 and 4 section are included. Those in the 0, 1 and 2 sections (including the SUB) fail to intercept and are ignored for now.

Heinz decides to fight through, hoping to be able to continue moving after the interception combat, and places his task force into the 2 section. There are already other German ships in the 2 and 3 sections that Heinz moved in a previous impulse.

Both sides could normally fly naval air interception missions now. However, it's a storm, so that's out.

Heinz rolls a '5'. The other units in the sea-box are not included in the first combat round, so only the moving units will fight.

The players now fight a combat round. After the round, both sides again make search rolls to see which units will be included in the next round.

In the second round, Heinz rolls a 2 so that only the German ship in the 3 section is included (i.e. the intercepted units are excluded).

In the third round, both sides fail to find each other. The interception combat is over and the intercepted units can continue moving. Their movement allowance is reduced by 3 (1 to move into the sea area and 2 to be placed into the 2 section). Their range is only reduced by the 1 spent to reach the sea area.

Instead of moving them on, Heinz could choose to leave his fleet in the North Sea, in which case they would stay in the 2 section of the sea-box. If they do this, they could fight again in the naval combat step.

11.5   Naval combat

11.5.1 Combat sequence

After you have made all your naval moves, you can, if you wish, initiate naval combat. A side can only try to initiate combat *once* in each sea area each naval combat step (there can be any number of interception combat attempts during naval movement).

You can't try to initiate naval combat at all if you chose a land or pass action. However, your units can take part in any combat that another major power initiates.

Choose a sea area and initiate a combat there. You can only choose an area if it contains at least one unit from *each* side that are at war with each other.

Combat sequence

The combat sequence has these steps:
1. Both sides (active side first) fly aircraft to the area (naval air interception).
2. Both sides (active side first) commit SUBs
3. Search for the enemy. If neither side finds the other, the combat is over.
4. Determine type of combat (air, surface or submarine).
5. Resolve combat.
6. Both sides can abort the combat (active side first).
7. If both sides remain, start again from step 1. If not, the combat is over.

If the combat ends, go on to the next sea area.

11.5.2 Initiating a combat

Point to a sea area and announce that you will initiate combat there. If you chose a naval or combined action, you need to have any unit there. If you chose an air action, you need to have an *aircraft* unit there. You don't need to have moved a unit into the sea area in the impulse. You can still pick an area even if you fought an interception combat there.

To initiate a combat, turn any one of your units in the area face-down (not a convoy). If you have no face-up units in the area (except convoys), you can't initiate a combat there. You can't choose the cargo on a ship but, if you choose a ship carrying cargo, turn its cargo face-down as well. You can turn a SUB face-down, even if you don't intend to commit them to the combat.

You only need to turn a unit face-down to *initiate* the combat, not to fight each round in the combat.

11.5.3 Naval air interception

Once combat is initiated in a sea area, each side (active side first) can fly aircraft units into it. You can only fly units that could fly a naval air mission into that sea area (see 11.3).

You *can't* fly naval air interception missions if you chose a pass action.

An aircraft flying a naval air interception mission flies it like a naval air mission except that:
(a) the aircraft flies with only half its range; and
(b) a naval air interception mission doesn't count against your air mission limits.

You can fly an aircraft into any sea-box section it has the range to reach, even a section that doesn't already contain friendly units.

11.5.4 Committing units

You must commit every non-SUB unit in the sea area to combat. You have a choice whether or not to commit your side's SUBs. If you decide to do so, you must commit *all* your side's SUBs in the area. The active side decides whether to commit SUBs first.

11.5.5 Searching

Each side rolls a search die and compares the result to the search numbers in the sea-box sections its committed units occupy.

Example: If you have an SCS in the 4 section and a TRS in the 2 section, you would compare your die roll to the 2 section and the 4 section. If you also had a SUB in the 3 section, you would compare your roll to that section but only if you committed your SUBs to the combat.

Subtract 1 from your search roll for every 10 enemy convoy points (or part) in the sea area. This modifier does *not* apply to interceptions, port attacks or during storm or blizzard.

Add 1 to your search roll in a sea area in rain, snow, storm or blizzard.

The search numbers can be modified (see 8.2.4) by +1 if the weather in the sea area is fine, rain or snow, *and* the section contains one of your side's NAVs or undamaged CVs (**SiF option 9:** a CV must have a carrier plane on it if you are playing with **Ships in Flames**).

> **SiF option 27:** (Optional CV searching) Instead of increasing the search number in a section of a sea-box by 1 in Fine, Snow, or Rain if it contains an undamaged CV with a carrier plane, modify it according to the longest-range among the carrier planes on committed CVs in that section:
> • if the longest range is 1-3 no modifier
> • if the longest range is 4-6, increase the search number by 1;
> • if the longest range is 7+, increase the search number by 2.

If each side's modified search roll is higher than the highest modified search number in the sections occupied by one of its committed units, there is no naval combat. Go on to the next sea area.

If either side's modified roll is less than or equal to the modified search number of a section occupied by one of its committed units, then a naval combat will occur.

If a combat occurs, each of your committed units is included if your modified search die roll was less than or equal to the modified search number of the section it is in.

Example: *It is raining in the western Mediterranean. You have a battleship in the 1 section, a NAV in the 3 section and a cruiser in the 4 section. You roll to find the enemy (whose force includes 5 convoy points). The number in the 3 section increases by 1 because you have a NAV there, so it ends up as a 4. Your search roll will be reduced by 1 because of the enemy convoy points in the sea area but increased by 1 because of the rain. So, you have to roll a 4 or less for your units in the 4 and 3 sections to be included in the combat. The battleship in the 1 section is only included if you roll a 1.*

Only one side succeeds

If only your side gets to include units, then you must pick at least one (or more if you prefer) section containing committed enemy units. Only those enemy units are included in the combat.

Just because you choose to include the enemy units in a particular section in the combat doesn't mean that your own units there are also included. They must have been included by your own search roll.

Example:

US and Japanese units are in the Marianas sea area where the weather is fine. During the Allied naval combat step, Jay decides to initiate combat there, turning a US unit face-down. The players go into the combat sequence.

Kasigi rolls a 7, so no Japanese units trigger combat. Jay rolls a 3 and so would normally include his units in the 3 & 4 sections only. However, he also includes the units in section 2 (because of the undamaged CV in the 2 section, the search number there is 1 higher for the Allies).

Jay must now include the committed Japanese units in one or more sections and decides to include only those in sections 0 & 1, thus including all the Japanese units (except the uncommitted SUB) in those two sections (but not the US units in section 1). If Kasigi had rolled, say, a 2, the combat would have been fought between the Japanese units in section 3 and the US units in sections 2, 3 and 4.

11.5.6 Surprise points

Your search rolls will also determine the number of surprise points you have available. You can spend surprise points to improve your chances of success in the combat, or even to avoid combat entirely.

You get surprise points equal to:
- the *modified* search number in the *highest* section of the sea-box that contains a unit you have included in the combat; and
- your opponent's *unmodified* search roll

Add these together to work out your total surprise points. If your major power was surprised in this impulse (see 15.), you get no surprise points.

Work out the difference between your surprise points and your opponent's. Whoever has the most can spend that difference. If there is no difference, or if you have the least, you can't spend any points.

Example: *Jeremy's Commonwealth fleet occupies the 3 and the 0 sections of the Western Mediterranean. There is a Commonwealth convoy and CV in the 0 section and the weather is rain. Maria has sailed an Italian cruiser into the 4 section of that sea area and now turns it over to initiate a combat. Jeremy rolls a 7, Maria rolls a 3. Jeremy has no units included but Maria chooses to include the Commonwealth forces in the 0 section. Jeremy has 4 surprise points. That is 0 for the highest section number containing any included Allied units (+1 for the CV) and 3 for Maria's search roll. Maria has 11 surprise points. That is 4 for the highest section number containing any included Axis unit and 7 for Jeremy's search roll. Maria can spend the 7 point difference.*

Spending surprise points

You can spend your excess surprise points in these ways:

Benefit	Cost
Avoid combat	4
Choose combat type	4
Select enemy target	3 per target
Increase your column on naval combat chart	2 per column
Decrease your opponent's column	2 per column
Increase your air-to-air combat value	2 per point
Decrease your opponent's air to air combat value	2 per point
Increase your anti-aircraft fire	2 per column
Decrease your opponent's anti-aircraft fire	2 per column

If you have 4 or more points and want to avoid combat, announce it now. The combat will be over and you can go on to the next sea area.

You can spend points on the other benefits as you go. For instance, when you get to combat type, you would announce whether you wanted to spend points on choosing the type, when you get to combat, announce how many points you want to spend shifting columns, and so on.

If you spend 3 points to select a target, you can only select a unit that was included in the combat (you can't select a cargo separately from its TRS). You can spend these points at any time before the die is rolled against this target.

You can only spend points to modify air-to-air combat values at the *start* of the naval air combat (not during each air-to-air combat round).

11.5.7 Choosing combat type

Determine the type of naval combat you will fight this round. A naval air combat involves each side's aircraft fighting each other, then attacking the opposing ships or SUBs. A surface action pits each side's surface ships and SUBs against the other in a gunnery/ torpedo duel. A submarine combat pits one side's SUBs against the other's escorts and convoys.

You can have one type of action in one combat round and a different type in the next.

The choice

Both sides will fight the same type of combat. You make the choice according to this priority:
1. You can choose the combat type if you spend 4 surprise points. You can even choose a combat type not normally allowed (e.g. SUB combat even if no enemy convoy points are included);
2. You can choose to make it a naval air combat (active side decides first) if you have an aircraft unit or undamaged CV (**SiF option 9:** with a carrier plane) included *and* the weather in the sea area is neither storm nor blizzard;
3. If it is not a naval air combat, you can choose to make it a submarine combat (active side decides first) if you have a SUB included and your opponent has any convoy points included; or
4. If it is neither a naval air combat nor a submarine combat, it is a surface combat.

You can choose a combat type that won't produce a combat. For example, you can choose a naval air combat (priority 2 above) even if you only have an FTR and your opponent has no aircraft present. You might do this to prevent an unfavourable combat type occurring.

11.5.8 Surface naval combat

To determine the combat results, work out the total attack factors of each side's surface naval units and SUBs included in the round.

Find your own total in the surface row of the naval combat chart. That will determine the column where you find the results you inflict on your opponent.

You can *increase* your column by spending 2 surprise points per column. You can *decrease* your opponent's column by spending 2 surprise points per column. You can't move off the right-hand end of the naval combat chart. If you are moved off the left-hand end, you inflict no result on your opponent.

Cross reference the final column with the row containing the number of ships your opponent has taking part in the round. A *ship* is a naval unit, or 5 convoy points, included in the combat.

SiF option 9: In **Ships in Flames,** every *2* convoy points (and any spare 1 point) counts as a *ship*.

Combat results

The combat results are:

Result	Effect
X	The unit (and any cargo on it) is immediately destroyed.
D	The unit is damaged. Put a damage marker on the unit. If the unit is already damaged, it is destroyed instead.
	A damaged unit only has half its printed attack, AA and ASW factors. Its defence factor is 1 higher. Its range and speed are *not* affected. A damaged CV can not fly carrier planes (see 14.4).
	At the end of combat in this sea area (not each round), all damaged units must abort.
A	Your unit aborts. At the end of the combat round, return it to the nearest friendly port (measured in sea areas) at which it (and any cargo) can stack. If several such ports are equally near, you can choose which. The abort follows the return to base rules (see 13.4.1).
	Turn the aborted unit (and any cargo) face-down.
1/2 A	No effect unless the same unit suffers two '1/2 A' results in one round of combat. Two '1/2 A' results become an 'A' result.

Cross referencing the column and the row gives you your combat results. There may be a number of 'A' results, some 'D' results and some 'X' results as well.

The combat is simultaneous - both sides should work out the results they inflict before anyone implements them.

You must implement all 'X' results first, then all 'D' results and, finally, all 'A' results.

For each combat result you inflict, *the owner* selects a target to suffer that result. For every 3 surprise points you spend, you can select the target instead of your opponent (see 11.5.6).

You can choose the same unit to suffer more than one result, unless it is already destroyed or has suffered an 'A' result.

Roll a die for each target. If you roll the target's defence value or less, it suffers the result. If you roll more than its defence value, it suffers the next worse result - an 'X' becomes a 'D'; a 'D' becomes an 'A' and an 'A' becomes a '1/2 A'.

   SiF option 9: The defence value of a TRS or an AMPH is half its printed value.

Damage results can carry over from round to round (use the damage markers to indicate the affected units). All '1/2 A' results lapse at the end of each round (damage control parties have fixed the problem).

'X' and 'D' results happen immediately.

However, you only implement 'A' results (including unsuccessful 'D' results and double '1/2A' results) at the *end* of this *round* of combat. All units aborting to the same port can abort together if you wish. If an aborting unit was damaged, put it into the damage pool after it successfully aborts. Put any cargo on a damaged and successfully aborted TRS, onto the production circle to arrive as a reinforcement in the next turn.

   SiF option 9: Put any carrier plane, on a damaged and successfully aborted CV, onto the production circle to arrive as a reinforcement in the next turn.

   PiF option 28: Increase your available pilots track by 1 when you put an aircraft unit or carrier plane onto the production circle because the TRS or CV transporting it aborts when damaged.

Example: It's a surface naval combat in the Baltic. Boris has 2 Soviet battleships and a cruiser included in the combat, totaling 20 attack factors. Heinz has a battle cruiser and a light cruiser totaling 7 factors. They are with 5 convoy points.

Heinz inflicts 1 'D' and 2 'A' results. Boris applies the 'D' result to one of his battleships. He rolls above the ship's defence factor, so the result becomes an 'A'. He applies an 'A' result against the other battleship and rolls above its defence factor too, so its 'A' result becomes a '1/2 A'. He applies the last 'A' result against the cruiser. Its roll is not so lucky and it suffers its 'A' result. Boris aborts the battleship and the cruiser to Leningrad. The '1/2 A' result on the battleship lapses - it will be untouched for the next round.

Boris inflicts 1 'X' result and 1 'A' result. Heinz applies the 'X' result to his battle cruiser - good choice as he rolls above its defence factor and the 'X' becomes a 'D'. He puts a damage marker on the battle cruiser. The cruiser suffers the 'A' result and hightails it for Kiel.

The next round's search rolls produce no combat and that combat ends. The damaged German battle cruiser must abort. Heinz returns it to Kiel and then puts it into the damage pool. The German convoy points are all alone, just waiting for the next Soviet sortie to finish them off.

Convoys

Every 5 convoy points counts as a ship for resolving combat. The defense value of all convoy points is '5' (you only use the printed values in **Ships in Flames**). An 'X' result destroys 5 convoy points, a 'D' result damages 5 points and an 'A' result aborts 5 points.

   SiF option 9: Every 2 convoy points counts as a ship for resolving combat. Convoy points use their printed defense value. An 'X' result destroys 2 convoy points; a 'D' result destroys 1 convoy point and an 'A' result aborts 1 convoy point.

11.5.9 Naval air combat

In blizzard or storm there is no naval air combat. If you have spent surprise points to choose a naval air combat in blizzard or snow (see 11.5.7), go directly to step 6 of the naval combat sequence (voluntary aborts ~ see 11.5.1).

In other weather, the first step in a naval air combat is to separate your FTRs and carrier planes into bombers and fighters (**SiF Option 9:** Carrier planes on damaged CVs do not participate in naval air combats).

Then you resolve air-to-air combat (see 14.3). For every 2 surprise points you spend, increase your air-to-air combat value by 1 or decrease your opponent's by 1. This modification lasts for the whole naval-air combat.

Example: If your air to air strength was 7 and your opponent's was 4, your air-to-air combat value would be +3 and your opponent's -3 (see 14.3.2). You have 4 surprise points. For 2 of them, you could increase your air-to-air combat value to +4, or decrease your opponent's to -4. To increase yours as well as decreasing your opponent's value would cost all 4 surprise points.

You decide to spend only 2 surprise points to increase your air-to-air combat value by 1. Luckily, you shoot down your opponent's front fighter and your opponent misses. Your opponent's new air-to-air strength is only 3, so

your modified air-to-air combat value is now +5, which, sadly, gives you no extra benefit. You can't spend more surprise points now to modify either side's air-to-air combat value, so must hope that you will again benefit from your +1 modifier in a future air-to-air combat round in this naval-air combat.

After any air-to-air combat, bombers which get cleared through resolve the air-to-sea combat. This consists of anti-aircraft fire first and then an air-to-sea attack.

Anti-aircraft fire

You only resolve anti-aircraft fire during port attacks and naval air combats.

Exception: If you are playing with artillery (**AsA option 3:** see 22.4.2), anti-aircraft units can fire at any air mission.

Total the target units' anti-aircraft factors. Locate this total on the anti-air row of the naval combat chart. This determines a column. You can increase or decrease this column by 1 for each 2 surprise points you spend.

Cross-index the final column with the number of enemy bombers that were cleared through. The result will be in the form "±X/Y". Y is the number of dice you roll. X is the number of dice that count. If X is positive, you count the highest of the dice. If X is negative, you count the lowest.

Example: Kasigi has 4 Japanese land based bombers and 2 carrier planes cleared through against Jay's fleet. Jay has 67 anti-aircraft factors and decides to apply 6 surprise points to anti-aircraft fire, giving 3 right shifts. This moves it to the 119-142 column. Cross-referencing that column with the 6-7 bombers row, he gets a "2/4" result. So, he rolls 4 dice and adds up the best 2 of them. If there were only 2 shifts, the result would have been "-3/4" in the 99-118 column. He would then roll 4 dice and total the lowest 3 of them.

For every 10 points in the total, the owner may choose to:
(a) destroy 1 land-based bomber; or
(b) destroy 2 carrier planes; or
(c) destroy 1 carrier plane and abort 1 land-based bomber.

If there are 5 points left, the owner may choose to:
(a) abort 1 land-based bomber; or
(b) destroy 1 carrier plane.

For every remaining point in the total, 1 further air-to-sea factor does not press the attack.

Example: Jay is rolling 4 dice and picking the best 2. He rolls 2, 3, 6 and 10. The best 2 total 16 points. Kasigi decides to destroy 1 of the land based bombers with the first 10 points. With the next 5 points, he aborts another land based bomber. The last point simply stops one of the remaining factors from pressing the attack.

Normally the owner chooses which aircraft will be destroyed or aborted. However, for every 3 surprise points the opponent spends (see 11.5.6), the opponent can select the (legal) target instead of the owner.

Example: Continuing the previous example, Jay has 3 surprise points. After rolling 16 points of AA fire, Jay decides to spend the 3 surprise points to pick a carrier plane as one of the Japanese aircraft to be destroyed. Thus Kasigi must now either abort a bomber or destroy another carrier plane to satisfy the first 10 points of his losses.

If a CV's carrier plane is destroyed, put a damage marker on the CV (**SiF option 9:** you don't do that in **Ships in Flames**).

Anti-aircraft fire is affected by surprise (see 15.1).

The air-to-sea attack

The air-to-sea factors that survive anti-aircraft fire press the attack using the air-to-sea row of the naval combat chart. With this change, you then determine the outcome in the same way as you do for surface combat (see 11.5.8).

In the air-to-sea attack, both sides alternate picking targets to suffer a result. The attacking player has first pick.

For every 3 surprise points you spend, you can select the target instead of your opponent (see 11.5.6).

11.5.10 Submarine combat

Submarine combat allows you to attack enemy convoy points. Either side can also spend surprise points to pick a submarine combat even if there are no subs or convoy points included (see 11.5.7).

In a submarine combat, each side's SUBs (not any other units) will fight the opposing side's included non-SUB units. If each side has both SUBs and other targets, there will be 2 separate combats.

For each submarine combat, add up the non-SUB side's ASW factors:
- 2 for each SCS included;
- 1 for each CV included;
- 1 for each air-to-sea factor included (including those on CVs that aren't damaged);
- 1 for every full 5 *US or Commonwealth* convoy points included in a combat in 1942;
- 2 for every full 5 *US or Commonwealth* convoy points included in a combat in 1943; and
- 3 for every full 5 *US or Commonwealth* convoy points included in a combat in 1944 or later.

The non-SUB side uses these factors to attack the SUBs. You do this in the same way as a surface naval combat except that you use the ASW row of the naval combat chart and only count the SUBs as targets.

The SUBs also attack in the same way as a surface naval combat except that they use the SUB row of the naval combat chart and *only* the convoy points count as ships (1 ship per 5 convoy points).

> **SiF option 9:** Every 2 convoy points (and any spare point) counts as a ship.

If no convoy points are included (only possible if you spent surprise points to choose a submarine combat ~ see 11.5.7) then you fight on the '0' ships row.

Losses inflicted by the non-SUB side can only be taken on the SUBs that attacked them (owners choice). For every 3 surprise points you spend, you can select the target SUB instead of the owner (see 11.5.6).

Losses inflicted by the SUB side can only be taken on convoys (unless someone spends 3 surprise points to inflict them on another target). If convoy points can take no further losses, ignore any remaining losses (unless you spend surprise points to select another target).

Example: *It is fine weather in 1942 and Heinz has gained 10 surprise points in a naval combat. He has spent 4 of them to choose a submarine combat. He has 2 SUBs included, totaling 8 attack factors. Jay has 10 convoy points, an SCS and a 2 air-to-sea factor NAV included. Jay attacks with his 6 ASW factors (2 for the SCS, 2 for the NAV and 2 for the convoys because it is 1942) against 2 enemy "ships". He gets 1 'D' result and 3 'A' results. Heinz rolls against his SUBs' defence factors to determine the outcome.*

Then he attacks the convoys with 8 attack factors against 2 ships (remember, the escorts don't count). He gets 2 'D' and 3 'A' results. Jay rolls a 5 for the first damage die against a convoy. One of the convoys is damaged. Heinz spends 3 surprise points to roll the second damage die against the same convoy. Jay rolls a 3, sinking it. Heinz spends his last 3 surprise points to inflict the first 'A' result on the SCS. Jay rolls against the SCS unit's defence factors to see if it suffers the result. The second 'A' result is applied successfully against the remaining convoy. The last 'A' result cannot be applied because there are no convoys that can suffer further results and Heinz has run out of surprise points.

11.5.11 Multiple naval combat rounds

After each round of naval combat, either or both sides can abort the action with all their units in that sea area (the active side deciding first). Do this just like the units are returning to base (see 13.4).

If you abort after a combat round, you must abort every surface and air unit you have in the sea area that is at war with at least one other major power in the sea area. You only have to abort your SUBs if you committed them to that round.

Put damaged naval units that abort into the repair pool. Put any cargo on a damaged TRS onto the production circle to arrive as a reinforcement in the next turn.

> **SiF option 9:** Put any carrier planes on a damaged CV onto the production circle to arrive as a reinforcement in the next turn.

> **PiF option 28:** Increase your available pilots track by 1 when you put an aircraft unit or carrier plane onto the production circle because the TRS or CV transporting it was damaged.

If both sides remain with any units, go back to step 1 in the combat sequence (see 11.5.1) and run through the sequence again. This continues until one side is destroyed, aborts with all remaining units, or until the combat search rolls don't produce another combat round.

11.6   Opponent's naval combat

After you have resolved combat in all the sea areas you selected, your opponent can try to initiate combat in any *other* sea areas you moved a non-SUB unit into (not through) in your naval air missions step or your naval movement step. Your opponent can't pick an area that you already selected.

Your opponent simply points to areas, one by one, and, in each of them, turns a unit face-down and follows the sequence in 11.5.1. If a unit your opponent turned face-down during the naval movement step in an interception attempt, is still in the sea area (see 11.4.6), he or she can attempt to start a naval combat there without turning another unit over.

Example: *Jeremy has finished all the naval combats he wanted to start. He didn't try to start a combat in the Eastern Mediterranean where Maria's Italian fleet is at an advantage against an escorted TRS Jeremy moved there during his naval movement step. Maria turns the Vittorio Veneto face-down in an attempt to exploit her advantage. Triumphantly, she rolls a 1 and starts the combat. Despondently, Jeremy reaches for another lager.*

11.7   Strategic bombardment

Strategic bombardment missions allow aircraft to attack enemy production and resources.

Carrier planes can't strategically bombard.

> **Option 29:** Carrier planes have a strategic bombardment factor equal to one-quarter of their air component. If you are playing with **Ships in Flames,** carrier planes have their strategic bombardment factors (or an '*') printed on the unit.

To strategically bombard:

1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected attacking bombers and escorting fighters to the target hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. surviving bombers suffer anti-aircraft fire from AA units (**AsA option 3** see 22.4.2);
7. surviving bombers attack the target hexes;
8. return all remaining aircraft to base and turn them face-down.

Target hexes

A target hex can be any hex that contains an enemy controlled *usable* factory. A factory is usable if the controlling side could transport a resource to it and, if they did, it would produce a production point (see 13.6.1).

A target hex could instead be an enemy controlled oil resource hex. You can't fly a strategic bombardment mission against a hex that only contains other resources.

The bombing

After any air-to-air combat (see 14.3), total the strategic factors of all surviving bombers. These may be affected by weather (see 8.2.3).

Locate the total on the strategic bombardment table and roll a die. The result is the number of points lost by the target hex.

If the target is an oil hex, that number of oil resources is lost from the hex for the turn.

If the target is a factory hex, that number of production points will be lost from the factory owner's production point total for the turn (see 13.6.3).

You can't lose more production points in a turn than there are usable factories in the hex or more oil than there are oil resources there.

Ignore asterisks in the standard game.

Example: *4 Commonwealth bombers with 20 strategic bombing factors attack Lille which is functioning as a German factory. The die roll is a 8. On the 19-24 column of the strategic bombardment table, this produces a result of 4*. So, 4 points are lost, which in this case is 1 production point (since the hex has only 1 functional factory. The spare points are lost unless there are any saved build points there.*

> **Option 30:** Each asterisk in the result destroys 1 *usable* factory. Use the factory markers to show reduced factories. In the example, the red factory in Lille would also have been destroyed.

Where there is more than one target in the hex, the order you apply results are: production points, oil resources, saved oil (if playing with 13.5.1), saved build points (13.6.8), blue factories (22.2), red factories (22.2), synth oil (22.2 & 22.4.11) and then oil hexes (22.2 & 22.4.11).

11.7.1 V-weapons and atomic bombs (PiF option 23)

V-weapons and A-bombs form a new force pool. They are a new class for gearing limit purposes. Production of A-bombs and V-weapons *cannot* be accelerated.

V-weapons

Only Germany can build V-weapons. V-weapons fly strategic bombardment missions like aircraft. V-2 & V-3 weapons cannot be intercepted. If a V-1 is aborted, it is destroyed instead. All V-weapons are destroyed after they attack their target.

V-weapons can be rail moved (see 11.10) or naval transported (see 11.4.5). V-2 weapons can also move like land units. V-weapons can't fly a mission in the same impulse as they move.

A-bombs

Only the USA can build an atomic bomb. When you build one, put it to one side. You can put it with any US bomber with 9 or more printed strategic bombardment factors, at the start of a strategic bombardment mission.

The A-bomb's strategic bombardment factors replace those of the bomber. An A-bomb's factors are never modified for terrain, weather or night missions. A bomber using extended range does not halve an A-bomb's strategic factors.

The A-bomb is destroyed after it attacks its target. If its bomber is destroyed, the A-bomb is destroyed too. If its bomber is aborted, the A-bomb is again put to one side and may fly again in a later impulse.

11.8 Carpet bombing (option 32)

Carpet bombing lets your strategic bombers destroy enemy land and aircraft units, not just turn them face-down.

To carpet bomb:

1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected attacking bombers and escorting fighters to the target hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. surviving bombers suffer anti-aircraft fire from AA units (**AsA option 3** see 22.4.2);
7. surviving bombers attack the target hexes;
8. return all remaining aircraft to base and turn them face-down.

The carpet bombing

Add up the *strategic* factors of your surviving bombers. Locate this total on the strategic bombardment table and roll a die.

For each asterisk result, destroy 1 land or aircraft unit (**PiF option 28:** with pilot) in the target hex (chosen randomly). Ignore the number result.

PiF option 23: You can carpet bomb with atomic bombs and V-weapons.

11.9 Ground strike

Ground strike missions allow bombers to attack enemy land units and aircraft units on the ground. If you are successful, the enemy units will be more vulnerable to attack by land units.

To ground strike:
1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected attacking bombers and escorting fighters to the target hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. **AsA option 3:** surviving bombers suffer anti-aircraft fire from AA units (see 22.4.2);
7. surviving bombers attack the target units.
8. return all remaining aircraft to base and turn them face-down.

AsA option 3: ART can also ground strike adjacent hexes (see 22.4.2).

The strike

After any air-to-air combat (see 14.3), *each* bomber attacks *each* face-up enemy land or aircraft unit in the hex.

Roll 1 die for each attack. If the result is less than or equal to the aircraft's tactical factors, the ground strike is successful. Turn the target unit face-down. Offensive chits (see 16.), weather (see 8.2.3) and terrain (see 14.5) may affect an aircraft's tactical factors.

Example: *Two of Kasigi's Japanese CVs, the Ryujo and Soryu, launch a ground strike against a British corps and an HQ in Singapore. The weather is rain. The carrier planes have 1 and 2 tactical factors respectively. These are halved for rain and halved again for jungle, leaving 1/4 and 2/4 factors. The Ryujo carrier plane rounds to 0, so can't succeed, while the second rounds to 1. Kasigi rolls one die against the corps but it is not a 1. The die he rolls against the HQ is a 1 so he turns the HQ face-down.*

When the defending units are surprised (see 15.), roll 2 dice for each attack instead of 1. If either is less than or equal to the aircraft's tactical factor, the ground strike succeeds.

Option 33: Tank busters have their tactical factor printed in a red circle. Add an extra die if the aircraft is a tank buster and the target unit is MECH, ARM or HQ-A. This is cumulative with surprise (allowing 3 rolls ground-striking a MECH, ARM or HQ-A in a surprise impulse).

11.10 Rail movement

Rail movement lets you quickly move land and aircraft units and factories over long distances.

How to rail move

You can rail move a unit or factory if it is at a station. A *station* is any city hex, port hex or hex with an HQ. An HQ is its own station, so it can rail to or from *any* rail hex, even one that is not a port or city.

You can move the unit or factory from one station to any other station, over any distance. However, you can only move along railway lines (i.e. each hex you enter must be connected by a railway line to the hex you leave). Your side must control each hex you enter.

Your rail move can only enter or leave a hex in an enemy ZOC if there is a friendly land unit in that hex both before and after the rail move. Its move must stop when it enters an enemy ZOC.

A unit can rail move across a straits hexside if there is a rail line in the hex on either side of the straits. Only 1 unit a side can rail move across each straits hexside in a *turn*.

Units

You can only rail move a unit if it is *face-up*. After ending its rail move, turn the unit face-down.

Factories

You can rail move any blue factory you control in your home country. You *can't* rail move a red factory.

Factories must always end their rail move at a city hex in their home country. You can never end with more than 2 blue factories in one city.

Use the factory markers to show the removal of factories at one place and their arrival at the other.

The railed factory is not available for production until the 2nd turn after it finishes its move. For example, if you move it in Jan/Feb, it starts producing again in May/Jun.

The USSR cannot rail factories printed on the eastern European map unless it is at war with Germany.

Limits

If you chose an air action, you can only rail move aircraft units. If you chose a land action, you can only rail move land units and factories. If you chose a combined action you can rail move factories, land units and/or aircraft units.

How long the move is, determines how many rail moves it counts as:

move where?	land or aircraft unit	factory
within 1 map	1	2
to an adjacent map	1	2
2 maps away	2	3
3 maps away	3	4

Example: *To rail move an aircraft unit from the Western European map to the Pacific map would cost 3 rail moves. It would take 4 rail moves to do the same thing with a factory.*

If you are railing to or from a hex that is half on one map and half on another (e.g. Breslau), you are assumed to be railing to or from the map further away.

Rail moves do *not* also count as a land move or an air mission.

11.11   Land movement

Land movement is the normal way land units move around the maps. Only *face-up* land units can make a land move.

Each land move allows you to move 1 land unit. You can only move a unit once in each land movement step.

11.11.1   How to move land units

You can move your land units one by one, or stack by stack, as you choose. You must finish moving the unit(s) you are moving before you can start moving another unit.

If you move a stack of land units together, each unit in the stack uses up 1 land move. You can drop units off from the stack in any hex it enters but you can't pick up other units as you go.

A unit making a land move moves from its starting hex to an adjacent hex. Then it can move to another adjacent hex, and so on until it runs out of movement points.

Each unit has its movement points printed on its counter. Each hex it enters will use up 1 or more of those points depending on:
• which map it is on;
• what the terrain is in the hex, and sometimes on the hexside it crossed to enter it, (see the terrain effects chart);
• what the weather is in the hex (see 8.2.5); and
• whether the unit is motorised or not (see 11.11.2 ~ option 34).

Sometimes a unit will have unused movement points but not enough to enter the next hex. You can always move the unit into that next hex but you must then turn it face-down.

You can move a unit which starts its move out of supply but you must turn it face-down when you finish moving it.

A unit must always end its move when it *enters* an enemy ZOC (exception: it can continue moving if it then overruns a land unit in the *next* hex ~ see 11.11.6). You *can* move a unit which starts its move in an enemy ZOC directly into another enemy ZOC (even a ZOC of the same unit).

11.11.2   Terrain

The movement point cost for a land unit to enter a hex and cross certain hexsides is listed on the terrain effects chart. All units pay the leg movement costs.

Option 34: Self propelled and motorised artillery units (see 22.4.2 ~ **AsA option 3**), supply units, (see 22.4.10 ~ **MiF option 6**), HQ-A, ARM, MECH and MOT use the motorised cost on the terrain effect chart to enter each hex. All other land units use leg movement costs.

All terrain and weather effects are cumulative.

Hexes and hexsides

Land units (except MTN) can not cross an alpine hexside. MTN units can cross an alpine hexside at the cost of +1 movement point, but can not trace supply lines across them.

Land units (except MAR) can only move across an all-sea hexside if it is a straits hexside. They can only cross a lake hexside if it is frozen (see 8.2.9). MAR units can cross an all-sea or lake hexside at the cost of +1 movement point, but can not trace supply lines across them (except at straits hexsides).

MTN units pay 1 less movement point to enter mountain hexes on the Asian, Pacific and American maps.

Japanese infantry class units pay 1 less movement point to enter a jungle hex.

These reductions occurs *after* you apply any weather effects.

11.11.3 Enemy units

You can only move a land unit into a hex containing a unit from the other side if you do so by paradrop (see 11.15), invasion (see 11.14), or overrun (see 11.11.6).

11.11.4 Neutral major powers

You can only move a land unit of a neutral major power into:
- a hex it controls; or
- a hex controlled by one of its aligned minor countries; or
- a hex in a minor country it is at war with.

The only exception is the US (see 13.3.2, entry options 8 & 53).

11.11.5 Active major powers

You can move a land unit controlled by an active major power into any hex controlled by:
- that major power; or
- another active major power on the same side (or by its controlled minor countries); or
- a major power or minor country it is at war with.

There are some exceptions:
- units can't enter the home country of a non co-operating major power on the same side unless they satisfy the foreign troop commitment rules (see 18.2); and
- minor country units can't enter a hex controlled by another minor country aligned with their side unless they satisfy the foreign troop commitment rules.

11.11.6 Overruns

Land units can sometimes destroy enemy units during movement. They do this by entering the enemy hex and declaring an overrun.

You can only conduct an overrun with a single unit, or with a single stack of units that started the land movement step together.

Overrunning land units

A unit can only overrun a *land* unit if it is in supply *both* when it starts moving *and* in the hex just before it overruns.

You can only overrun land units that are in a clear or desert hex that is not a city hex (ports are OK). Overrunning across a river, canal or straits hexside halves the overrunning units' attack factors as normal. You can't overrun a land unit in a fort hex across a fort hexside. A *fort hex* is one containing a fort symbol.

At least one of the overrunning units must be an ARM, MECH or HQ-A unit.

If the defending units include an ARM or HQ-A unit (**AsA option 3:** or anti-tank unit), you can only overrun them if you have more ARM or HQ-A units.

If the defending units do *not* include an ARM or HQ-A unit (**AsA option 3:** or anti-tank unit) but do include a MECH unit, you can only overrun them if you have either:
- an ARM or HQ-A unit; or
- more MECH units.

You can only overrun if you have odds of at least 7:1 at the moment of overrun. These odds can be affected by weather, supply, hexside terrain and offensive chits (see 16.3) like ordinary combats. Your final odds are always 7:1 if you are overrunning units with a total of 0 factors (e.g. partisans).

Overrun odds are not affected by aircraft (aircraft units can not fly ground support in an overrun).

Units overrunning enemy land units pay double the normal terrain cost to enter the hex being overrun (*after* weather effects). Turn them face-down if they exceed their movement allowance.

You can continue moving the units after they overrun but, if they are in an enemy ZOC, they can only do so by further overrunning.

Example:

These 8 and 9 factor German ARM units want to overrun the face-down Soviet ARM unit in snow. They can overrun one ARM unit because both of the overrunning units are also ARM units. The Soviet unit is black print and out of supply in a clear hex, so its combat factor is only 1. Because it's behind a river hexside, the German units are halved to 8.5, rounding to 9. The overrunning units have odds of 7:1 (9:1, down 2 odds because of snow). The Soviet ARM is destroyed and the German units move into its hex. The hex costs them 2 movement points (1 doubled for the overrun). If they don't have that many points left, they would turn face-down in that hex. If they have more, they can keep moving (and overrunning).

Overrunning aircraft units

If a land unit from the other side moves into a hex containing your aircraft units (either through overrunning any land units in the hex, or because there were no land units in the hex in the first place):

- destroy all your face-down aircraft units (**PiF option 28:** this also destroy the pilots); and
- rebase your face-up aircraft units (see 11.17) and turn them face-down. **Exception:** even face-up aircraft units (and pilots) are destroyed if the overrunning units have surprised your major power or minor country (see 15.)

Overrunning naval units

If a land unit from the other side moves into a port containing any of your naval units, they must rebase. Before they do, roll for each face-down or surprised naval unit there.

If you roll a '5' or higher, you keep control of the unit. If you roll a '1', the enemy major power takes control of it until destroyed (**option 46:** partisans scuttle naval units instead of taking control). On a roll of '2' ~ '4', it is scuttled (destroyed). (**Options 9 & 28:** Any carrier plane (and its pilot) suffer the same fate as a CV it is on.).

With the units from the overrun hex that you keep control of, you must immediately make a return to base naval move (see 13.4.1) to the nearest friendly port they can base at within stacking limits (see 2.3.1) via the shortest number of sea areas, and turn them face-down. They can be intercepted as they rebase and must attempt to fight through from the '0' box if intercepted. If they can't reach such a base within *double* their range, destroy them instead.

Example: *Soviet naval units based in Leningrad will often be unable to rebase if Leningrad falls because they won't be able to leave the Baltic Sea. So they will usually be destroyed.*

You only pay the normal terrain cost to overrun a hex containing only naval and/or aircraft units.

11.12 Air transport

Air transport missions allow you to transport some land units to a friendly hex, by air.

To fly an air transport mission:

1. your opponent flies combat air patrol to potential target hexes;
2. you fly your selected ATRs and escorting fighters to the target hexes;
3. pick up the units being transported. Alternatively, a unit may start with an ATR and fly with it to a target hex (*not* to a hex-dot);
4. your opponent flies intercepting fighters to the target hexes;
5. you fly intercepting fighters to the target hexes;
6. fight any air-to-air combats;
7. **AsA** option 3: surviving ATRs suffer anti-aircraft fire (see 22.4.2);
8. surviving ATRs can unload their cargo at the target hexes;
9. return all remaining aircraft to base and turn them face-down;
10. your opponent flies intercepting fighters to the hexes where your ATRs returned to base;
11. you move intercepting fighters to the return-to-base hexes;
12. fight any air-to-air combats;
13. **AsA** option 3: surviving ATRs suffer anti-aircraft fire (see 22.4.2);
14. any cargo still on an ATR now unloads;
15. return all remaining intercepting fighters to base and turn them face-down.

An ATR flying an air transport mission can only pick up or unload a unit from a hex in which it can stack.

Each air transport mission you attempt counts as 1 land move as well as 1 aircraft mission.

Aircraft that returned to base at step 9 can only take part in step 12 air-to-air combat if they are ATRs.

The transport

An ATR can carry either:
- 1 PARA; or
- 1 MTN; or
- 1 division that is not CAV, MAR, MOT, MECH, ARM or artillery (**AsA/MiF options 2 & 3**).

MiF option 6: you can also air transport a supply unit (see 22.4.10). However, you must use 2 ATRs for the mission. You can complete the transport provided at least 1 ATR survives.

You can unload the cargo either at the target hex, or keep it with the ATR and unload it when the ATR returns to base.

Turn the ATR face-down after completing the mission. However, only turn the cargo face-down if it commenced the impulse out of supply or the ATR was aborted in either air combat.

Example: Ju-Ming's Nationalist Chinese have launched an offensive and cut supply to a Japanese MTN unit in Wuhan. In the Axis air transport step, Kasigi tries to extricate his unit by flying his L2D 6 movement points to Wuhan, to pick up the MTN. Ju-Ming flies an I-16 to intercept it and Kasigi then flies in his Ki-27 as an intercepting fighter. The ATR is aborted by the air-to-air combat and Kasigi returns it (and the MTN unit) to base at Nanking and turns both of them face-down.

Option 35: Any aircraft with a white range circle can fly an air transport mission, even if it is not an ATR.

Option 36: Large ATRs were capable of transporting heavier equipment. They are marked with a white INF corps symbol. A large ATR can transport a unit in the same way as any other ATR. However, it can instead transport any 2 infantry class divisions (except MAR or MOT), 1 other infantry class corps or army (except HQ, MAR or MOT), or 1 supply unit. It pays twice normal movement costs while transporting these. So, it pays 2 points per hex on the European maps, 4 points on the Asian and Pacific maps and 12 points in an off-map hex.

11.13   Debarking land units

Face-up land units in a sea area (being naval transported ~ see 11.4.5) can debark into friendly controlled coastal hexes in that sea area. They can also debark into hexes occupied by a partisan unit they co-operate with.

Each unit which debarks counts as 1 land move.

A debarking unit must end its move in the hex it debarks in. If that hex costs it more movement points than it has, turn the unit face-down. Otherwise, it debarks face-up. Turn the TRS face-down when a unit debarks from it.

Debarking units are *always* in supply in the impulse they debark.

Option 26: If you are using the amphibious rules (see 22.4.12), there are restrictions on debarking.

11.14   Invasions

Invasions allow land units to attack enemy held coastal hexes in a sea area you have transported them to.

You may only invade an enemy controlled coastal hex that has at least 1 all-sea hexside. You can only invade with *face-up* land units on TRSs in the sea area. The TRS must be in the 1, 2, 3 or 4 section of the sea-box. Only infantry class units can invade.

AsA/MiF option 2: The Commonwealth special ARM division (see 22.4.1) can also invade from a TRS.

AsA/MiF options 2&25: If you are playing with SCS transport (see 11.4.5, transport capacity), the division can invade from the SCS, as if it were a TRS.

Option 26: If you are playing with Amphibs (see 22.4.12), there are restrictions on the units that can invade from a TRS.

You can't invade a hex in storm, snow or blizzard.

To invade, move your land units from their TRS into the invasion hex. Put part of each invading unit over the all-sea hexside it is attacking across.

Option 37: You may only invade a hex on the European maps if it is adjacent to a hex-dot.

Each unit which invades counts as 1 land move.

Invading units are in supply for the rest of the impulse they invade.

Invading units have no ZOC into the invaded hex until it is empty of enemy (including notional) units. They have no ZOC into adjacent hexes for the *impulse* of invasion. Thereafter, they have a normal ZOC.

Turn the TRS face-down when a unit invades from it.

Invasion combats

Invading units must attack the invasion hex in the land combat step (see 11.16). They can attack together with other land units that are not invading.

If you retreat or destroy all defending land units, the invasion is successful. Otherwise, the invading units are destroyed.

If a successful invasion leaves you occupying a hex containing enemy aircraft or naval units, then they have been overrun (see 11.11.6).

Invading MAR units have their normal combat factors. Halve the combat factors of other invading units.

Each hex defends against an invasion with a notional land unit, in addition to any actual land unit in the hex. The notional unit is the same nationality as any major power or minor country with a real unit in the hex. If there are no real units, it is the same nationality as the major power or minor country that controls the hex.

The notional unit has 1 combat factor, modified by:
- +1 if it is a city hex;
- +1 if the hex is in *the* home country of the major power that controls the hex (any 7 for the Commonwealth);
- +1 if it is *not* stacked with a land unit, but is in the ZOC of a friendly *corps or army* (but not territorials ~ **AfA option 10**);
- + the shore bombardment modifier for each invading unit;
- -1 if it is out of supply; and
- -1 if surprised (see 15.).

The shore bombardment modifier applies to *each* unit that invades. Use the modifier from the section of the sea-box the unit invades from (remembering the effect of weather ~ see 8.2.7).

These modifications are cumulative but the notional unit can never have less than 0 combat factors.

Add the notional unit's combat factor to those of any land units in the hex. Then, modify their total combat factors for terrain and weather.

Resolve the combat normally except that *notional units are always face-down.*

Any combat result (other than '-') destroys the notional defending unit. It *doesn't* count as a loss towards satisfying the combat result.

Example: *Japan declares war on the Commonwealth and attempts to invade the mountain hex east of Port Moresby with a 5-factor MAR from the 2 section and a 5 factor INF from the 3 section in the Bismarck sea. Only the Commonwealth notional unit is defending, but Port Moresby is occupied by a Commonwealth INF. The weather is rain.*

The notional unit is usually worth 1, but you add 1 for the adjacent corps, 2 because a land unit is invading from the 2 section (the 1* shore bombardment modifier becomes 2 because of the rain) and 1 because a land unit is invading from the 3 section. You subtract 1 because it is a surprise impulse. This total of 4 doubles to 8 for the mountain.

The invading INF's factors are halved, so Japan's total combat factors are 2.5+5=7.5. After adding 7.5 factors of shore bombardment and 4.5 factors of ground support, the invading total is 19.5 combat factors (rounding to 20). This results in odds of 2:1 (20:8). The rain drops the final odds 1 level to 3:2 (+1 due to the notional unit being automatically face-down). Kasigi regrets not invading from a closer port, allowing an invasion from a higher section of the sea-box (if they had all invaded from the 4 section, the odds would have been 9:1 (20:2, less an odds level for the rain).

At the end of the attack declaration step (see 11.16), you can state that your notional unit is to be ignored [you might do this to prevent breakthroughs by units attacking in conjunction with an invasion]. If you do (and there are no other friendly land units in the hex), there is no attack, and the attacker occupies the hex as if debarking onto a friendly hex (see 11.13).

An invading unit must end its move in the hex it invades. If the hex costs it more movement points than it has, turn the unit face-down *after any combat* (even if you got an asterisk result).

11.15 Paradrops

PARAs are land units but have the additional ability of flying into an enemy hex without having to move by land through the intervening hexes.

PARAs can only fly a paradrop mission if they start their move in supply and stacked with an ATR.

  AsA/MiF option 2: The Commonwealth 51st air-landing division can also paradrop if it accompanies a PARA (see 22.4.1).

If they fly the mission, they are in supply for the rest of the *impulse*.

To fly a paradrop mission:
1. your opponent flies combat air patrol to *any* hexes.
2. you fly all your selected ATRs, the PARAs they start with, and escorting fighters to the target hex;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. **AsA option 3:** surviving ATRs suffer anti-aircraft fire from AA units (see 22.4.2);
7. surviving PARAs drop into the target hex.
8. return all remaining aircraft to base and turn them face-down.

Each attempted paradrop counts as 1 air mission *and* 1 land move (and, usually, a land combat as well).

PARAs can't drop into a lake hex (unless frozen ~ see 8.2.9).

Paradropping units have no ZOC into the target hex until it is empty of enemy units (including notional units). They have no ZOC into adjacent hexes for the rest of the *impulse*. Thereafter, they have a normal ZOC.

Paradrop combats

A unit which paradrops into an enemy controlled hex must attack the defending land units (even if only a notional unit) in the land combat step (see 11.16). It can attack together with land units that are not paradropping.

If you retreat or destroy all defending *land* units, the paradrop succeeds. Otherwise, the paradropping units are destroyed.

If a successful paradrop leaves you occupying a hex containing enemy aircraft or naval units, then they have been overrun (see 11.11.6).

Like invasions, each hex you paradrop into defends with a notional land unit in addition to any actual land unit in the hex. The notional unit has 1 combat factor, modified like invasions (see 11.14). The rules applying to notional units during invasions also apply to notional units in paradrops.

Resolve the combat normally (remember that notional units are always face-down).

After any air-to-air combat (see 14.3), a surviving paradropping unit ends its move in the hex it drops into. If the hex costs it more movement points than it has, turn it face-down *after any combat* (even if you got an asterisk result).

Example: *Jay flies an ATR and a 5 factor PARA to Aachen which is Axis controlled but contains no land units. It does contain a face-down German LND and is not adjacent to any German land units. Heinz intercepts with a fighter and Jay intercepts it with a fighter from Liege. The ATR is cleared through during air-to-air combat and the PARA makes its drop.*

The PARA must attack the notional unit in Aachen during land combat. The notional unit is worth 3 factors (1 +1 for the city +1 for home country). The US '7' factor INF in Saarbrücken also attacks. Jay adds 3 factors of ground support and Heinz flies in a 1 factor bomber and a fighter. They resolve an air-to-air combat. Both side's bombers are cleared through. The combat odds are 3:1 (15 factors to 4).

Heinz chooses the assault table and Jay rolls a 4 modified to 5 (as notionals are always considered face-down), giving a '1/1' result, destroying his INF and the German notional unit. The PARA lands and destroys the face-down LND in the hex. The PARA is face-down because there was no asterisk on the combat result.

> **Option 35:** Any aircraft with a white range circle can fly a paradrop mission, even if it is not an ATR. However, aircraft can't fly a paradrop mission if they have a 'no-paradrop' symbol:

11.16   Land combat

After you have finished any paradrops, your land units can attack enemy land units they are adjacent to. Combat is not compulsory (except if you are invading or paradropping).

The land combat sequence is:
1.   declare all attacks, (the defender announces whether any notional units are to be ignored);
2.   add defensive shore bombardment (option 38);
3.   add offensive shore bombardment;
4.   announce defensive HQ support (option 39);
5.   announce offensive HQ support;
6.   fly and resolve ground support missions;
7.   resolve HQ support;
8.   choose combat table then resolve land combats, one by one.

Each land attack allows you to attack 1 stack of enemy land units. There is no limit on the number of units that can take part in each attack. Overruns are *not* land attacks.

If you attack a hex with units from several major powers, each of those major powers has made a land attack.

11.16.1   Declaring combats

You declare all your attacks now. To declare an attack, point to the defending hex and identify every land unit that will attack it. If you are attacking 0 factor land units (e.g. Partisans or notional units), you always have 10:1 regardless of your factors, terrain and weather (provided you are in supply, of course).

The target hex must contain an enemy land unit - you can't attack aircraft and naval units in land combat (they can only be overrun ~ see 11.11.6).

Eligible land units

You can only attack a hex with face-up land units that are adjacent to the hex (or invading or paradropping into it).

A land unit can only attack if it has 1 or more combat factors.

You can attack with some units that are eligible and not with others - it's up to you. 1 land unit in a hex could attack one hex, while the second unit in the hex attacks a different hex.

Supply

Units can't attack if they are out of supply when you declare the combat.

Defending units that are out of supply defend with their full combat factors if they are face-up.

If they are out of supply *and* face-down, they have:
- 3 combat factors if they are white print units; and
- only 1 factor if they aren't.

   AsA/MiF option 2: All face-down divisions defend with 1 combat factor when out of supply.

Terrain

Halve the combat factors of a MTN unit that attacks across an alpine hexside. No other land unit can attack across an alpine hexside.

MAR units are halved attacking across a lake or all-sea hexside. No other land units can attack across a lake or all-sea hexside (except at straits).

All land units are halved attacking across a river or canal.

MAR units' factors are not affected by attacking across a straits hexside or by invading. All other land units are halved attacking across a straits hexside or invading.

Third the combat factors of a unit that attacks into a fort hex across a fort hexside. There is no effect when you attack *out of* a fort hex. A fort hex is destroyed permanently when control of the hex changes.

A unit that attacks across a river and a printed fort hexside is both halved and thirded (i.e. it has only a sixth of its combat factors).

A unit that invades across a printed fort hexside (this only applies to Singapore) is also halved and thirded. A MAR unit would only be thirded.

   AfA/MiF option 5: Forts you build (see 22.4.9) only halve, not third, the attacker. Attacking or invading across both a river and a built fort only quarters, not sixths, the attacker.

A PARA that drops into a hex is not attacking *across* any hexside. Therefore you don't halve or third its factors due to a river, canal or fort hexside.

Example:

The German MECH, MOT and INF are attacking the French INF across both the Maginot line and the Rhine river. Therefore, you divide their total factors by 6. Their 23 factor total reduces to 3.87. The PARA dropping into the hex adds 4 factors for a total of 7.87.

Triple the combat factors of MTN units defending in mountain hexes. Double the combat factors of other units defending in mountains.

Double the combat factors of units defending in swamp hexes.

If the defending units are in a jungle hex, reduce the odds ratio by 1 level (e.g. 2:1 becomes 3:2 and 20:1 becomes 19:1). Ignore this effect if *all* attacking land units are Japanese controlled.

11.16.2 Shore bombardment

Shore bombardment lets you support a land attack with your SCS. You can shore bombard a coastal hex with any face-up SCS in the sea area.

Only the attacking side can use shore bombardment.

Shore bombarding SCS add their bombardment factors to an attack. Reduce the bombardment factor of each SCS by the bombardment modifier in its section of the sea-box (see weather effects on bombardment ~ 8.2.7). You can't bombard with SCS in the '0' section (note the 'none' there).

Example: *Calais is being attacked by the Commonwealth in fine weather. Three Commonwealth SCS are in the '2' section of the North Sea, and can shore bombard Calais. The ships have shore bombardment factors of 5, 4 and 2. The shore bombardment modifier of the 2 section is '-1*'. Since the weather is fine, the modified shore bombardment factors are 4, 3 and 1 respectively.*

You can't bombard any hex in storm or blizzard.

Halve the (reduced) bombardment factors if the hex is a forest, jungle or swamp hex.

Ignore any shore bombardment factors *(after* any reduction and halving) that exceed the total (modified) combat factors of the attacking land units. For instance, if you bombard with 5 shore bombardment factors but units totaling 7 factors are attacking across a river, you would only count 3.5 of the bombarding factors.

After taking part in shore bombardment, turn the bombarding units face-down. They remain in the sea area and could take part in future naval combats.

Option 38: The defending side can also use shore bombardment. Use the same rules as normal shore bombardment to work out the total factors that count (you can only count up to the total (modified) combat factors of the *defending* units).

The defender must allocate shore bombardment *before* the attacker does.

Example: A Soviet unit is defending a mountain hex on the Black Sea during fine weather. It is face-down and out of supply, so it has 1 combat factor, doubling to 2 for the mountain. The Soviet Black Sea fleet in the 2 section provides defensive shore bombardment worth 3, 3 and 2 points. Only 2 points of this can be used (because there are only 2 defending factors).

11.16.3 HQ support (option 39)

HQ support gives you a chance to modify the combat odds, both attacking and defending, at the cost of turning an HQ face-down.

HQ support cannot be used in overruns.

Support

After all land attacks are declared, the inactive side announces HQ support for target hexes. You can only allocate 1 *face-up* HQ to support each hex. It must be in, or adjacent to, the target hex. It can't provide support to an adjacent hex if it is separated from it by an impassable hexside *or* if its own hex is also being attacked.

Then the active side can allocate 1 *face-up* HQ to support each target hex. The HQ must be one of the units attacking that hex.

Resolve HQ support after ground support missions have been flown and any air-to-air combats fought.

Roll 1 die for each HQ providing support. If the roll is less than or equal to the HQ's reorganisation value, you shift the odds in the combat 1 level in your favour. For example, a 2-1 combat becomes a 3-2 if you add HQ support to the defence, and 3-1 if you add it to the attack. Obviously, if both sides add HQ support successfully, the odds shifts will cancel.

Turn an HQ that successfully provided HQ support face-down (not if it wasn't successful). However, it only counts as a face-down unit *after* you have resolved that combat.

11.16.4 Ground support

Ground support permits you to support a land attack with bombers. Both sides can fly ground support into the same combat.

To fly ground support:
1. your opponent flies combat air patrol to potential target hexes;
2. you fly your selected attacking bombers, escorting fighters and combat air patrol to potential target hexes;
3. your opponent flies intercepting fighters or both bombers and *escorting* fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. **AsA option 3:** surviving bombers suffer anti-aircraft fire from AA units (see 22.4.2);
7. add the tactical factors of surviving bombers to their side's combat value in the land attack;
8. return all remaining aircraft to base and turn them face-down.

AsA option 3: ART units can also provide ground support into adjacent hexes (see 22.4.2).

Support

An aircraft's tactical factors may be reduced by the weather (see 8.2.3) and terrain (see 14.5) in the target hex.

You ignore any tactical factors (after modification) flown by the attacking side that exceed the total (modified) combat factors of the attacking land units. Similarly, you ignore any (modified) tactical factors on the defending side that exceed the total (modified) combat factors of the defending land units.

Return all aircraft to their bases *before* you resolve the land attack.

Option 33: Double the tactical factor of an aircraft flying a ground support mission if it is a tank buster *and* any of the *enemy* units in the combat is a MECH, ARM or HQ-A unit. *Tank busters* have their tactical factor printed in a red circle.

11.16.5 Resolving attacks

Add up the attacking units' (modified) combat factors, shore bombardment and ground support. Round the total to the nearest whole number (round halves up).

Total the defending units' factors in the same way.

Choosing combat tables

You must now select one of the two land combat results tables ~ blitzkrieg or assault. The blitzkrieg table allows retreats and leaves the attacker face-up more often. The assault table will generally increase the casualties for both sides.

The attacker chooses the table if:
1. the defending hex is a non-city hex in clear, forest or desert; *and*
2. *any* attacking unit is *not* attacking across a fort hexside; and
3. either:
    - the attacker has *more* ARM and HQ-A units than the defender; or
    - the attacker has *more* MECH units than the defender *and* the defender has *no* ARM or HQ-A units.

In *every* other case, the defender chooses the table.

AsA/MiF option 2: Divisions count as 1/2 a unit.

AsA option 3: *Defending* anti-tank units count as an ARM division.

Odds ratios

Compare the attacker's total to the defender's total and work out the basic ratio between them. Round the ratio to a whole number. *Always* round in favour of the defender. For example, 19:5 rounds to 3:1, not 4:1.

Option 40: Halve the combat factors of *nationalist* Chinese land units that are attacking.

Option 41: This option allows for fractional odds. Round to a whole number in favour of the defender, then work out how far to the next odds ratio you are. Round this in favour of the defender to the next 10%. Roll a die just before rolling the combat die (you could roll it with the combat die if you want), to see if you find the result on the lower odds or the higher odds. If you roll the percentage or less, you resolve it on the next higher odds, otherwise on the lower odds.

Example 1: 12:7 rounds to 3:2. But you have a spare 1.5 factors. This is 42.9% of the way to 2:1 (i.e. 1.5/3.5). So you get a 40% chance (i.e. a roll of 1-4) of resolving the combat at 2:1.

Example 2: 35:6 is 5.83:1 which rounds down to 5:1 but with an 80% chance of resolving the combat at 6:1.

Reduce the ratio for the effects of jungle (see 11.16.1) and weather (see 8.2.7).

Rolling dice

The attacker now rolls a die. Add 1 to the roll for each *face-down* land unit defending in the hex. Subtract 1 from the roll for each odds level below 1:2.

Example: The odds are 1:5 but both defending units are face-down. You add 2 for the face-down units but subtract 3 for the odds levels. The net modifier is '-1'.

Option 42: Subtract 1 from the dice for each attacking *major power* providing combat factors to the attack except the first (e.g. if Commonwealth land units are attacking with French shore bombardment and US ground support, subtract 2 from the die-roll).

AfA option 10: Subtract 1 from the roll if the only land units attacking are territorials. Add 1 to the roll if the only land units defending are territorials (see 22.4.5).

Option 43: Each player rolls a die and applies the same modifiers. The result only determines the consequences for your opponent. The result you suffer, comes from your opponent's roll.

Example: It is a 3:1 assault combat. Boris is attacking Maria's face-down INF unit and rolls a 3. This becomes a 4 (due to the face-down defender) and the result is '2/1' (see below). Boris ignores the 2 on the attacker's side of the result. The 1 on the defender's side destroys Maria's unit. Maria rolls a 1. It becomes a 2 (because her unit is face-down) The result is '1/-'. Maria ignores the '-' on her side of the result. Boris loses 1 unit.

Results

Cross-reference the (modified) roll with the final odds column. For odds less than 1-2, use the 1-2 column. For final odds of more than 7-1 (blitzkrieg) or 10-1 (assault), use the right-most column.

The result is expressed as 'X/Y'. If X is a number, destroy that number of attacking land units. If Y is a number, destroy that number of defending land units. The owning player always chooses losses in a land combat.

Retreats

If the result includes an 'R', the *attacker* retreats all surviving defending land units 1 hex (even if face-down).

You retreat units individually and you can retreat them into different hexes.

You can't retreat a unit into a hex it couldn't move into.

If a unit could retreat into several hexes, you must retreat it according to these priorities:
1. a hex not in an enemy ZOC and not causing over-stacking.
2. a hex not in enemy ZOC and causing over-stacking.
3. a hex in an enemy ZOC *but containing a friendly land unit* and not causing over stacking.
4. a hex in enemy ZOC *but containing a friendly land unit* and causing over stacking.

Destroy a unit if it can't retreat under any of these priorities.

If the unit ends in a hex which is still to be attacked, or where it is overstacked, continue retreating the unit according to the same priorities (or destroy it if this is not possible).

Shatter

If the result includes an 'S' (shatter) or a 'B' (breakthrough), put each surviving defending land unit on the production circle if they could have retreated. These units will arrive as reinforcements next turn. Destroy any units that could not have retreated.

The *attacker* can choose to treat an 'S' or a 'B' result as a retreat result ('R') instead. You decide this *after* you get the result (but before the next combat).

Advancing after combat

If the combat leaves the target hex empty of enemy land units (**MiF option 6:** except supply units), you can advance any of your attacking units into the hex. Defending units can never advance.

Turn an advancing unit face-down if the terrain cost of the hex exceeds the unit's movement allowance.

If the result included a 'B', you may be able to advance some attacking units a second hex (unless you converted the 'B' into an 'R' result).

The first hex of the advance must be the defending hex. If the defending hex only cost 1 movement point (modified for weather), you can advance each attacking HQ-A, ARM and MECH unit a second hex. You can also advance MOT and CAV units a second hex *if they start and end* the advance stacked with the same HQ-A, ARM or MECH unit. Turn an advancing unit face-down if the cost of the second hex is 2 or more movement points.

  AsA/MiF option 2: MOT and CAV *corps/armies* can't advance a second hex if only stacked with a MECH or ARM *division*.

You *can* conduct an overrun in the second hex.

Ignore all enemy ZOCs (but not enemy land units) in an advance after combat.

Example:

Heinz attacked some Soviets in a clear hex on a European map. Hex A was emptied by a 'B' result. Heinz advances his 6-4 INF into hex A. He advances the 7-6 MECH into hex A and then on into hex B. It ignores the ZOC of the CAV unit in hex C.

He also advances his 8-6 ARM 2 hexes, this time to hex C. The 7-5 MOT accompanies it, and together they overrun the CAV there. The advance into hex A costs 1 MP but hex C costs 2 movement points (1 for clear terrain, doubled for the overrun). Therefore, Heinz has to turn the ARM and MOT face-down. The MECH stays face-up because hex B only cost it 1 movement point.

Facing

Turn all attacking units face-down after the combat *unless the result was asterisked.*

Turn all the defending units face-down if they retreated or if they took *more* losses than the attacker.

Combat example

In snow, 17 factors of Japanese land units attack 7 Soviet factors in Nikolayevsk across a river. A successful ground strike earlier in the impulse turned the Soviet MIL face-down. They are being kept in supply by the Soviet ship in the 1 section of the sea box.

The Japanese have 8.5 factors after halving for the river.

Three SCS with modified shore bombardment factors of 5, 4 and 2 are also available to Kasigi. He chooses to use only the first two ships. Of their 9 shore bombardment factors, only 8.5 can be included. These 2 SCS are turned face-down so can't be used for shore bombardment for the rest of the turn. The remaining SCS is still available for shore bombardment.

Three bombers with printed tactical factors of 3, 2 and 2 are also available to the Japanese. Their total halves to 3.5 because of the snow. The attack factors are thus 8.5+8.5+3.5=20.5. This rounds to 21. The odds ratio is 21:7 or 3:1. This reduces to 3:2 for the snow.

The attacker and defender only have one MECH unit in the combat each, so Boris has choice of combat table. Trying to save his MECH, Boris picks the blitzkrieg table. The die roll is a 10, adding 1 because of the face-down defending unit, giving a modified 11. This is a result of '*/1B' in the 3:2 column. Boris destroys his MIL and moves the MECH (which could have retreated) onto the production circle to arrive next game turn.

Kasigi takes no losses and, as the result was asterisked, his land units stay face-up. Therefore, they can continue moving and fighting in future impulses. The MECH unit can't advance two hexes (even though it was a breakthrough result) because the first hex costs 2 movement points (all hexes on the Pacific maps cost at least 2 points). He advances them into Nikolayevsk where they stop.

Boris smiles - he made the right decision. If he'd picked the assault table, he'd have lost his MECH too. Kasigi smiles too - that idiot Boris. If he'd picked the assault table, the Japanese units would've been turned face-down. Now they will be able to destroy the face down ARM unit next impulse (after the Imperial navy has despatched the Soviet cruiser, of course).

11.17 Aircraft rebases

You use rebase missions to move aircraft units from place to place.

To fly a rebase mission, simply move the rebasing aircraft up to *double* its printed range to any friendly controlled hex. You can rebase bombers with extended range up to *quadruple* their printed range.

> **Option 44:** An aircraft can rebase up to *triple* its printed range (or 6 times its printed range if it has extended range), if it only flies over friendly controlled hexes, and sea-dots in sea areas that don't contain an enemy aircraft, undamaged CV with carrier plane, or SCS unit.

Aircraft units flying a rebase mission can't be intercepted.

Rebasing units *stay face-up* after completing their mission.

Aircraft units on a TRS at sea can 'fly' a rebase mission into any friendly controlled coastal hex in the sea area and end their rebase there. This represents unloading aircraft in shallow coastal waters and short stay visits to port.

11.18 Reorganisation

In the reorganisation step, you can turn some face-down units face-up. This will permit them to move and attack again in later impulses of the turn.

11.18.1 Air supply

An air supply mission allows you to turn a unit face-up by flying an ATR to its hex.

> **Option 35:** Any aircraft with a white range circle can fly an air supply mission, even if it is not an ATR.

To fly air supply:
1. your opponent flies combat air patrol to potential target hexes;
2. you fly all your selected ATRs and escorting fighters to the target hexes;
3. your opponent flies intercepting fighters to the target hexes;
4. you fly intercepting fighters to the target hexes;
5. fight any air-to-air combats;
6. **AsA option 3:** surviving bombers suffer anti-aircraft fire from AA units (see 22.4.2);
7. surviving ATRs provide air supply;
8. return all remaining aircraft to base and turn them face-down.

Air supply

Each surviving ATR gives you 1 reorganisation point you can use to turn over units in the target hex.

> **Option 36:** 'Large' ATRs give you 2 reorganisation points if the ATR has *not* flown over half its range to that hex.

11.18.2 HQ reorganisation

A *face-up* HQ can reorganise units in the HQ's zone of control. Supply and enemy ZOCs don't affect reorganisation.

An HQ has as many reorganisation points as its reorganisation value.

Turn the HQ face-down after it reorganises.

11.18.3 TRS supply

A *face-up* TRS at sea has 1 reorganisation point it can use for units on a coastal hex in the sea area. The TRS can't be carrying any cargo.

Turn the TRS face-down after it reorganises.

11.18.4 Reorganising

You can only reorganise a unit that started the step face-down. This means you can't reorganise an ATR that flew an air supply mission in this step.

In an *air action*, it costs 1 reorganisation point to reorganise an aircraft unit. It costs 2 points to reorganise any other unit type.

In a *naval action*, it costs 1 reorganisation point to reorganise a naval unit or a carrier plane on a CV. It costs 2 points to reorganise any other unit type.

> **SiF option 9:** If you reorganise a CV, you can always reorganise its carrier plane free.

In a *land action*, it costs 1 reorganisation point to reorganise a land unit. It costs 2 points to reorganise any other unit type.

In a *combined action*, it costs 2 reorganisation points to reorganise each unit.

You can *never* reorganise an HQ (except during final reorganisation ~ see 13.5).

You can never reorganise aircraft or naval units at sea - they must be in a hex (exception: Offensive chits in a naval action ~ see 16.2).

You can reorganise units using reorganisation points from units of co-operating major powers and minor countries. However, you double the reorganisation cost of a unit if *any* reorganisation point came from a co-operating major power or minor country.

Option 36: If you are playing with large ATRs, you need 2 reorganisation points to reorganise a large ATR in an air or combined action, 4 in any other action type.

Variable reorganisation cost (option 45)

Double the cost to reorganise a LND, NAV or ATR that has a production time of 3 or more turns (large ATRs don't cost any more if you are playing with Option 36).

Double the reorganisation cost for ARM and MECH units unless at least 1 of the reorganisation points comes from an HQ-A.

Doublings are cumulative. For example, it would cost you 8 reorganisation points to reorganise a Rumanian ARM in an air action with German reorganisation points (if none of them come from an HQ-A).

12. Last impulse test

After you have finished your impulse, roll a die.

If every major power on your side (neutral and active) chose a pass action, subtract 2 from your die roll. You only subtract 1 if you are playing a 1 or 2 map game.

If every major power on your side chose a pass action, except one, subtract 1 from your die roll to end impulses. This does not apply to 1 or 2-map games.

If the modified die roll is less than or equal to the current impulse end number on the impulse track, impulses are over and you go on to the end-of-turn stage.

If not, advance the impulse marker the number of spaces determined by current weather ~ see 8.2.8 (unless the impulse marker is already in the last box). Your opponents now have their impulse. If they are the second side, they repeat stage D2 of the sequence of play (see 3.1), If they are the first side, they repeat stages D1 & D2 of the sequence of play.

If impulses end and your side had *both* the first and last impulse in the turn, move the initiative marker 1 space towards your opponent's end of the initiative track.

Example: *The initiative marker is in the Axis '+1' space. The Axis went first in the turn. After their 3rd impulse, they have to roll a 3 or less to end the action stage. They roll a '2'. You move the impulse marker to the '0' space because the Axis has taken the first and last impulses in the turn.*

13. End of Turn Stage

The end of turn stage involves a little bit of tidying up before you start the next turn. More importantly, this is the stage where you build more units as reinforcements for later turns.

When you have completed this stage, the turn is over and you can proceed to the next turn.

13.1 Partisans (option 46)

Partisans are units that appear in countries you have conquered (and in some you are still fighting). Some countries can have partisans no matter who controls them.

Partisans can attack, block movement and occupy hexes.

Getting partisans

At the start of this step, roll a die and locate the result on the partisan table. This will specify 8 countries eligible for partisan activity in the turn.

Each of those countries named on the chart on a green background is eligible if it has been conquered or if any of its hexes contains an enemy unit. **Note:** "France" means Occupied France after a Vichy government has been installed (see 17.1).

Each country named in bold italics on a red background is eligible if it is controlled by *any active* major power.

Roll another die for each eligible country and compare it to that country's partisan number (in the fist symbol on the map). If the country was neutral at any time in the calendar year, halve its partisan number.

You put a partisan unit in the country if the result is less than or equal to that country's (modified) partisan number. If it is at least 11 less, place 2 partisan units in the country. If it is at least 21 less, place 3 partisan units in the country. If the roll exceeds the partisan number, there is no effect.

There are some modifiers to the die roll:
- -1 for each partisan unit already in the country; and
- + the total garrison value in the country.

Each unit's garrison value is:

any division (**AsA/MiF option 2**):	0.5
other HQ-A, ARM, MECH, MTN or SS unit:	2
carrier plane unit (**SiF option 9**):	0
other land or aircraft unit:	1

A unit has a garrison value only if it is face-up and not in the ZOC of an enemy unit. The unit must also be on the opposite side to the major power that will control the partisan.

Note that, unlike neutrality pact garrison values, anti-partisan garrison values are *never* doubled, halved, or modified by entry chits.

Setting up partisans

Set up partisans by drawing them randomly from the force pool. You draw them, and set them up, for each country in the order (left to right) shown on the table. If no partisans are left in the force pools, you can choose to remove *any* partisan from the map (even if only just set up).

The controlling major power can place a partisan unit in any enemy controlled hex in its country that is not in an enemy ZOC. If there are no such hexes, put the partisan back into the force pool.

Controlling partisans

Partisans in 'green' countries are controlled by the major power that controlled their country before it was conquered (or still control it if it isn't yet conquered). Partisans in China are always communist Chinese units. French partisans are controlled by the Free French unless it is completely conquered, after which they are controlled by the Soviets.

Partisans in 'red' countries are controlled by the nearest major power currently at war with the major power that controls the country. The nearest is the major power whose capital city is closest to the minor's capital city. If no major powers are at war with the controlling major power, then the nearest major power on the other side runs the partisans.

Example: *In Nov/Dec, Heinz has a German INF, a NAV and a face-down FTR in Greece which he attacked and conquered in Mar/Apr. There is already a partisan unit in Greece. The partisan roll is a 6, so Greece is eligible for partisan activity. The German garrison value is 2 (1+1). The FTR has no value because it is face-down. The partisan number for Greece is 6. This halves to 3 because it is the same calendar year that Greece was attacked. So, to get a partisan, Jeremy has to roll less than or equal to 3. He adds 2 to the roll for the Axis garrison value. He subtracts 1 because of the partisan unit there. The net modifier is +1, so Jeremy has to roll a 1 or 2 to succeed.*

Partisan effects

Partisans don't control hexes. However, they can interrupt the benefits of controlling a hex they occupy. If a partisan is in a hex:
- enemy major powers can't move units, factories or resources into the hex (except by overrun ~ see 11.11.6); and
- enemy major powers can't use any resources or factories in the hex; and
- enemy major powers can't trace supply into the hex; and
- units of the partisan's nationality (only) can debark, or paradrop, into the hex without having to fight a notional unit; and
- enemy aircraft and naval units in the hex are overrun (see 11.11.6).

Partisan units are always in supply.

They only have a ZOC in the hex they occupy.

They can never leave their home country.

Partisans only co-operate with other units from their own country.

Add 1 to each partisan unit's combat factors if it is *defending* in a forest or jungle hex.

13.2   Entry chits

In this step, major powers with neutrality pacts can pick an entry chit (the side with the initiative choosing first). Entry chits either increase your offensive garrison values, to see if you can break a neutrality pact, or increase your defensive garrison values, to resist a pact being broken. Germany can pick 2 chits and any other major power in a pact can pick 1. Japan can only pick a chit if she did not pick 1 last turn.

You put the chits on your border with the major power you have the neutrality pact with. You may then look at the chit.

If you have more than one neutrality pact, you have to choose which border to put your chit on.

Before you place it, you must decide whether the chit will be offensive or defensive. If you place it as an offensive chit, place it with its number face-down. If you place it as a defensive chit, place it with its number face-up.

After you place your chit(s), you may either:
- move 1 chit from one border to another; or
- turn over 1 chit (converting it from offensive to defensive or vice versa).

Example: *The USSR has pacts with Germany and Japan. Boris places 1 chit face-up on the German border. He then moves a face-down chit from the Japanese border to the German border. It will require another turn for Boris to turn that chit face-up so that it can play a part in defending Russia against the German hordes.*

You can always look at your own offensive chits but can't show them to anyone else (even on your own side).

If you run out of chits, add the next available year's chits to the pool. When these are all used, every major power randomly returns half its offensive and half its defensive chits to the force pool. Record the value of the chits you return and show them to the other players to verify their value. The recorded values still modify your garrison values. If you want to turn over a chit but have none left on-map, you can turn over one of those you removed. Randomly draw a chit from the pool - show the other players that it doesn't exceed your recorded total, then put it on the map. If it exceeds your recorded total, you can't turn over a chit after all - put it back into the pool.

There are some new chits to add to the chit pool at the start of each year.

13.3   US entry

The US will begin some scenarios as a neutral major power. Although not involved in a neutrality pact, the USA still requires entry chits to be able to go to war.

Its progress towards war is governed by the number of chits it has in 4 pools, the US entry pools and the US tension pools. By manipulating the chits in these pools, the US will be able to go to war with the Axis powers once it has judiciously applied pressure to control war-like Axis tendencies.

There are 2 US entry pools and 2 US tension pools - a Japan version, and a Germany/Italy version, of each.

The sequence in this step is:
1.   randomly choose your entry chit;
2.   choose an entry option if you wish;
3.   choose a 2nd entry option if the 1st didn't add a chit to a tension pool.

The scenario set up (see 23.) tells you how many chits start in each pool.

13.3.1 Entry chits

The US entry level is changed by the entry chits you draw. You will have an entry level against Japan and another against Germany and Italy. This is explained in 9.4.

Only you will know your entry levels, although your opponents will make guesses based on the entry options you choose and may learn some information from intelligence operations (**option 63:** see 22.1).

You can look at your own chits after you have committed them to a particular entry pool but you can't show them to anyone else (even on your own side).

Regular entry chits

Each turn randomly choose 1 entry chit from the common chit pool. From January/ February 1942 onwards, draw an extra chit. You can put these chits into either the Japan entry pool and/or the Germany/Italy entry pool (your choice).

Some US entry actions give the US an extra chit draw. These are noted on the US entry actions chart. Draw one extra chit a turn for each of these that applies. The extra chit must go into the entry pool marked for that action (e.g. the extra chit for the Axis conquering the United Kingdom must go into the Germany/Italy pool).

Once you are at war with Germany, Japan *and* Italy, you stop drawing chits because entry levels will no longer be relevant. Return all the chits in the US entry and tension pools to the force pool.

Action entry chits

You will also add entry chits during a turn if major powers take certain actions (see 13.3.3).

13.3.2 US entry options

The US entry options chart lists political choices available to you. You may choose 1 or 2 entry options every turn. You do not have to choose any if you don't want to.

If you want to choose an entry option, you must be at a high enough entry level to pick it. The entry level is marked on the left hand side of the entry options.

Most entry options are aimed at either Japan or Germany/Italy. This is marked in parentheses after the entry option. 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, 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.

Also to the right of the entry option, will be a number in parentheses. This is the tension cost of that entry option. For each 10 tension points the entry option costs, randomly choose a chit from a US entry pool and move it to the corresponding tension pool. If there are any remaining tension points, roll a die. If the roll is less than or equal to the remaining points, move another random chit from an entry pool to the tension pool.

If the entry option is aimed at a particular major power, you must move a chit from its entry pool to its tension pool. If there are no chits in the entry pool, the USA can *never* declare war on that pool's major power(s).

If the entry option is not aimed at any particular major power, you must move a randomly chosen chit from an entry pool of your choice to any tension pool.

Example: Jay has an entry level against Germany of 21 and 23 against Japan. He decides to make a gift of destroyers to the Commonwealth, which only requires an entry level of 20. He shows that he has a level of 20 against both Germany/ Italy and against Japan. The entry option has a tension point cost of 6, so he rolls a die and gets a 2. He must move an entry pool chit to a tension pool. Because the entry option is not aimed at a particular major power, Jay could move a chit from the Germany/ Italy entry pool to either tension pool. Instead, he decides instead to move one from the Japan entry pool to the Germany/ Italy tension pool.

If you have relocated a sufficient fleet to Pearl Harbor (see entry option 31) *and the entry option is aimed at Japan*, you can increase or decrease the tension cost by up to 3 *before* rolling the die.

Example: Jay picks entry option 11 - Resources to China. This has a tension cost of 4. Because the entry option is aimed at Japan and because there is a sufficient US fleet in Pearl Harbor, Jay can modify that tension cost by up to 3 before rolling. So, he could increase it to a maximum of 7 or decrease it to 1. Jay (strangely) chooses to increase the tension cost to 5, then rolls his die.

If your first entry option didn't cause you to move any chits to a tension pool, you can choose a 2nd entry option, in the same manner as the first choice. You can't make a 3rd choice.

You can only choose each entry option once. Record the entry options you choose on your builds chart.

When the US goes to war with a major power, you are treated as having chosen every unchosen entry option aimed at that major power. You still roll for each of these options but don't have to move a chit to the tension pool when called for unless you so desire (except for your declaration of war ~ see 9.4). You do this on a case by case basis.

When the US is at war with *every* unconquered Axis major power, you are treated as having chosen every entry option (except US entry option 53).

The entry options

The US entry options are:
1. **Chinese build aircraft** - You must choose this entry option before China can build any aircraft unit.
4. **Intern French CV** - You can only choose this entry option if the French CV "Bearn" is on the map and Paris is Allied controlled.
    You can either:
    - remove the French CV from the game and put a random US TRS from the force pool on to the production circle to arrive as a reinforcement next turn; or
    - put the French CV in the construction pool. It is a US unit for the rest of the game.
8. **Occupy Greenland & Iceland** - You can declare control of Greenland and Iceland during any future Allied declaration of war step. When you do, move any other Allied units in Greenland or Iceland to the nearest hex their major power controls. You can only choose this entry option if an Axis major power has declared war on Denmark *and* no Axis land unit is in Greenland or Iceland.
11. **Resources to China** - Allied major powers can't give resources to China until you choose this entry option. In future turns, each major power can give up to 5 resources a turn (no limit once that major power is at war with Japan). The US can use its convoy points to transport resources to China from the USA.
    Choosing this entry option opens the Burma road. It then counts as a railway for moving resources and build points (only) into China (not out). The scenario information (see 23.) will tell you whether the Burma Road starts the game open or closed.
13. **US east coast escorts** - Once you choose this entry option, up to 5 US CVs or SCS (you choose which and there is no limit after the US is at war with Germany or Italy) in the 0 section of the US East Coast sea area, can take part in any combat round in which Allied convoys are included, even though you remain neutral. There is no US entry effect for fighting.
15. **Freeze Japanese assets** - The US only convoys 3 resources to Japan per turn instead of 4. This takes effect from this step. Two of the resources must still be oil resources. Japan no longer needs to supply the USA with a build point.
18. **Resources to western Allies** - The US can give resources to the Commonwealth and France (up to 5 each a turn and 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.

20. **Gift of destroyers to CW** - The next 10 SCS the Commonwealth starts, completes or repairs cost 1 less build point each. An SCS that is started and completed would count as 2 of the 10 SCSs.

22. **Lend lease to China (option 16)** - Each Allied major power can give up to 5 build points a turn to China (see 13.6.4). The US can use its convoy points to transport build points to China from the USA. This entry option can only be chosen if you have already chosen entry option 11.

23. **Resources to USSR** - The US can give up to 5 resources a turn to the USSR in future turns (no limit once the US is at war with Germany). You can only choose this option if the USSR and Germany are at war. US convoy points *can't* be used to transport these resources while the US is a neutral major power.

25. **Embargo on strategic materials** - This entry option can only be chosen if you have already chosen entry option 15. The US only needs to supply Japan with 2 resources a turn in this and later turns. Both must be oil resources.

27. **Re-open Burma Road** - If the Burma Road was closed by political pressure (not military control), it is re-opened when you choose this entry option.

28. **Gear up production** - The US production multiple increases by 0.25.

30. **Repair western Allies' ships** - After you choose this entry option, the US can repair Commonwealth and French naval units. The repairs count against US gearing limits.

31. **Relocate Pacific fleet to Pearl Harbor** - It is harder to declare war on Japan if you haven't chosen this entry option. Until you choose it, the only naval units that may base at Honolulu or Pago Pago are TRSs. After you have chosen it, any US naval unit can base there.
   To avoid the +2 modifier for declaring war on Japan, you need a fleet of at least 2 CV and 4 BB units (owner's choice) in Honolulu when you attempt to declare war.
   If you have that 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 2 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 to western Allies (option 16)** - The US can give up to 5 build points a turn to each of the Commonwealth and France in future turns (see 13.6.4). You can only choose this option if you have already chosen entry option 18. US convoy points *can't* be used to transport these build points while the US is a neutral major power.

35. **Start strategic bomber production** - The US can't produce 4-turn LNDs until this entry option is chosen.

36. **North Atlantic escorts** - Once you choose this entry option, up to 5 US CVs or SCS (you choose which and there is no limit after the US is at war with Germany or Italy) in the 0 section of the North Atlantic sea area, can take part in any combat round in which Allied convoys are included, even though you remain neutral. There is no US entry effect for fighting. You can't choose this entry option unless you have already chosen entry option 13.

38. **Lend lease to USSR (option 16)** - The US can give up to 5 build points a turn to the USSR in future turns (see 13.6.4). You can only choose this option if you have already chosen entry option 23. US convoy points *can't* be used to transport these build points while the US is a neutral major power.

39. **Close Panama Canal** - Naval units can now only move through the Panama Canal with US permission (until they are at war with the US *and* they control Central America).

41. **Oil embargo** - This entry option can only be chosen if you have already chosen entry option 25. Japan no longer receives any resources from the US or from the Netherlands East Indies. You need no longer maintain a convoy chain to Japan.

43. **Pass War Appropriations Bill** - The US production multiple increases by 0.25. You can only choose this option if you chose entry option 28 *in a previous turn*.

45. **CW reinforces the Pacific** - Allied land and aircraft units can't enter Hong Kong or any CW controlled territory on the Pacific map until:
   • you have chosen this option; or
   • Japan is at war with the Commonwealth; or
   • an Axis land unit has entered Hong Kong or any CW Pacific map territory.
   Thereafter, there is no restriction.

47. **Arm merchantmen** - Once you choose this entry option, up to 5 US CVs or SCS (you choose which and there is no limit after the US is at war with Germany or Italy) in the 0 section of *any* sea area, can take part in any combat round in which Allied convoys are included, even though you remain neutral. There is no US entry effect for fighting. You can't choose this entry option unless you have already chosen entry option 36.

48. **US reinforces Guam** - Allied land and aircraft units can't enter Guam until either you have chosen this option or an Axis land unit has entered Guam or the Marshalls (see 13.3.3) first. Thereafter, there is no restriction.

50. **US reinforces the Philippines** - You can't move Allied land and aircraft units to the Philippines until either you have chosen this option or an Axis land unit has entered the Philippines. Thereafter, there is no restriction.

51. **CW reinforces the Netherlands East Indies** - You can't move Allied land and aircraft units to the Netherlands East Indies until:
   • you have chosen this option; or
   • Japan is at war with the Commonwealth; or

- an Axis land unit has entered the Netherlands East Indies.

Thereafter, there is no restriction.

You can only choose this entry option after you have chosen entry option 41 *and* Germany or Italy have declared war on the Netherlands.

The Netherlands East Indies is a minor country consisting of all the 1939 NEI-controlled hexes in the Bay of Bengal, Bismark Sea, East Indian Ocean, South China Sea and Timor Sea. Its capital is Batavia.

53. **US occupies Northern Ireland** - You can declare control of Northern Ireland during any future Allied declaration of war step that the Commonwealth controls every hex in Northern Ireland and *provided* the Commonwealth agrees. Northern Ireland becomes US controlled. Move any other Allied units there to the nearest hex their major power controls. From now on, the US may use the Belfast factory and Belfast becomes a primary supply source for the US.

54. **US may declare war on any minor country or territory** - The US can declare war on any minor country or territory.

55. **Unrestricted naval warfare** - US naval and aircraft units at sea can freely attack, and be attacked by, any Axis naval and aircraft units. You still can't port attack, shore bombard, ground strike, strategically bombard, carpet bomb, or fly ground support.

You can escort Allied convoys in any sea area with any number of SCS or CVs.

You can now move any number of ships together as 1 naval move, instead of counting each ship as a naval move.

You can only choose this entry option if you have already chosen entry option 47.

13.3.3 US entry actions

Actions both sides take before the US is at war with every Axis major power can hasten or delay its entry.

When a major power takes any action specified on the US entry actions chart, you should check the US entry cost of that action. If the cost is positive, you may have to randomly choose one or more chits from the common chit pool and put it in one of your entry pools. If the cost is negative, you may have to randomly choose one or more chits from an entry pool and return it to the common chit pool.

If the action is committed by a particular Axis major power, put the chit into its entry pool. If the action is committed against a particular Axis major power (the action on the chart will be followed by "(Ja)" or "(Ge/It)"), remove a chit from that entry pool. In other cases, the US player can choose either entry pool.

For every 10 US entry points the action costs, randomly select 1 chit. If there are any remaining points, roll a die. If the roll is less than or equal to the remaining points, select another chit.

Example: Japan occupies Indo-China. This has a US entry cost of 12. So, you add 1 chit from the common chit pool to the Japan entry pool. Roll a die and compare it to the remaining 2 points. If you roll a 1 or 2, you put a further chit into the Japan entry pool.

You can only pick chits for each action once, regardless of the number of times that the action occurs, unless the chart notes otherwise.

If the US can't take a chit from an entry chit pool when required, it can *never* declare war on that pool's major power(s).

Once the US is at war with Japan, action 6 - Japan forces closure of Burma Road - ceases to have an effect if it has already been chosen.

The entry actions

The actions on the chart are mostly self explanatory. Those that aren't are:

1. **Japan occupies Indo-China** - Japan aligns with French Indo-China but only if it is a Vichy territory (see 17.2) and there are no Allied units in Indo-China. Japan does this simply by announcing the occupation during an Axis declaration of war step.

   Move any Vichy units in French Indo-China to the Free French force pool.

   All hexes in French Indo-China immediately become Japanese controlled.

3. **Japan militarises Marshalls** - this occurs as soon as Japan moves the first unit into any *hex* on the border of the Marshalls sea area.

5. **Japan occupies Madagascar** - Japan aligns with Madagascar but only if it is a Vichy territory (see 17.2) and there are no Allied units in Madagascar. Japan does this simply by announcing the occupation during an Axis declaration of war step. Japan must have aligned with French Indo-China (see entry action 1) in a previous *turn*.

   Move any Vichy units in Madagascar to the Free French force pool.

   All hexes in Madagascar immediately become Japanese controlled.

6. **Japan forces closure of Burma Road** - the Burma Road is a way the Allies can transport resources (see 13.3.2, entry option 11) and build points (entry option 22) to China. The Axis can close it by physical occupation but Japan can also close it by diplomatic pressure on the Commonwealth.

If Japan does this, an Allied major power can't transport resources or build points to China via the Burma Road or French Indo-China until it is at war with Japan or the USA chooses entry option 27. China can still use the road to transport its own resources.

You only have to roll a die for diplomatic closure of the Burma Road, not for physical closure.

10. **Japan occupies Chinese city:** - each time a Japanese controlled land unit occupies a Chinese controlled city in China, there is the possibility of an outrage like the rape of Nanking occurring, an atrocity that the USA public finds out about.

15. **Axis invades the United Kingdom** - the Axis has invaded the UK as soon as any Axis land unit occupies any hex of the United Kingdom at the end of any Axis land combat step.

19 & 30. **Minor declared in the war** - this occurs when the minor country aligns with a major power (see 9.8). A minor that joins a side because a major power declares war on it doesn't count.

20, 31 & 32 **Major Power declares war on minor** - roll once for each major power declaring war on this minor this impulse.

21. **Allies support attacked minor** - the Allies have supported an attacked minor country if there are at least 4 Allied corps or armies in the minor's *unconquered* home country during the Allied minor support step of the same turn an Axis major power declared war on it. Soviet units in east Poland don't count and neither do the minor's own units.

26. **USSR controls east Poland** - this action is explained in 19.5.1.

27. **USSR controls Nazi-Soviet Pact areas** - this action is explained in 19.5.2. The Nazi-Soviet Pact areas are Estonia, Latvia and Lithuania.

34, 35 & 36. **Search and seizure** - these actions are rolled for each time they occur. They are explained in 13.6.1

13.4   Return to base

Units at sea can return to base during this step. If they do, they will be available to sail again in the next turn. Those that stay at sea will only be able to stay where they are next turn or sail back to a port.

You return units to base, both after aborting from a combat and during this step, just like a reverse move. Units aborting because of a combat result must return to the nearest port they can stack at (see 11.5.8).

Each unit returning to base is limited by its movement allowance (reduced for the sea-box section it is occupying) and by its range.

A unit *must* return to base during this step if it is:
• any unit (except convoy points) of a *neutral* major power; or
• a TRS with a cargo on board; or
• any unit (except convoy points) in the 0 section.

Any other of your units can return to base if you like. Convoy points can stay at sea even if they are in the 0 section. If they do return to base, they won't be able to convoy resources in the production step of this turn.

Both sides (side with initiative first) must decide which units to return to base and which to keep at sea.

If you decide to keep a unit at sea, you must immediately move it into the next lower section of the sea-box. If you decide to return it to base, move it into the surrounding sea area but, for reference, keep it next to the sea-box section it came from.

After both sides make these decisions, units return to base. They can be intercepted (see 11.4.6) but only by units staying at sea. Only the intercepted units, units staying at sea and aircraft that fly naval interception, can take part in an interception combat.

If intercepted, you must attempt to fight through from the '0' box.

What if you can't return to base?

Destroy any unit that has no base to return to. It makes no difference if a unit couldn't return to base because it was out of range or was blocked by naval movement restrictions (see 11.4.4 and 8.2.10).

Destroy any unit at sea that couldn't have returned to base (even if it could stay at sea).

13.4.1 Naval unit rebasing

A *neutral* naval unit can only return to a port controlled by its country or by its controlling major power. In the case of a neutral major power unit, you may also return to base to a minor country port controlled by that major power.

Subject to foreign troop commitments (see 18.2), a naval unit of an *active* major power (or a minor aligned to an active major power) can return to *any* port controlled by an active major power (or by a minor aligned to an active major power) on its side.

Turn naval units (but not their cargoes) face-down when they return to base during this step.

13.4.2 Aircraft rebasing

To return an aircraft unit at sea to base, put it into any hex-dot in the sea area and then fly it from there to any hex it can base at (remembering to reduce its range by the cumulative number of the sea-box section it came from ~ see 11.3). Unlike a rebase mission, you don't double the range of an aircraft unit when returning it to base.

13.5   Final reorganisation step

Turn all face-down units face-up (including units that have stayed at sea and units that are out of supply).

Option 47: You can only turn a unit face-up if it can trace a path to a primary supply source for that unit.

You trace the path in the same way as a *basic* supply path, including via overseas supply paths, (see 2.4.2) *except* that it can be of *any length*.

13.5.1 Oil (AfA option 48)

If you are playing with this option, you only automatically turn units face-up during the final reorganisation step if they are *not* oil dependent. To flip oil dependent units, you must spend oil resources.

Oil dependent units are shown on the Unit costs chart (see 27).

You can only use your own oil to flip your units face-up. Even oil controlled by co-operating major powers can't help. However, communist and nationalist Chinese can use each other's oil.

You do not have to transport the oil anywhere. But you must be able to trace a path from the unit to the oil resource. This path is exactly like a basic supply path (including via overseas) (see 2.4.2) *except* that it can be of any length.

No more than 5 units can trace a path to the same oil resource.

Work out how many oil dependent units you want to flip face-up. Each HQ-I counts as 2 units and each HQ-A counts as 3. Divide the total by 5. This is the minimum number of oil resources (whether from the current turn or saved) that you must spend. This means that you can turn 2 units face-up for nothing (because 0.4 rounds to zero).

If 3 or more units trace a path to the same oil resource, you must spend that resource. This may mean that you will have to spend more oil resources than the minimum number.

Example: You have only 2 oil resources and 6 face-down oil dependent units. You will have to spend a minimum of 1 oil resource to flip them face-up because 6/5 = 1.2, which rounds to 1. You will only have to spend the minimum if 4 or 5 of the units can trace a path to the same resource. But suppose that 3 units can only trace to 1 of the resources and the other 3 can only trace to the second resource. In that case, you would have to spend both resources to flip all 6 units face-up.

AsA/MiF option 2: If you are playing with divisions, each oil dependent division you turn face-up counts as half a unit.

SiF option 9: If you are playing with **Ships in Flames,** each naval unit and carrier plane you turn face-up counts as half a unit and each convoy point counts as a quarter of a unit.

If you are playing with **Planes in Flames,** each aircraft unit that takes 2 turns to build counts as half a unit.

Saved oil resources (AfA option 31)

You can save oil resources you used neither in production nor to reorganise units. A major power can only do that if the oil was transported to a city or major port it controls. Put oil resource markers on that city or port to indicate how many oil resources you are saving there.

You transport oil like any other resource (see 13.6.1) except that you can transport it to cities and major ports that are not factories. Of course, it still has to get to a factory to be used for production.

You can save 4 oil resources in each city or major port.

You *can't* save other resources.

You can use saved oil resources either to reorganise units or as resources for production. Treat them exactly like printed oil resources.

Neutral major powers can only save half their unused oil (including their previously saved oil).

Example: In Jan/Feb 1940, Jay's neutral USA has 1 unused oil resource that he saved from the previous turn and 4 unused resources from his printed oil resources. Only 3 of these can be saved (i.e. half of 5, rounding to 3), so Jay puts a '3' oil marker in Los Angeles and removes the 1 marker saved from the previous turn.

If one of your land units enters a hex containing saved enemy oil resources, they become your oil resources.

Saved oil resources can be destroyed by strategic bombardment (see 11.7). They are lost after you lose production points but before you lose saved build points (see 13.6.8).

13.6   Production

Production allows you to build new units and to repair damaged naval units. How much you can build depends on the resources and factories your major power controls.

Each factory that receives a resource makes *one production point*. You multiply this by your production multiple to give you build points. Build points are what you spend to buy new units.

13.6.1 Resources

Resources are printed on the map. The total resources in each country are recorded on the factory and resources table.

There are two types of resources - general resources and oil resources. Oil and general resources are the same, except for strategic bombardment (11.7) and the optional oil rule (**AfA option 48** ~ see 13.5.1).

You can use any resource you control in the production step (you don't need to have controlled it at the start of the turn) if you are able to transport it to a usable factory in that step. You can only use 1 resource for each factory in the hex you transport it to (the rest can be saved there if they are oil resources and you are playing with **AfA option 31**).

Example: *Suppose you control a pocket surrounded by enemy controlled hexes. Within the pocket, you have 2 factories and 5 resources. You can only use 2 of those resources because the other 3 don't have a factory they can be transported to.*

You can't use an oil resource that was lost to strategic bombardment during the turn (see 11.7).

Transporting resources by rail

You transport a resource to a factory in the production step by railing it from its hex to a usable factory. It must move along railway lines (roads count as railways for this purpose). It can also cross a straits hexside from one railway hex to another. Each resource cannot cross more than 1 straits hexsides.

This move does *not* count as a rail move and the resource does *not* have to start its move at a station.

The move can only pass through:
*   hexes you control;
*   hexes in neutral minor countries; and
*   hexes controlled by another major power, but only if it allows you.

The resource's move can only enter or leave a hex in an enemy ZOC if there is a friendly land unit in the hex. Its move must stop when it enters an enemy ZOC. If the resource is in the same hex as the destination factory, it can be used there regardless of enemy ZOCs.

Transporting resources by sea

If you can't rail a resource to a usable factory, you may be able to rail it to a port and then ship it overseas through a chain of sea areas, each containing convoy points. If that chain of sea areas extends to a port, you may then be able to rail the resource from that port to a usable factory.

You can rail a resource point both before and after shipping it overseas but you can *not* ship it overseas, then rail it, then ship it overseas again.

Example: *You could rail a resource from the east coast of the USA to the west coast and ship it to the USSR via Vladivostok. You could then rail it to Moscow to become a production point. Since it has already moved overseas, you couldn't rail it to Murmansk and then on by sea to Britain instead.*

Some resources are in coastal hexes that are not ports. You can pick these resources up directly from the coast as if they were at a minor port.

A side can only ship 5 resources a turn into, and/or out of, each minor port.

You can only ship as many resources through a sea area as the number of convoy points you have in that area.

Example: *Japan is convoying 6 resources from Malaya, the Netherlands East Indies and Hainan to Japan through the South China Sea and the China Sea. Because of US submarine attacks in the China Sea, there are only 5 convoy points there. Therefore, only 5 resources get through, even though there are still 10 convoy points in the South China Sea.*

Naval movement restrictions apply to resource transportation. You can only ship resources from one sea area to an adjacent sea area if one of your SCS could have made the same move in the last impulse of the turn.

A chain of convoy points across one or more sea areas doesn't all have to be from the same major power.

Neutral major powers can only contribute to convoy chains with other major powers if the rules specifically allow it (see 5.1.1 and 13.3.2, option 11). Neutral major powers' convoys can not transport resources or build points to other major powers unless the rules specifically allow it (see 5.1.1, 13.3.2, options 11, 18, 22, 23, 33 and 38).

Any number of major powers from both sides could have convoy points passing through the same sea area.

Search and seizure

You can stop major powers you are not at war with from transporting resources (and build points ~ see 13.6.4) overseas to major powers you are at war with. To do this:
*   you must have an SCS, CV or SUB in the sea area during the production step;

- the major power you are not at war with must have convoy points there that are transporting resources (or build points) to a major power you are at war with; and
- there must not be an SCS, CV or aircraft unit with an air-to-sea factor, controlled by a major power you are at war with, in the sea area (or a US unit that can escort there because of US entry options 13, 36 or 47).

You can then execute a search and seizure if you want to. If you do, those resources (or build points) are lost. Each search and seizure you execute is a US entry action (see 13.3.3).

Convoy points

You establish convoy lines by moving the convoy points during your turn, just like any other naval units. Their only difference is that they can stay at sea even if they are in the 0 section of the sea-box during the return to base step.

Convoy points appear in multiples of 5 on their front and multiples of 10 on their back. Each 5 convoy points counts as one ship in combat. They take losses in 5's. So, if you have a 10 pointer in a sea area, it would be 2 ships. If one were aborted, you would turn over the counter to show 5 convoy points remaining and put another 5 pointer in port.

SiF option 9: In **Ships in Flames,** convoy points come in all denominations. You can make change with them as you wish. Each 2 points (and any spare point) counts as a ship in combat. 2 convoy points are lost for each 'X' result, 1 for each 'D' result and 1 aborts for each 'A' result.

13.6.2 Factories

Each hex can contain up to 3 factories. Some of those factories will be red factories but most will be blue factories. The total red and blue factories in each country are recorded on the factory and resources table.

A *red* factory is usable if you control it in the production step.

A *blue* factory is usable if you control it in the production step *and* it is either in your (current *and/or* 1939) major power's home country or in an aligned (not conquered) minor country.

Each resource you transport to a factory produces 1 production point. Only 1 resource may be sent to each factory.

Example: *Dusseldorf has 2 factories (1 blue and 1 red). If 3 resources were transported to Dusseldorf, it would produce 2 production points.*

13.6.3 Production multiples

Total your production points and then subtract the number of production points you lost to strategic bombardment (see 11.7).

Multiply the outcome by your major power's *production multiple*. The result is your major power's *build points*.

Option 16: You may also have build points lend leased from other major powers (see 13.6.4).

AfA option 31: You may also have saved build points from previous turns (see 13.6.8).

Each major power has an initial production multiple. These rise progressively during the game. Essentially, this reflects an increasing national industrial output and an increasing share of that output being devoted to military uses. Production multiples are listed on the production multiples chart.

The USA's production multiple increases:
- by 0.25 when the US chooses entry option 28.
- by 0.25 when the US chooses entry option 43.
- by 0.25 when the US is at war with any Axis major power.
- by 0.25 when the US is at war with every Axis major power that has not yet been completely conquered.
- by 0.25 on the anniversary (i.e. after every 6 turns) of the first turn it was at war with every Axis major power that is not completely conquered.

Example: *Japan declares war on the US in November/December 1941 and the US declares war on Germany in January/February 1942. In March/April 1942, the Commonwealth completely conquers Italy. On that turn, the US is at war with every unconquered Axis major power. So, the US production multiple will increase to 1.25 on that turn, to 1.5 in March/April 1943, to 1.75 in March/April 1944, and to 2 in March/April 1945.*

Increase a major power's production multiple:
- by 0.25 if there is an in supply enemy land unit in its home country (Britain only in the case of the Commonwealth and not Siberia in the case of the USSR); and
- by 0.25 if an enemy unit took part during the turn in a land attack (not overrun) against any friendly land unit (including partisans and notional units) in the major power's home country (Britain only in the case of the Commonwealth and not Siberia in the case of the USSR).

13.6.4 Lend lease (option 16)

Lend lease was a device FDR (one of his advisers anyway) invented to circumvent US neutrality laws concerning non-involvement in the war. US military goods were "leased" to the other Allies on a deferred payment or return basis (preferably without too many holes in them).

This option represents lend lease by allowing major powers on the same side to give each other build points.

You can lend lease any number of build points to each major power each turn. You can lend lease build points and receive them in the same turn.

To lend lease, you must announce how many build points you are giving during the lending stage (see 5.) You can't use those build points yourself, even if you fail to transport them.

The USA has to pick certain US entry options before it can lend lease to other Allied major powers (see 13.3.2, entry options 22, 33 and 38).

Transport

During the production step, you transport the promised build points to any city or major port controlled by the recipient. You do this in exactly the same way as you transport resources (see 13.6.1), except that you can transport them to cities and major ports that are not factories. Promised build points that can't be transported are lost.

Convoy points that you use to transport resources can't be used again to transport build points. So, for example, if you have 5 convoy points in a sea area and you transport 3 resources through it, you could only transport up to 2 build points through that sea area. Similarly, resources you ship into or out of a minor port will limit how many build points you can ship into and out of that port (see 13.6.1).

You can either transport:
- 1 build point to each functioning factory controlled by the recipient; or
- 10 build points to the recipient's capital (the British capital in the case of the Commonwealth).

Foreign aircraft

Some aircraft units have coloured horizontal stripes matching another major power's colour.

Don't add these aircraft to your force pools when they enter the game. Put them into the lend-lease pool instead.

At any time (including at set up), you can move a striped aircraft from the lend-lease pool to your force pool if:
- the source major power agrees; and
- an aircraft with the same designation is currently in either the source major power's force pool or its reserve pool.

Move that other aircraft from the force pool or reserve pool to the lend-lease pool.

The source major power can reverse this process any time the striped aircraft is in the force pools or reserve pool. Move it back to the lend lease pool and move the matching aircraft to the source major power's force pool.

Example: At the start of 1943, the Commonwealth is eligible to receive an F4U-1. Because it is striped, Jeremy must put it into the lend-lease pool. He asks Jay if he can add it to the Commonwealth FTR force pool. Jay, worried about German pressure, declines, arguing that he needs it himself. In Jul/Aug 1943, Jay realises that the Commonwealth probably needs this plane more than he does. Noting that the F4U-1 is still in his force pool, he tells Jeremy he can have it if he still wants it. Eagerly, Jeremy moves the Commonwealth F4U-1 from the lend-lease pool to his FTR force pool. The US F4U-1 goes into the lend-lease pool.

China may not place US sourced aircraft in its force pools until US entry option 1 (build Chinese aircraft) has been picked.

13.6.5 Building units

You can spend your total build points on buying new units or repairing damaged naval units.

Minor countries do not spend build points. Their controlling major power uses their resources and factories.

Your major power can build new units (and repair damaged naval units) whose total cost is less than or equal to its build points. What each unit costs and how long it takes to build is usually shown on the back of the counter.

The costs and turns for all units is listed on the unit costs chart (see 27.).

MiF: Russian garrison armies cost 2.

The cost on the back of **Planes in Flames** units is both the cost and turns needed to build each aircraft if you are playing with pilots (**PiF option 28** ~ see 14.6). Otherwise, the cost is 2 build points more for aircraft (not V-weapons or A-bombs). If you are playing with pilots, the *turns* shown on the back of the **World in Flames** aircraft is also their cost.

SiF option 9: Carrier planes cost 3 build points each and take 4 turns to produce. If you are also playing with pilots (**PiF option 28**), use the cost on the back of the counter (they still take 4 turns). SUBs from **World in Flames** (a first cycle cost of '2') cost 1 less build point for *each* cycle.

If you don't have enough build points, you can't build anything.

Naval units

The production cost of convoys is not shown on the counter. They take only one cycle to produce and cost 1 build point per convoy point. They take 4 turns to build. If you aren't playing with **Ships in Flames** you have to build them in multiples of 5.

All other naval units have two costs shown on their back. The first number is the build points it costs to put the unit on its first production cycle. It is also the cost to repair the unit. The second number is the cost to put the unit on its second production cycle.

All naval units take 2 turns to repair. Repairing each 5 convoy point unit costs 2 build points (**SiF option 9:** If you are playing with **Ships in Flames,** convoy points don't get damaged, so you won't ever repair them).

When you build a naval unit on its first cycle, put it on the production circle *face-down*. When it arrives as a reinforcement, put it into the construction pool. The ship has been launched but not yet fitted out.

You can only build a unit on its second cycle if it is in the construction pool. You put these units *face-up* on the production circle. You also put naval units face-up if you are repairing them from the repair pool. These units go onto the map when they arrive as reinforcements (see 4.2).

Limitations

You can only build some US and Chinese units after you have chosen US entry options that let you build those units (see 13.3.2, entry options 1 and 35).

Which units

You must select a unit you build from the force pool randomly. You can nominate the type of unit you want to build, and sometimes even the cost you want to pay (e.g. you can choose a 2 point SCS rather than a 3 because they are in separate force pools). But within those parameters, the choice is random.

When you build a unit from the repair pool or from the construction pool, you can select the exact unit you want.

Building ahead

If a particular type of unit (e.g. INF, NAV, CV etc.) is not available in any of your force pools, you can build one or more randomly of that type from the following year's additions (see 4.1.1) for 1 extra build point.

If none of that type is available in the next year's additions, you can build one from the additions for the year after that for double its normal cost (minimum of 2), the next year again for triple cost (minimum of 3) and so on. If you find you have insufficient points to pay for the unit, you may not build ahead this turn. If there are no units of that type and cost available to build ahead, you may not build ahead a unit of that type (there is a strict counter mix-limit for units).

You can't build ahead just because the cost of unit you want is not available. *All pools of the type* must be empty. For instance, if you want to build a 4 cost FTR and none are available, you can't build ahead if there is a 5 cost FTR available.

When you build ahead, pick a unit randomly of the type and cost that you want (e.g. when you have run out of all FTRs in your force pools, you can choose whether to randomly pick a 4 or a 5 cost FTR from next year's units). If you are playing with **Ships in Flames,** you can *not* pick a replacement naval unit (see 4.1.4) from future years' units.

Neutral major powers can *not* build ahead.

Builds charts

You should record what you produce on the builds chart as a reference for next turn's gearing limit.

13.6.6 Gearing limits

In a turn, your major power can build (and repair) as many units of a particular class as it built (and repaired) in the previous turn *plus 1*. This is a *gearing limit.*

Example: If the USA put 2 naval units on their first production cycle last turn, finished off another one and repaired 3 more, its gearing limit for this turn is (2+1+3)+1=7.

Naval units count as being built whether they come from a force pool, the repair pool or the construction pool.

Exceptions

On the first turn of any campaign, each neutral major power's gearing limit (see 13.6.6) is 1 for each gearing limit class. Active major powers can build an unlimited number of units in each class on the first turn of a game.

Neutral major powers are not subject to gearing limits on the turn that a major power declares war on it.

Units classes

The unit classes are shown on the unit costs chart (see 27.).

13.6.7 The production circle

When you build a unit, you must place it on a future turn's slice on the production circle.

The number of turns ahead will be shown on the back of the counter in most cases (there will be a little clock symbol with the number inside it). Count that many turns ahead and put the unit in that space.

Example: You produce an ARM in Sep/Oct of 1941. The number in the clock on the back of the unit is a 4, so you put the unit 4 spaces ahead, on the May/Jun 1942 slice of the production circle.

PiF option 28: The cost shown on the back of units in **Planes in Flames** is also how long the unit takes to produce.

Place naval units face-down if you build them from the force pool. Place all other units face-up (including naval units you build from the construction or repair pools).

Each turn of the production circle is also divided into 6 sectors. If you want to, you can place the units you build on the sector equal to the time it takes to build the unit.

Example: Continuing the previous example, you would place the ARM on the '4' sector of the May/Jun 1942 slice.

13.6.8 Saving build points (AfA option 31)

If you use this option, you can save *build points* you did not spend in the production step. Use build point markers to show how many build points are being saved. In each city or major port you control in your major power's home country (any Commonwealth home country), you can save up to 4 build points.

In a later production step, you can remove those build points from the map and add them to your build point total.

Build points in a hex can be destroyed by strategic bombardment (see 11.7). They are lost *after* you lose production points and oil points (see 13.5.1).

If one of your land units enters a hex containing saved enemy build points, they become your build points.

13.6.9 Force pools

To play **World in Flames**, you have to sort your units into force pools. Which units go into which force pools is explained in the set-up rule (see 23.1).

Before you build new units, you can remove your units from the force pools if the date on their back is at least 4 years ago (e.g. in Jan/Feb 1940, you could remove any units from your force pools with a date of 1936 or earlier).

When you want to build a new unit, you can nominate the force pool it comes from but not the unit itself. Instead, you draw the unit randomly from the pool. Of course, if there is only one unit left in the pool, there is not much randomness to your draw.

There are annual additions to your force pools (see 4.1.1). Certain special events can also add units to your pools. But the main reason why you put a unit into your force pool is that it has been destroyed.

You don't have to put a destroyed unit back into your force pools. You can remove it from the game instead (you 'scrap' the unit). You have this choice every time one of your units with a date on its back is destroyed. Once made, it is irrevocable - you can't put the unit back when you run out of units later, so be careful. The main reason for keeping units from your pools is, of course, to improve the average quality of your pool. It's particularly useful if the pool has (or will have) a lot of units (e.g. aircraft units in **Planes in Flames**) or if you know you won't ever build all the units in the pool (e.g. Commonwealth battleships in **Ships in Flames**).

You can't scrap partisan units - they must *always* go back into their force pool.

13.7   Peace

During this step, you check to see whether any major powers or minor countries have been conquered. If a minor country is not conquered, you check to see if it qualifies for Allied support.

If any major powers are at war, you check to see if they want to come to peace.

Finally, check to see whether any previously conquered major powers or minor countries have been liberated.

13.7.1 Conquest

You can only conquer a home country or territory if you are at war with the major power or minor country that controls it.

All conquest in a turn occurs simultaneously.

Minor countries never conquer anything. The home country or territory is instead conquered by the minor's controlling major power.

You cannot *conquer* a conquered minor country or territory. You may only liberate or revert it (see 13.7.5).

Entities

There are 2 geographical entities in the game ~ home countries and territories. Home countries have capital cities, territories do not.

A home country consists of every hex that you could move a MAR unit to, from the home country's capital city, only entering hexes that:
• the home country controlled in 1939; and
• weren't in any other home country or territory.

Germany's home country also includes East Prussia, and Austria in scenarios starting after 1938.

Example: *All islands adjacent to Greece are part of the Greek home country. Crete is a separate territory controlled by Greece.*

Australia includes the island south of Adelaide but not Papua (because Papua was a territory controlled by the Commonwealth in 1939, not by Australia).

A territory is either:
- something similar to a home country but without a capital city (e.g. Gibraltar, British Somaliland, Papua); or
- an island that is not part of a home country (e.g. Truk is a territory, but Sumatra is not because it is part of the Netherlands East Indies).

Major powers and minor countries consist of a home country (6 home countries in the case of the Commonwealth). Often they will also control some minor home countries and territories. For example, the French major power has France as its home country but also controls some minor home country (e.g. Algeria) and some territories (e.g. New Caledonia).

Territories

To conquer a territory, you must control every city and port in that territory. If it has no ports or cities, you need to control every hex instead.

If more than one major power from the same side controls ports and cities in a territory, the major power with the *greatest influence* is the conqueror. Use this priority to determine who has the greatest influence:
1. Whoever controls the most ports and cities in the territory.
2. Whoever has the highest *garrison value* (see 13.1) in the territory.
3. Whoever captured the territory's last city or port.

> **Option 49:** You also conquer a territory if you control every port and coastal city in every sea area the territory has a coastal hex in.

When you conquer a territory, control of every *enemy controlled* hex there *not occupied by an enemy land unit* passes to the your major power.

Italy

Italy is conquered when *any 3* of these are true during this step:
1. The Allies control Rome.
2. The Allies control Tripoli.
3. The Allies control any *printed* factory hex in Italy (apart from Rome).
4. The Allied garrison value (see 13.1) in Italy is greater than the Italian garrison value there (remember, Sicily is part of Italy).

Other home countries

To conquer any other home country, you must control its capital *plus* every *printed* factory hex in that home country. You do not need to control a hex that only contains factories that were moved, or built, there.

If more than one major power from the same side controls the capital and printed factories in a home country, the major power with the greatest influence in that home country is the conqueror. Use this priority to determine who has the greatest influence:
1. Whoever controls most of the factories and capital city in the home country.
2. Whoever has the highest *garrison value* (see 13.1) in the home country.
3. Whoever captured the home country's last factory or capital city.

Incomplete conquest

Merely conquering a major power or minor country doesn't mean it is out of the game. That only happens when it is completely conquered (see below). Until then, it fights on with its remaining units.

Remove from the game all the conquered home county's land and aircraft units that are in the conquered home country. Remove from the game all of its land and aircraft units not on the map.

> **PiF option 28:** You lose the pilots in those aircraft too.

Remove any naval units in its force pools from the game. All other units remain where they are.

Roll a die for each of its naval units on the production circle, or in the construction pool or repair pool. On a '1' or '2' it becomes controlled by any major power the conquered major power chooses (including itself). On a '3' through '5' it is destroyed. On a '6' or higher it becomes controlled by any major power the conqueror chooses.

Now change the control of the conquered home country. The conqueror gets control of every hex in the home country not *occupied* by a land unit controlled by another major power. All other territory the conquered major power or minor controls remains under its control.

Example: *The US conquers Italy in Sep/Oct 1943 while Italy controls an aligned Yugoslavia. The US takes control of every hex in Italy not occupied by German or Commonwealth land units. Italy keeps control of Yugoslavia.*

All aircraft and naval units now in enemy controlled hexes are treated as if they had been overrun (see 11.11.6). This means they can be captured, destroyed or forced to rebase.

Now choose a new home country for the units of the conquered home country. Conquered Commonwealth home countries can pick another Commonwealth home country (e.g. if Britain is conquered, you could pick Canada as the new home country for British units). Other conquered major power home countries (and Commonwealth if you want), can pick any *aligned* minor home country. Conquered minor countries can pick either any home country of their controlling major power or any home country that the minor country itself controls.

Example: Germany controls Brussels and Liege at the end of the Mar/Apr 1940 turn. Belgium (a Commonwealth aligned minor country) is conquered. Belgium is not completely conquered because the Belgian Congo is still aligned with Belgium. Belgium must pick a new home country. This can be the Belgian Congo or any Commonwealth home country.

If a unit's original home country is conquered and not yet liberated, remove it from the game if it is destroyed while out of supply. Roll a die if it is destroyed in supply ~ remove it from the game on a '5' or less; otherwise return it to the force pools.

Units from conquered major power home countries can still be built with whatever production the major power retains (minor countries, conquered or not, never build their own units ~ see 19.4). However, only 1 unit originally from each conquered home country can arrive as a reinforcement a turn. It arrives in its new home country. Any excess units stay on the production circle until the next turn.

Incompletely conquered major powers have only half their normal activity limits (see 10.2) until liberated. They still receive the annual additions to their force pools (see 4.1.1) as normal.

When an original home country is liberated (see 13.7.5), it again becomes the home country for its units and the reinforcement restriction no longer applies.

> **PiF option 28:** You can move minor country aircraft units into the reserve pool (see 14.6.1) from any city that its reinforcements can arrive in.

Minor country units are still subject to restrictions on use ~ see 19.4.

Complete conquest

When a major power or minor country no longer controls its own or any *aligned* home country, it has been completely conquered.

Remove all its land and aircraft units from the game (exception: special Polish units, see 19.5.1). They no longer receive any annual additions to their force pools (see 4.1.1).

All naval units of a minor country remain under the control of their controlling major power. Treat them as units of that major power (British in the case of the Commonwealth).

A conquered *major power's* naval units on the production circle, construction pool and repair pool become controlled by whoever conquered its last home country. All its on map naval units pass to the control of one active major power on its side (the conquered player chooses which). Remove all its naval units in the force pools from the game.

Each hex it controls in a territory or home country controlled by another major power or minor country reverts to the control of that other major power or minor country.

Change the control of the last home country conquered as under the incomplete conquest rules (exception: if the USSR has exercised its rights under the Nazi-Soviet Pact ~ see 19.5.1, it splits control of Poland along the partition line with the major power that conquered Poland).

Each remaining territory and *conquered* home country it controls becomes controlled by the enemy major power with the greatest influence in that country or territory (see above). If no-one has any influence there, that territory or home country becomes neutral.

All naval units now in enemy controlled hexes are treated as if they had been overrun (see 11.11.6). This means they can be captured, destroyed or forced to rebase.

Example: Germany is conquered while Germany still controls a conquered Norway. Because Germany controls no aligned home countries, Germany has been completely conquered. All German land and aircraft units are removed from the game. Norway reverts to neutrality because no Allied major power has any influence there. All German naval units become controlled by Japan. You dice for any that are now in Allied controlled hexes. Any that survive must rebase. Unless there are Japanese controlled ports within double the range of these units, they will be destroyed.

A completely conquered major power or minor country is back in the game when its home country is liberated (see 13.7.5). Any of its home countries is enough in the case of the Commonwealth.

13.7.2 Allied support

The Allies have supported an unconquered minor country an Axis major power has declared war on, if 4 or more Allied major power corps/armies are in it during this phase. A minor country can only ever be supported once.

The only consequence of supporting a minor country is the US entry effect (see 13.3.3).

13.7.3 Mutual peace

Two major powers at war can agree to come to peace on any terms mutually acceptable. Both the nationalist and communist Chinese must agree before China can come to peace. A neutrality pact is then in place between the parties.

Players can also agree to reach a peace between a major power and a minor country. In that case, they return to their pre-war borders (exception: see Soviet border rectification 19.6).

> **Option 50:** If Japan controls Vladivostok during the *first* war between Japan and the USSR, the Japanese player must agree to a peace if the Soviet player wants one. Similarly, if the USSR controls 3 or more resources that were Japanese controlled before the war began, the Soviet player must agree to a peace if the Japanese player wants one.
>
> In either case, the new Russo-Japanese border is established by the hexes each controls. Any pocket of *non-coastal* hexes wholly surrounded by hexes controlled by the other major power becomes controlled by the major power whose hexes surround them.
>
> *Example:*
>
> *Hexes A and B are still Japanese controlled even though they are wholly surrounded by Soviet controlled hexes. If the USSR and Japan reach a peace, hexes A and B will become Soviet controlled.*
>
> Japan and the USSR cannot compel a peace in their second or any subsequent war.

If a peace is reached, remove all forces now in each other's territory. Put them in the nearest hex they can stack in controlled by their major power or its aligned minors.

If a minor makes peace and is now not at war with anyone, remove all its land and aircraft units from the game until it is next at war, upon which all its land and aircraft units are again set up as normal (see 19.4). All of the minor's naval unitsretain under the control of their controlling major power (British in the case of the Commonwealth).

If you are now a neutral major power, remove any MIL units you have on the map or on the production circle that have ''Res' on their back and place them in the reserve pool. Remove all your remaining MIL units from the game until you are next at war (see 4.1.2).

13.7.4 Vichy declaration

You may be able to declare a Vichy government during this step (see 17.1).

13.7.5 Liberation

Conquered minor countries, major powers (and France after a Vichy government is installed) and Commonwealth home countries may not be conquered. Instead, the major power controlling its capital can liberate it during the peace step if that major power is from the other side to the major power that conquered it. You can't be liberated in the same turn you were conquered (only possible in Italy's case).

You can choose not to liberate a country that could be liberated. If you do that, the country suffers the effects of partisans as if it were marked in red on the Partisan table, until it is liberated (see 13.1, **Option 46**).

When France is liberated, Free France ceases to exist and all Free French units, and Territories become French. France is controlled by the liberating major power and is at war with all countries Free France was at war with. The France entry on the partisan table reverts to France (from occupied France).

Liberation effects

Return half of the liberated country's units that were previously removed from the game (by type, rounding fractions up) to its force pools. Liberated minors' units join the force pools of their liberating major power.

A liberated major power gets back control of all hexes it controlled at the start of the 1939 campaign game that are now controlled by the liberating major power. Other major powers on its side can give back such territory that they control.

If you liberate the original home country of a conquered major power or minor country, it again becomes the home country for its units, replacing any alternative home country.

A liberated major power can co-operate (see 18.) with any major power that returns territory to it. If they could return territory but don't, they can never co-operate with the liberated major power.

Liberated minor countries are aligned, and may co-operate, with the liberating major power.

Reconquest

If the capital city of a liberated major power home country or minor country is later occupied by an enemy unit during a peace step, permanently remove all that country's units from the game.

Reversion

You can return a hex or minor country you control to the major power that controlled it in 1939. You can also return control of a minor country hex to that minor country. You can only return hexes or minor countries to a major power or minor country that is on your side and is not currently completely conquered.

13.7.6 Surrender

During any peace step, you can surrender a home country of a *major power* that controls less than half the *printed* factory stacks in the home country. You can surrender a home country with no printed factories if there is an enemy land unit there.

Treat the surrender of a home country as if it had been conquered (see 13.7.1) by the enemy major power that controls the most lost factory stacks (your choice if equal).

13.8   Victory check

Believe it or not, the current turn is over and you are ready to go on to the next turn. Turns continue until the game ends.

At the end of the game, you work out who has won by counting the objectives each major power controls.

Automatic victory

However, during this step of each turn, check to see if you have won an automatic victory. Your side can win an automatic victory if the major powers on your side control all of the following cities on the maps you are playing with:

> Berlin, Canberra, Chungking, Delhi, London, Moscow, Paris, Pretoria, Rome, Taihoku & Tokyo.

If your side wins an automatic victory, each major power on the other side gains 0 objectives. Add up the objectives controlled by the major powers on your side. You do this normally (see *Final victory* below) treating all objectives controlled by the other side as neutral (i.e. the closest victorious major power counts those objectives).

If no one wins an automatic victory you keep playing.

Return the impulse marker to the first box on the impulse track and advance the game turn marker 1 turn (altering the year marker if necessary).

Final victory

There are 67 objective cities and ports on the map. They represent the major strategic, cultural and political centres of the world. Objectives have their names printed in red on the map.

They are: Aden, Amsterdam, Antwerp, Athens, Baghdad, Batavia, Belgrade, Berlin, Birmingham, Bucharest, Budapest, Buenos Aires, Calcutta, Canberra, Cape Town, Chungking, Colombo, Dakar, Delhi, Diego Suarez, Dutch Harbor, Gibraltar, Helsinki, Honolulu, Istanbul, Jerusalem, Kiel, Kiev, Kwajalein, Lan-Chow, Leningrad, London, Los Angeles, Madrid, Manila, Marseilles, Mexico City, Milan, Munich, Moscow, Oslo, Ottawa, Pago Pago, Panama, Paris, Port Arthur, Prague, Rabaul, Riyadh, Rome, Saigon, Sao Paulo, Shanghai, Singapore, Stockholm, Suez, Sverdlovsk, Taihoku, Teheran, Tokyo, Truk, Vienna, Vancouver, Vladivostok, Warsaw, Washington and Wellington.

At the end of the game, add up the objectives controlled by each major power. Add objectives in neutral minor countries to the total of the major power with the closest home country capital city (count each off-map hex or large hex-dot as 6 hexes, and each other non-European hex or hex-dot as 2). If an objective is equidistant from 2 capital cities, count it as half an objective for each of them.

Subtract your modified bid (see ~ 23.1.2) from your total. If the USA has declared that *both* Mexico and Brazil are aligned with it (see 19.8), subtract a further 1 from the USA's total. The major power with the largest final total wins.

Example: *It is the end of the Jul/Aug 1945 game turn and a game of the Global War campaign has just finished. The Allied noose had tightened around Germany, but the heart of the Reich (Berlin, Kiel, Munich and Oslo) is still German controlled. Stockholm, though neutral, is also counted as a German objective, as it is closer to Berlin than to any other major power capital. All other objectives on the map are Allied controlled.*

Mike's modified bid to play Germany was 16 (10+6). Thus his net victory point total is -11 (5-16). Harry got Japan and Italy for -8 (0-8), so his net victory point total is 8.

The best of the Allies is Susan who, with perfect play, ends with 32 US and nationalist Chinese objectives. This gives Susan a net victory point of 9 (32 minus her modified bid of 23).

If you are running more than one major power, add up the objectives controlled by all your major powers before subtracting your bid.

14. Aircraft

Face-up aircraft can perform a variety of missions. The missions themselves are explained in the relevant parts of the rules. Here we explain the general rules that relate to all air missions.

14.1 Aircraft movement

You can move aircraft by rail movement (see 11.10). Mostly, though you will move them by flying a mission. The weather can affect which missions you can fly (see 8.2.3).

14.1.1 Range

The range of each aircraft unit is presented in the yellow or white circle on the counter.

Each hex or normal hex-dot the aircraft unit enters uses up 1 point of its range on the European maps and 2 points on the Asian and Pacific maps, regardless of weather, terrain, stacking limits, enemy units or their zones of control. Each off-map hex or *large* hex-dot uses up 6 points.

When an aircraft unit has used all its range (or can't enter the next Pacific or off-map hex or hexdot because it has insufficient points left), it must stop moving.

An aircraft unit can fly a mission to any hex it can reach within its range. If it is flying a naval air or naval air interception mission, it must fly to any hex-dot in the target sea area. Then it goes into a section of the area's sea-box depending on how many movement points it has left (see 11.3).

Reduced range

A fighter flying an interception mission flies with only half its printed range. It has its full range for returning to base after the mission.

Any aircraft unit flying a naval air interception mission flies with only half its printed range.

FTRs flying as bombers also fly with half their range. You can rebase them only *half* their range after the mission. You should turn them sideways in the target hex (or sea-box) to mark the bomber role. FTRs flying into a sea area keep their full range (except in naval air interception missions) (even if you want to use them as bombers).

An aircraft unit that is out of supply (see 2.4) can only fly a rebase mission.

Extended range

Bombers with extended range may *double* their printed range. If they do, turn them sideways in the target hex or sea area to mark the fact.

A bomber using extended range has only half its naval, tactical and strategic factors.

14.1.2 Off-map areas

Aircraft units can fly along a blue communication line. They must pay 6 movement points as well as the movement point cost of the hex-dot the line connects to.

They can fly into an off-map hex from any adjacent hex or large-hex-dot, or vice versa.

14.2 Aircraft missions

Limits

Every major power (even an inactive one) that did *not* choose a pass action can fly any number of *escort, interception, combat air patrol, ground support* and *naval air interception* missions.

If you chose an air action, you can fly an unlimited number of all other air missions.

If you chose a naval, land, or combined action, you can fly only a limited number of those other missions, although which ones you fly is up to you. The limits for each major power are set out on the activities limits table.

Mission eligibility

Aircraft units can only fly a mission if they are face-up. Face-down units in a sea area can still take part in naval air combats. Out of supply aircraft can only fly rebase missions. Each aircraft unit can only fly one mission a step.

This table explains which aircraft may fly which missions:

Mission	Who can fly it
air re-supply	ATRs (option 35: any aircraft with a white range circle)
air transport	ATRs (option 35: any aircraft with a white range circle
carpet bombing	aircraft with a strategic factor (option 32)
combat air patrol	FTRs and carrier planes
escort	FTRs and carrier planes
ground strike	carrier planes and aircraft with a tactical factor
ground support	carrier planes and aircraft with a tactical factor
interception	FTRs and carrier planes
naval air	FTRs and aircraft with a naval air factor
naval air interception	FTRs and aircraft with a naval air factor
paradrop	ATRs (option 35: any aircraft with a white range circle)

port attack	carrier planes and aircraft with a naval air factor
rebase	aircraft with a range greater than zero
strategic bombardment	aircraft with a strategic factor

Return to base

After the mission is completed, return surviving aircraft units (except carrier planes) to any friendly controlled hex within their range (doubled if they were flying at extended range). Carrier planes return to the sea-box section they flew from. Turn all units that return from a mission face-down.

Naval air and naval air interception missions are different - each aircraft stays in the sea area and keeps its current facing - face-up or face-down.

Rebase missions are also different - you do not turn the rebasing aircraft unit face-down after the mission is over.

14.2.1 Fighters

A FTR or carrier plane that flies a combat air patrol, interception or escort mission is called a 'fighter'.

Combat air patrol

A fighter can fly a combat air patrol mission at the point specified in the rules about the mission type.

A fighter flying combat air patrol is attempting to anticipate an attack on a threatened location. Generally, you should only use it if the target hex is likely to need fighter protection and your fighter could not fly interception to the hex. Of course, you may also want to use it as a short range rebase.

A fighter flying combat air patrol uses its printed range.

Escorting

A fighter can fly an escort mission at the point specified in the rules about the mission type.

An escorting fighter uses its printed range.

An escorting fighter only has to reach the target hex of the aircraft unit it is accompanying. It does not need to start or end the impulse stacked with it and does not have to 'pick it up' along the way.

Intercepting

A fighter can fly an interception mission at the point specified in the rules about the mission type.

A fighter flying interception uses *half* its printed range.

An intercepting fighter can use its *full* range to return to base after the mission.

> **Option 51:** Instead of only being able to intercept a bomber at its target hex, this option lets you intercept it along the way. Announce your target hex. If your opponent wants to intercept you en route, move your bomber up to 4 movement points (i.e. 1, 2, 3 or 4). Then move it up to another 4 points. Keep repeating this until you reach the target hex.
>
> After you reach one of these way stations, you can fly escorting fighters there. Your opponent can then fly interceptors. You can then fly interceptors to the way station. Then you fight a normal air-to-air combat.
>
> After the air-to-air combat, surviving bombers can continue on to the next station. Surviving escorting fighters can continue on with them but only if their range is sufficient to reach that station. Escorting fighters that don't continue, and all intercepting fighters, must return to base. Bombers don't need to continue - they can choose to return to base after each combat.
>
> After the mission is over, you return to base normally - there are no way stations on the way back.

14.2.2 Bombers

An aircraft or carrier plane that flies any mission except combat air patrol, interception or escort, is called a 'bomber' (even if it is an ATR or a FTR).

The relevant section of the rules explains how you conduct each bombing mission.

14.2.3 Night missions (option 52)

When an aircraft or carrier plane flies a mission, you can announce that it is flying a night mission. If you don't, it is assumed to be a day mission. You can use the markers provided with **Planes in Flames** to record your choice.

Different aircraft can fly a day mission and a night mission into the same hex in the same step.

You always fight naval air combats and port attacks during the day.

Air-to-air combat can only occur between opposing aircraft if they are both flying at night or both flying during the day. There can be separate air-to-air combats in the same hex - one for the day mission and one for the night.

Halve the tactical and strategic factors of aircraft flying night missions.

Reduce the results of air to air combat by 1 level (i.e. an AX becomes a DX, a DX becomes an AA, an AA becomes a DA, a DA becomes a -, a - becomes an AC and an AC becomes a DC) in all night missions if the

front fighter (if any) is a day fighter (fighters which do not have a black circle around their air-to-air rating). Back-up day fighters contribute nothing to their side's air-to-air strength during night missions.

Resolve the missions after both day and night air-to-air combats are concluded. If you have flown both day and night ground support or strategic bombardment missions against the same hex, total their values. You don't resolve them as separate day and night missions.

After it lands, turn any land unit you air transported, or paradropped, at night face-down. Paradropping units must still fight any required combat normally (see - 11.15).

14.3 Air-to-air combat

The mission rules will tell you when to fight any air-to-air combat. You only need to fight one if both sides have aircraft or carrier planes present and either has a fighter amongst them.

14.3.1 Arrangement

Resolve air-to-air combats one at a time.

For each combat, divide your aircraft into two groups - bombers and fighters.

The mission sequence will usually separate units into fighters and bombers for you but, in naval air combats (see 11.5.9) you may be able to choose whether a particular unit will be a bomber or a fighter. In those cases, both sides must decide simultaneously (and secretly) which of their FTRs and carrier planes will fly as bombers and which as fighters. You can change these roles from one naval combat round to the next but not *during* a naval combat round.

Arrange each group into a line from front to back. Usually it is better to place your best air-to-air rated fighter unit at the front of your fighter group and your best bombers (in terms of bomb factors) at the back of your bomber line. The front unit in each group is the only unit that can be adversely affected by combat, until it is destroyed, aborted or cleared through, thus exposing the second unit in the next round.

14.3.2 Combat

You fight each air-to-air combat in a series of rounds. This series continues until every aircraft on one side is either destroyed, aborted or cleared through.

If a side starts a round with no fighters, all opposing bombers are immediately cleared through to the target.

After air-to-air combat (if any) is over, all bombers that have been cleared through to the target carry out the bombing mission.

Combat values

Your air-to-air combat value for each round is equal to:

your air-to-air strength - your opponent's air-to-air strength

For example, if your air-to-air strength was 5 and your opponent's 3, your combat value would be 5-3=2 and theirs would be 3-5=-2.

Calculate a new air-to-air strength at the start of each round. It is equal to the air-to-air rating of your front fighter, +1 for each other FTR, and +0.5 for each other carrier plane, in your fighter group (you ignore bombers' air-to-air ratings).

If you have no fighter group, your air-to-air strength equals the air-to-air rating of your *front* bomber.

A bomber with a bracketed air-to-air rating, is unarmed. If an unarmed bomber is your front bomber and is being used to determine your air-to-air strength, you don't roll dice. You only use its rating to reduce your opponent's air-to-air combat value. Such bombers just have to hope they get cleared through.

Option 53: (Twin-engined fighters) Reduce the air-to-air rating of the front fighter by 1 if it has an orange air-to-air rating and there is an enemy fighter in the combat.

Option 54: (Fighter bombers) Reduce the air-to-air rating of the front bomber by 1 if it is a FTR.

Option 55: Back-up fighters only increase your air-to-air strength if their modified air-to-air rating is at least half that of the modified rating of the front *opposing fighter*. This does not apply to back-up carrier planes.

All modifiers are cumulative. Do all addition and subtraction before halving (e.g. the '4' air-to-air rating Bf-110c flying at night against enemy fighters would be reduced to 3 (orange air-to-air rating) then halved to 1.5).

Resolving the combat

The air-to-air combat sequence is:
1. The inactive side rolls two dice and adds them together.
2. Locate the result on the air-to-air combat table and implement it.
3. The active side rolls two dice and adds them together.
4. Find the result on the air-to-air combat table and implement it.
5. The active side can voluntarily abort the air-to-air combat.
6. The inactive side can voluntarily abort the air-to-air combat.

Losses from the inactive side's roll do not affect the combat value the active side uses. However, the active player must suffer any result before knowing what their own roll is.

If you decide to voluntarily abort the air-to-air combat, apply an 'A' result (see 14.3.3) to every aircraft and carrier plane unit you have in the combat (**exception:** in naval air combats, you return aircraft and carrier plane units that voluntarily abort to the sea-box section they started from).

It is possible for both sides to voluntarily abort the same combat.

14.3.3 Combat results

The combat results are:

Result	Effect
AX	The player rolling the dice chooses whether to destroy the opposing front bomber or front fighter. Any unit being air transported by the destroyed unit is also destroyed. If the chosen unit is a carrier plane, put a damage marker on its CV and move the CV out of the line up - if it's not a naval air combat, the CV goes straight into the repair pool. (SiF option 9: the CV is not affected in Ships in Flames).
DX	As "AX" except that the side that didn't roll the dice chooses whether to destroy their own front fighter or front bomber.
AC	The player rolling the dice chooses any 1 opposing bomber to clear through to the target. It need not be the front bomber. Remove the unit from the line-up and place it on the target hex. If there are no enemy bombers, ignore the result.
DC	As "AC" except that players who didn't roll the dice choose which of their own bombers to clear through.
AA	The player rolling the dice chooses whether to abort the opposing front bomber or front fighter. The owning player must return the chosen unit to any friendly controlled hex within range (see 11.3) (or, for a carrier plane, to the sea-box section from which it started). Turn an aborted aircraft unit (and any unit being air-transported by it) face-down. If a carrier plane was flying in a naval air combat, it remains as it was, either face-up or face-down. In any other case, you would also turn a carrier plane face-down.
DA	As "AA" except that the player who didn't roll the dice chooses whether to abort their own front fighter or front bomber.
—	no effect.

Note: Your units never suffer an effect when *you* roll dice in an air-to-air combat - any result you get only applies to opposing units.

Example:

Jeremy moves Commonwealth naval and aircraft units into the Eastern Mediterranean which already contains Italian naval and aircraft units. After the search dice rolls, a naval air combat takes place. Jeremy and Maria secretly sort their aircraft and carrier plane units into fighter and bomber groups. Jeremy decides to use his best carrier plane (the Malta, with a 5 factor air component) as a fighter and his other carrier plane (the Audacious) as a bomber. He places his 6 FTR (an Australian Beaufighter) in front of the Malta. He places the 4 factor Audacious as the front bomber with his NAV (an Australian Beaufort) behind it. (Once again, Aussies save the day!)

Maria only has 1 FTR (the G.50) and therefore makes it her front fighter. She decides to protect her best NAV and so places her 2 air-to-air NAV (SM-79) as the front bomber and her 3 NAV (SM-79bis) behind it.

They calculate their combat values. Jeremy has an air-to-air strength of 6.5 (1/2 for the carrier plane) while Maria has an air-to-air strength of 4. Therefore, Jeremy has a combat value of "+3" (6.5-4, rounding to 3) and Maria has "-2" (4-6.5, rounding to -2). There are no shifts to apply in this combat (see 11.5.6).

Maria (being the inactive player) rolls first on the -2 column of the air-to-air combat table. She rolls a 6 with 2 dice, giving a result of 'DA'. Jeremy must immediately decide whether to abort his front fighter or front bomber. He decides to abort his front fighter and rebases it to Malta, turning it face-down. He then replies on the +2,3 column and rolls an 18, giving an 'AX' result. He chooses to destroy the Italian fighter.

Neither player voluntarily aborts and so a new round of combat is fought. Maria has no fighters left and so all Jeremy's remaining bombers are cleared through to attack the enemy naval units. Jeremy re-calculates his air-to-air strength. The Malta's carrier plane acting as a fighter is now the front fighter. It has an air-to-air rating of 5. The SM-79 (the front Italian bomber) has an air-to-air rating of 2 (bombers behind the front bomber never count towards the air-to-air strength). Therefore, the Commonwealth combat value is "+3" (5-2) and the Italian combat value is "-3" (2-5). Maria rolls a 9 on the -3,4 column giving a result of 'AC' which is ignored, since all

the Commonwealth bombers are already cleared through. Jeremy replies on the +2,3 column with a 10 giving a result of 'AC' allowing him to choose one enemy bomber that is cleared through to attack the Commonwealth naval units. He decides to clear through the front (weakest) bomber, the SM-79.

Neither player voluntarily aborts, so a new round of combat is fought. The Commonwealth air-to-air strength is still 5 while the Axis air-to-air strength is now 3 (with the SM-79bis being the new front bomber). The Commonwealth therefore now has a combat value of "+2" (5-3) and Italy has a combat value of "-2" (3-5). Maria rolls a 4 on the -2 column which gives a result of 'DX'. As the Allied unit is a CV, it gets a damage marker but still leaves the air-to-air combat. The Commonwealth returns fire on the +2,3 column and rolls a 9 which is a no effect ('-').

Since there are no Allied fighters left, the last Italian bomber is cleared through to attack the enemy ships. Since all remaining bombers are cleared through and no one has fighters left, the air-to-air combat is over. The air-to-sea part of the combat commences (see 11.5.9).

14.4   CV units

CVs are naval units, and move, and take part in naval combats, in accordance with the naval rules (see 11.4 and 11.5). However, a CV's air component functions like an aircraft unit (called a 'carrier plane').

Carrier planes can fly air missions in the same manner as other aircraft. They can fly as either a fighter or a bomber as you choose.

A carrier plane's range, air-to-air rating and air-to-sea factors equals its CV's air component. Its tactical factors are half the value of the CV's air component.

Option 57: The range of Japanese carrier planes is *double* their CV's air component.

In 1942 and 1943, add 1 to the air component of every CV. In 1944 and later, add 2 to the air component of every CV.

Carrier planes can not fly strategic bombardment, carpet bombing, air supply, air transport, paradrop, rebase or naval air missions.

Option 29: Carrier planes can fly strategic bombardment and carpet bombing missions with strategic factors equal to one-quarter of the CV's air component.

SiF option 9: In **Ships in Flames,** carrier planes that have a strategic bombardment factor can always fly carpet bombing or strategic bombardment missions and, if the carrier planes are flying from a hex, they can also fly naval air, naval air interception and rebase missions (like FTRs).

A carrier plane can only fly air missions from a sea-box and only if its CV is undamaged and face-up. It can never fly missions from a port (not even to intercept enemy aircraft attacking its CV). A carrier plane does not fly naval air missions but it can take part in naval air combats *in its sea area*, even if its CV is face-down.

A carrier plane can fly a mission to any hex in range. Measure the range from *any* hex-dot in the CV's sea area (it's usually best to pick the hex-dot closest to your target). A carrier plane can fly, and return from, a *port attack* mission that is out of range, if the port is the *first* hex entered.

After a carrier plane has completed its mission, it is assumed to have returned to its CV. Turn the CV face-down.

If a carrier plane is shot down, the CV is damaged. At the end of the mission, or the naval combat, put the CV into the repair pool. (**SiF option 9:** in **Ships in Flames,** CVs are not affected by carrier plane losses).

14.4.1 Carrier planes in SiF (SiF options 9 & 56)

If you are playing with **Ships in Flames**, a CV's carrier plane is represented as a separate unit.

Values

A carrier plane unit has the values shown on the counter, not those calculated from the CV's air component.

The CV's air component does *not* increase if you are playing with **Ships in Flames.**

Stacking

A carrier plane does not count as a unit for stacking purposes when it is on the CV. In other cases, it counts as an aircraft unit. You show that a carrier plane is on a CV by stacking it *directly above* the CV.

The CV's air component determines which carrier planes can be on the CV. A carrier plane can fit onto a CV if the plane's class is the same size as, or less than, the CV's air component.

Most carrier planes will list 2 or 3 years inside coloured boxes on the back of their counter. The coloured boxes determine the plane's class in those and later years. The 7 classes are:
1. light blue
2. orange
3. green
4. royal blue
5. red
6. violet

7. black

The top box on the back of the counter is the carrier plane's initial class. It's the same as the class shown on the front of the counter. It also specifies the year the plane enters your force pool. The other boxes determine the plane's later classes and the years that it switches to them. When its class drops, the carrier plane can fit onto a smaller CV.

Example: *The French add an SBC-4 carrier plane into the force pool at the start of 1939 (because of the '39 printed in the green square on the back of the counter). Until the start of 1941, the SBC-4 can only fly from a class 3 or bigger CV (e.g. the St. Cyr). From the start of 1941, the SBC-4 becomes a class 2 carrier plane (the '41 inside the orange square), so it can now fit on a class 2 CV or bigger (e.g. the Joffre). From the start of 1943 onwards, this carrier plane can fit on any French CV (they don't come any smaller than class 1's).*

Air-to-air combats

A carrier plane adds 0.5 to your side's air-to-air strength, unless it is the front fighter or bomber.

SiF option 56: Carrier planes add one-tenth of their initial class (the number in the coloured box on the front of the counter) as back-up fighters. For example, a class 4 carrier plane would add +0.4.

Naval combats

A face-down carrier plane can take part in a naval air combat but only if it is flying from an undamaged CV in that area. Carrier planes can never fly a naval air mission from a CV into another sea area.

Landing

When a carrier plane that flew from a CV returns to base, it must return to a CV it can fit on in the same sea box section it flew from. It can't return to another major power's CV. If there is no CV it can return to, it is destroyed (PiF option 28: any pilot is destroyed too).

A carrier plane that aborts from an air-to-air combat returns *immediately* to a CV.

All other carrier planes that flew from a CV must return to base after all results against naval units are implemented but before aborting naval units return to base (see 11.5.8).

Don't turn a face-up carrier plane face-down after it returns from a naval air combat. If it returns from any other mission, you do turn it face-down. You *never* turn the CV face-down because of an air mission.

Carrier planes as aircraft

A carrier plane can fly a mission from a hex just like any other aircraft. Treat it as a FTR if it flew as a fighter and as a LND if it flew as a bomber. If it hasn't yet decided its role (i.e. it is in a sea area), it has the effects of a LND.

Damage to CVs

If the carrier plane gets shot down, the CV is not damaged, it merely has no planes any more.

If a carrier plane is on a CV which aborts, the carrier plane aborts with it. You then turn both of them face-down.

If a CV is damaged, carrier planes can still land on it but can no longer fly from it. When the combat ends, you put the damaged CV into the repair pool and its carrier plane onto the production circle to arrive in the next turn. If you are playing with **PiF Option 28**, add a pilot to your available pilots total.

A carrier plane on a CV which is destroyed, is destroyed too. If you are playing with **PiF Option 28**, and a carrier plane is on a CV that is destroyed, the pilot is also lost.

Rebasing

During the rebase aircraft step of each turn, you can rebase a face-up carrier plane, up to double its range, from its CV to a hex or vice versa (including the cost to get into or out of the sea-box section).

You can also rebase a carrier plane from a CV to another CV in the same sea-box section or port or from a CV to the port hex it is in or vice versa. Each of these counts as a rebase for activities limits. Like all other rebases, the carrier plane remains face-up.

Moving into port

When a CV ends its move in port, it turns face-down (see 11.4.1). Turn its carrier plane face-down if the CV moved into the port *during the action segment* and started the step at sea.

14.5   Terrain

Halve an aircraft's *tactical* factors when ground striking or ground supporting into a forest, jungle or swamp hex. Halve each *side* for ground support; halve each unit for ground strikes.

Option 32: Halve a side's strategic bombardment factors when it is carpet bombing a forest, jungle or swamp hex (see 11.8).

Terrain and weather (see 8.2.3) effects are cumulative.

14.6 Pilots (PiF option 28)

In **World in Flames**, each aircraft unit comes with inherent air and ground crews (we just call them 'pilots'). In **Planes in Flames**, pilots are separate from their machines and must be trained separately. The number of pilots limits the number of aircraft allowed on the map. CVs are not affected by the pilot rules, unless you are playing with **Ships in Flames** as well.

14.6.1 The reserve pool

Instead of putting reinforcing aircraft onto the map, you put them into the reserve pool. For *each* pilot in your total on the available pilots track, you can select 1 aircraft and put it on the map, like a normal reinforcement. You don't have to do this ~ keep aircraft in the pool and pilots on the track as you see fit. For each aircraft you do put on the map, reduce your available pilots total by 1.

After you have finished putting on new reinforcements, you can remove face-up aircraft from the map and put them into the reserve pool. They must be on a city in their home country to do this. For each aircraft you move to the pool, increase your available pilots by 1.

Example: *Heinz has 2 pilots on the available pilots track at the start of the Nov/Dec 1939 reinforcement stage. He takes 2 aircraft from the reserve pool and puts them on the map, reducing his available pilots total to 0. Then he removes the obsolete He-51 from Berlin and moves it to the reserve pool, increasing his available pilots total to 1, ready for next turn.*

14.6.2 Pilot training

Pilots cost 2 build points and take 3 turns to train. They are subject to gearing limits as a separate class.

Use the "pilots in training" markers to show how many pilots you are training.

In the reinforcement stage add the number of your reinforcing pilots to your major power's total on the available pilots track.

14.6.3 Available pilots track

The available pilots track records the number of unallocated pilots on the map.

Add a pilot to your total:
*   for each aircraft you move from the map into the reserve pool (see 14.6.1);
*   for each 'pilot in training' who arrives as a reinforcement (see 14.6.2); and
*   for each pilot who doesn't die when his aircraft is destroyed (see 14.6.4).

Subtract a pilot from your total whenever you put an aircraft onto the map (except minor aircraft you are setting up) or when you retrain a pilot (see 14.6.5).

14.6.4 Pilot deaths

If an aircraft unit is destroyed, the pilot can die with it. This happens if the aircraft was destroyed:
*   in a sea area where that side has neither a naval unit nor a port;
*   by an *orange* air-to-air combat result and the combat was over any sea area or enemy controlled hex;
*   by a *red* air-to-air combat result;
*   by anti-aircraft fire (see 11.5.9 & 22.4.2);
*   by being overrun on the ground (see 11.11.6);
*   by being in its home country when it is conquered (see 13.7.1);
*   because it cannot return to base (see 13.4);
*   if it is marked with a *black* death's head (see 14.7);
*   while flying a kamikaze mission (see 14.8); or
*   by carpet bombing (**option 32:** see 11.8).

Option 58: (internment) A minor country aircraft unit can rebase into a neutral minor country. An aircraft unit that does that is destroyed (**PiF option 28:** but the pilot survives).

If an aircraft is destroyed but the pilot survives, increase your total on the available pilots track by 1.

14.6.5 Retraining pilots

In a production step, you can convert pilots to build points. Simply give yourself 1 extra build point for each pilot you subtract from your total on the available pilots track.

14.7 Flying bombs (PiF option 59)

Some aircraft were specifically designed to be flown once only. In effect, they were flying bombs. These units are marked with a death's head symbol.

You can rail move your flying bombs and you can rebase them into a coastal hex from a TRS. However, they never return to base from any mission except a rebase. They are always destroyed instead.

If the death's head symbol is printed in black, the pilot automatically dies with the aircraft. If the symbol is white, the pilot survives if a pilot would normally have survived.

The *MXY-7 Ohka* can't fly any missions by itself. Instead, it can only fly a mission if it is stacked with a *G4M Betty*. Both of them fly the mission, using the *Betty's* range. Once you reach the target hex (or sea-box section), you must return the *Betty* to base and turn it face-down *immediately before you resolve any air-to-air combat*.

14.8 Kamikazes (option 60)

The Japanese player can declare a kamikaze attack in any naval air combat (see 11.5.9) *after* air-to-air combat but *before* anti-aircraft fire. You can nominate any or all of your bombers as kamikazes (even those with a death's head ~ see 14.7).

Double the surviving air-to-sea factors of kamikaze bombers after anti-aircraft fire.

After the air-to-sea attack is resolved, destroy all kamikazes and their pilots. Put a damage marker on a kamikaze CV (exception **SiF option 9**).

15. Surprise

Major powers and minor countries are surprised by a major power when it declares war on them, even if they are already at war with someone else.

The effects of being surprised last only for that impulse (the "surprise impulse").

15.1   Surprise effects

Aircraft units

Surprised aircraft units cannot fly any mission that is exclusively against units controlled by major powers declaring war. Therefore, in the surprise impulse they can't:
- fly combat air patrols;
- fly a ground support mission to a hex being attacked *only* by units controlled by those enemy major powers;
- fly an interception mission against aircraft units *only* controlled by those enemy major powers; or
- fly into a sea area if the *only* enemy units there are those enemy major powers'.

Surprised aircraft units that flew combat air patrols cannot fight if the only units that fly a mission to their hex are those controlled by an enemy major power declaring war.

Surprised aircraft units already at sea suffer the same effects as surprised *naval* units.

If a land unit of a major power declaring war on you enters a hex containing one of your face-up aircraft units, it (**PiF option 28:** and its pilot ~ see 14.6) is destroyed, not rebased.

Aircraft units controlled by a major power declaring war, cannot be intercepted if they are flying:
- a strategic bombardment mission against a hex controlled by a surprised major power or minor country; or
- any other mission exclusively against surprised units.

Bombers controlled by a major power declaring war, roll an extra die against each surprised unit they ground strike (see 11.9). A success with *either* die turns the surprised unit face-down.

Bombers controlled by a major power declaring war, double their ground support factors (see 11.16.4) if the only land units in the target hex are surprised units.

Aircraft (from any major power) can't:
(a)   fly a defensive ground support mission to a hex where the only land units there are surprised; or
(b)   fly a naval air interception mission to a sea area where the only friendly units there are either neutral or surprised.

Anti-aircraft fire from units of a major power that is surprised is halved if directed exclusively against bombers controlled by a major power that declared war on it.

Land units

Land units are not halved when attacking a surprised land unit across a river or canal hexside (even if some other unit in the hex is not surprised). They still suffer the adverse effects of invasions and attacks across straits hexsides.

Naval units

If a port attack or a naval combat at sea *only* involves units controlled by major powers declaring war, and the major powers they are declaring war on, the surprised units always get 0 surprise points. The attacking major powers get the normal number (this will increase the number of net surprise points the attacker can spend, if there is any combat).

Overrun naval units are more likely to be captured or destroyed when surprised (see 11.11.6).

Option 38: Surprised naval units can't provide defensive shore bombardment nor can naval units provide defensive shore bombardment to a hex containing only surprised units.

16. Offensive chits (option 61)

An offensive chit represents the assembly of large quantities of supplies and replacements for a major offensive.

Each offensive chit costs 15 build points and takes 3 turns to build.

You can use an offensive chit in *one* of several ways. Each active major power can use only 1 offensive chit per *impulse*. Neutral major powers cannot use an offensive chit. After you use it, return it to the force pool.

HQ benefits

If you use an offensive chit in an air or land action, you can apply some benefits within the "range" of an *in supply* HQ. A hex is within range if it is no further away in hexes and or hex-dots than the chosen HQ's re-organisation value (ignoring enemy units and their ZOCs). Each Asian and Pacific map hex or hex-dot counts as 2 hexes for this purpose and each off-map hex counts as 4 hexes.

An HQ cannot supply benefits while on a TRS.

An HQ can move, fight and/or reorganise units normally during the impulse it supplies benefits.

At the end of your impulse, turn the chosen HQ face-down if it isn't already.

16.1 Air action

If you play an offensive chit at the start of an air action, specify 1 of your major power's *face-up* HQs. You gain the following benefits:
- all aircraft units controlled by your major power double their bombing factors in any air mission (except naval-air or naval-air interception) they conduct within *range* of the HQ (**AsA Option 3:** after AA fire); and
- every aircraft unit reorganised by *that* HQ only costs half the usual reorganisation point cost (see 11.18.4).

16.2 Naval action

If you play an offensive chit at the start of a naval action, specify 1 of your major power's *face-up* HQs that is in a port hex. Immediately turn face-up every naval unit controlled by *your* major power (**SiF option 9:** and carrier plane on a CV) in that port, in *one* sea area the port borders, and in every port adjacent to that sea area. If the port borders 2 or more areas, you choose which gets this benefit.

16.3 Land action

If you play an offensive chit at the start of a land action, specify 1 of your major power's *face-up* HQs. You gain the following benefits:
- you can double the combat factors of this major power's land units within range of the HQ when you calculate the final odds for the overrun or land combat. You can do this for as many units in the impulse as twice the HQ's reorganisation value. You can double the same unit in more than one overrun or land combat but it counts against the total each time. You can only double each unit *once* per overrun or land combat; and
- every land unit reorganised by *that* HQ only costs half the usual reorganisation point cost (see 11.18.4).

AsA option 3: You can also double field artillery combat factors for ground strike and ground support (see 22.4.2).

16.4 Combined action

If you play an offensive chit at the start of a combined action, you can perform the maximum number of activities that would be allowed if you had chosen a naval, an air *and* a land action (e.g. as Germany you could perform any number of air missions, naval moves, naval combats, land moves, land combats and 3 rail moves).

It only costs half the normal reorganisation point cost of a combined action to reorganise each land, naval or aircraft unit (see 11.18.4).

16.5 Reorganise HQs

If you play an offensive chit at the start of a naval, air, land or combined action, you can turn all HQs controlled by your major power face-up instead of gaining the normal benefits for that action type.

17. Vichy France

The Axis may be in a position to install a Vichy government before France is conquered.

17.1 Creation

An Axis major power can choose to install a Vichy Government if one of its in-supply land units *occupies* Paris in a peace step and France is not conquered. If more than one Axis major power occupies Paris, then Germany has first choice as to whether it wishes to establish a Vichy government.

If you install a Vichy government, Metropolitan France itself is divided into 2 countries - Metropolitan Vichy France (including Corsica if still French controlled) and Occupied France. A line on the map marks the border. The capital of Metropolitan Vichy France is Vichy. Paris remains the capital of Occupied France.

Occupied France is conquered by the Axis major power that installed the Vichy government. Control of occupied France is as per 13.7.1 except that all hexes controlled by French units become controlled by the Axis major power installing the Vichy government.

Metropolitan Vichy France is the home country of a new major power ~ Vichy France.

Vichy France is a neutral major power run by the Axis major power that installed the Vichy government.

Free France is an alternative government also established at this time. Free France is a major power run by the French player. Free France starts at war with all countries France was at war with, and at peace with all others (including Vichy France).

French territories and minor countries already conquered by the Axis, remain conquered by them.

All other French territories and minor countries may be aligned with either Vichy France or Free France.

17.2   Determine control

Roll a die for each of the other administration groups to determine who controls it. A group becomes controlled by the (Free) French player if the roll is within the range shown on this chart. Otherwise, it remains controlled by Vichy France:

Free-French Chart	
Administration group	**Die**
Morocco, Algeria & Tunisia	10
French West Africa	9-10
Syria	9-10
Indo-China	9-10
Madagascar	8-10
All Asian map territories	7-10
French Equatorial Africa	3-10
All Pacific map territories	2-10
All other territories & minors	9-10

Each hex France controls in a territory or home country controlled by another major power or minor country reverts to the control of:
(a) the major power occupying the hex (if any); or if none
(b) that other major power or minor country.

Free France must now choose one of its remaining minor countries as its new home nation. If Free France controls no minor countries, she suffers the effect of complete conquest (see 13.7.1) next turn.

17.3   Units

Non-French units

The owning player moves every non-French land and aircraft unit in a Vichy French hex to the nearest hex they can stack in controlled by its major power, or a co-operating major power, or their aligned minors.

Rebase every non-French naval unit in these territories or minor countries to the nearest friendly controlled port within *double* the range of the rebasing naval units. If there is no friendly base it can stack in within double the naval unit's range, it is destroyed instead.

French units

The Axis major power installing the Vichy Government now moves every French unit at sea (even those face-down) to the nearest Vichy or Free French hex (port for naval units and their cargoes) within range in which they may stack. If naval units cannot return to a port within range, they are destroyed.

Next, the same player moves every French land or aircraft unit in a hex controlled by an Axis major power to the nearest hex controlled by Vichy France or Free-France. Rebase every French naval unit in such a hex to the nearest port within *double* their range controlled by Vichy France or Free France. They are destroyed if this is not possible.

The same player moves any French units in hexes controlled by an Allied major power. French naval units re-base at double their range, and French land and air units are moved to the nearest Vichy France or Free-French hex. Alternatively, an Allied major power can destroy *every* French unit in its territory. If it does so, Vichy France is *hostile* to that major power (see 17.6).

Move all French non-naval units and markers on the production circle to Metropolitan Vichy France. If you are playing with option 28 (pilots), you can only move an aircraft for each French pilot on the production circle or the pilot track (Vichy player's choice). Any unpiloted aircraft on the circle, or unused pilots on the circle or track, are lost.

Now, place in the force pools all French 'Res' and 'Mil' units and half their other land and aircraft units (taken together) from Metropolitan Vichy France and each administration group controlled by Vichy France. The player running Vichy France can choose which to remove. If you are playing with **PiF option 28**, the pilot is lost with each removed aircraft.

All French units still in Vichy territory are Vichy controlled. All other French units are Free French controlled.

French *naval* units on the production circle, in the repair pool or in the construction pool remain there as Vichy French units. They may be built using whatever production Vichy France retains.

Randomly remove half the units now in each French force pool from the game. All units left in the force pools, or that enter them from now on, are Free French units (so every Vichy loss will become a Free French gain).

If the French HQ 'De Gaulle' is neither in a hex controlled by Free France nor the French force pools, move it to the French force pools.

17.4 Running Vichy France

Vichy France's role and declaring war

Vichy France can only declare war on major powers it is hostile to. There is no US entry effect for this act.

Allied major powers can declare war on Vichy France without Vichy France becoming hostile to that Allied major power. However, if an Allied unit enters Metropolitan Vichy France, Vichy France becomes hostile to that unit's controlling major power.

Axis major powers can't declare war on Vichy France but their actions may cause it to collapse.

Using Vichy units

Vichy France does not choose an action type. Instead, she takes the same action type as the major power that installed the Vichy government (even if Vichy France is neutral). Further, activities of Vichy French units count against the installing major power's activity limits.

Each Vichy French naval unit you move (not each task force) counts as 1 naval move unless Vichy France is hostile to an Allied major power. Vichy French naval and aircraft units at sea (except for convoy points) must always return to base during the return to base step unless Vichy France is hostile to an Allied major power.

Example: *Heinz chooses a combined action for Germany. This gives Germany 1 naval move, which he uses to move 1 Vichy naval unit. If Vichy France were hostile to, say, the Commonwealth, he could have moved a task force of Vichy naval units instead. If he had chosen a naval action instead, he could have moved all the Vichy and German naval units (even if not hostile). Germany also has 6 air missions. Heinz moves 5 German aircraft and 1 Vichy aircraft.*

Access to Vichy territory

The only Axis units that may enter Vichy controlled territory are those units controlled by the major power that installed the Vichy government.

If Vichy France is neutral, those units must satisfy the foreign troop commitment limits (see 18.2) to enter an administration group (exceptions Indo-China and Madagascar ~ see 13.3.3, entry actions 1 and 5). These units can trace supply through Vichy territory even while it is neutral.

If Vichy France is an active major power, those units must still satisfy the foreign troop commitment limits to enter an administration group *unless* there is an Allied unit in that administration group (in which case they may enter freely).

If Vichy France is active *and hostile* to any major power, units controlled by the major power that installed the Vichy government can enter Vichy controlled administration groups without having to satisfy the foreign troop commitment limits.

Vichy production

Vichy France can use its resources and factories to produce Vichy French units (these will always be naval units because French land and aircraft units in the force pool are Free French). Vichy France's basic production multiple is the same as France's.

AfA option 10: Vichy France can also build territorial units for minor countries and territories it controls (see 22.4.5).

Vichy France can only give resources and build points to an Axis major power if she is hostile to an Allied major power. The Axis major power that installed the Vichy government can always lend resources and build points to Vichy France.

Vichy French collapse

If an Axis unit enters any hex in Metropolitan Vichy France before an Allied unit does, Vichy France collapses.

If Vichy France collapses, it ceases to exist as a major power. All of Metropolitan Vichy France is now conquered by the Axis major power that installed the Vichy government (see 13.7.1).

Each home country or territory aligned with Vichy France becomes conquered by any Axis major power that has a land unit in it. Other home countries and territories aligned with Vichy France become aligned with Free France.

Move all Vichy land and aircraft units in Metropolitan Vichy France to the Free French force pools. All other Vichy land and aircraft units are now Free French.

All Vichy naval units on the production circle, construction pool and repair pool become controlled by the Axis major power that caused the collapse.

All on map Vichy naval units are now Free French. Treat each of them in a home country or territory now controlled by an Axis major power as if it had been surprised when overrun (see 11.11.6).

If an Allied unit enters Metropolitan Vichy France *before* it has collapsed:
- Axis units can enter Metropolitan Vichy France *without* causing a collapse;
- Vichy units no longer test their loyalty prior to land combat resolution (see 17.6); and
- Vichy units can co-operate with the major power that installed the Vichy government.

Liberation of France

If the Allies liberate Occupied France (see 13.7.5), Vichy France ceases to exist. All its territory and all its units are now controlled by France again.

If an Allied major power liberates other territory controlled by France in 1939, it may return it to Free French control in any liberation step.

17.5   Running Free France

All Free French home countries, units and French partisans, are controlled by the Free French player. Until France is liberated (see 13.7.5), Free French action limits are *half* those of France. Its basic production multiple is the same as France's.

Free French units co-operate with the Commonwealth, and with the US after the US is at war with Germany and Italy.

17.6   Combat with the French

If Vichy French land units are involved in a land combat, or are overrun, solely by units controlled by an Allied major power they are not *hostile* to, they may defect before combat.

Note: Vichy units can be at war with a major power without being "hostile" to it.

Roll a die immediately before land combat or the overrun for each Vichy unit (including notional units) involved. On a 5 or less, the Vichy unit is destroyed prior to combat resolution. If no Axis land units remain, an (attacking) Allied major power can advance after combat as if it were a 'B' result. Allied land units stay face-up. Shore bombarding ships and ground supporting bombers still turn face-down. If it's an overrun, you just pay the normal terrain cost, not double.

Subtract 1 from the roll for each Free French land unit involved in the combat.

If any unit stays loyal, the combat proceeds against those that remain.

18. Co-operation

Units must be able to co-operate to do certain things together. These rules will tell you who can co-operate, what they *can't* do together even though they can co-operate, and what they can't do together if they don't co-operate.

18.1   Who can co-operate
1. Units from the same major power co-operate with each other (even if they are from different countries - e.g. Australian and Indian units).
2. Units from the same minor country co-operate with each other.
3. Units from a minor country co-operate with units from its controlling major power.
4. Units from a major power *don't* co-operate with units from a minor country aligned with another major power.
5. Units from one minor country *don't* co-operate with units from another minor country, even if both are aligned with the same major power.
6. US and Commonwealth units co-operate if neither is neutral.
7. Commonwealth and Free French units co-operate.
8. US and (non-Vichy) French units co-operate once the USA is at war with Germany and Italy.
9. German and Italian units co-operate if neither is neutral.
10. Vichy French units do not co-operate with any major power.

11. Units controlled by *neutral* major power don't co-operate with units from, or controlled by, another major power.
12. Units from a liberated major power co-operate with units from the major power that liberated it.
13. Chinese nationalist and communist units don't co-operate.
14. Partisans co-operate with units from their own country only. Chinese partisans only co-operate with Chinese communist units.

No other units co-operate. Despite the above, units of a liberated major power *never* co-operate with units of a major power that refused to return territory on liberation (see 13.7.5).

AfA options 10&62: The Italian AOI territorial can co-operate with all other Italian territorials (see 22.4.5). The Vlassov unit (see 22.4.8) can only co-operate with German units.

18.2   Not co-operating

Units that don't co-operate cannot:
1. stack in the same hex, at any time that stacking limits apply; or
2. transport each other's units; or
3. be committed to any combat or mission that the other unit is, or will be, involved in. This *doesn't* apply to naval air or naval air interception missions.

   Example: Commonwealth land units are in French controlled Liege. Jeremy cannot fly combat air patrol or interception with his FTRs over Liege during the strategic bombardment step because the factory is French. French aircraft could fly those missions to that hex during that step.

   However, Commonwealth aircraft could fly ground support, combat air patrol, escort or interception missions to Liege during the Axis land combat step. French aircraft could not fly those missions because Commonwealth land units are involved; or
4. draw supply from a source controlled by the other; or
5. reorganise each other.

Foreign troop commitments

A major power or minor country unit can only end a step in the home country of a friendly major power it doesn't co-operate with if:
•   it started the step there; or
•   it started the step elsewhere and the unit satisfies the foreign troop commitment limit.

A minor country unit can only end a step in the home country of an aligned minor country on the same side if:
•   it started the step there; or
•   it started the step elsewhere and the unit satisfies the foreign troop commitment limit.

You satisfy the foreign troop commitment limit if there is at least one HQ from the unit's home country there (any Commonwealth HQ will do for Commonwealth units) and the total number of that country's non-HQ units there is less than or equal to the total printed reorganisation values of the HQs.

Example: Boris is hard-pressed in Sep-Oct 1941 and Jeremy offers to provide some direct support by garrisoning Archangel. In a combined action, he moves a Commonwealth fleet from Scapa Flow, and another from London, to converge on the Arctic Ocean. In the land movement step, the first unit that lands must be an HQ. Alexander steps ashore jauntily in Archangel. His 4 re-organisation value allows a further 4 units to land. An INF lands in the same step and two aircraft units fly in with a rebase mission. There is one spare point of Alex's reorganisation value which Jeremy uses up in the return to base phase by returning a TRS there (for emergency evacuation purposes ~ you can never be too sure). Alternatively, Jermeny could have moved the fleet transporting Alexander directly into Archangel provided the total number of Commonwealth units excluding Alexander did not exceed 4.

But you can do this

Units that don't co-operate are not otherwise limited. In particular, they can:
1. occupy the same section of a sea-box;
2. take part in the same naval combat;
3. take part in the same convoy chain (unless neutral);
4. lend resources to each other;
5. trace supply through territory controlled by each other; and
6. enter hexes controlled by each other outside their major power home countries. You may of course only enter territory controlled by another major power on your side if that major power agrees.

18.3   Co-operating

HQ, ATR and TRS units can reorganise units they co-operate with. However, you double the reorganisation cost of a unit if *any* reorganisation point came from a unit of a co-operating major power or minor country.

Apart from control of hexes, reorganisation, reinforcement and activities limits, units which co-operate act as if they were from the same country (they may move and fight together, etc.).

19. Minor countries

The world is divided into several types of political entity. At the top of the heap is the major power - independent and powerful. Then there are minor countries - still independent but not in the same military league as a major power. In **World in Flames,** every major power home country, and every minor country, has a capital city.

In previous years, most major powers valued their importance by how many other territories, sometimes called "colonies", they controlled. We don't have a special status for colonies - they are either a minor country aligned with, or conquered by, a major power or simply hexes controlled by a major power.

We represent the independence of true minor countries by making them neutral until they enter the war. They enter the war when someone declares war on them or when they otherwise align themselves with a major power. In either case, for game purposes you will select a major power to run their affairs.

The scenario information (see 23.) will list which minor countries start the game conquered or aligned.

19.1   Neutral minor countries

You can transport resources and build points through hexes controlled by neutral minor countries.

Your units can not enter hexes controlled by a neutral minor country nor can you trace supply through them.

> **Option 58:** (internment) A minor country unit can move or rebase into a neutral minor country. A unit that does that is destroyed (**PiF option 28:** but any pilot survives). Other minor country units that are destroyed without being able to trace a supply path of any length to a primary supply source of their controlling major power (see 2.4.2) are removed from the game.

19.2   Entering the war

A minor country enters the war when:
•   a major power declares war on it - it immediately joins the other side; or
•   it aligns with a major power (see 9.8).

If a minor country aligns with a major power, it is controlled by that major power.

If an Axis major power declares war on a minor country on the American map, it may only align with the USA.

When Germany makes her compulsory declaration of war on Poland (see 9.3), it may only align with the Commonwealth.

In every other case, when one or more major powers declare war on a minor country, choose an active major power on the other side to align with it.

If there is more than one eligible major power, offer the minor to the major power whose capital city is closest to the minor's capital (any home country in the case of the Commonwealth). If it declines, offer it to the next closest, and so on.

If every eligible major power declines, the minor is conquered by the attacking major power (see 13.7.1).

19.3   Who can enter the minor

Your units can enter hexes controlled by a minor country if:
•   you are at war with it or with the major power that controls it; or
•   it is conquered by you or another active major power on your side; or
•   it is aligned with any active major power on your side and the unit entering is controlled by an active major power (subject to the foreign troop commitment rules ~ see 18.2); or
•   it is aligned with a neutral major power on your side and the unit entering is one of that major power's unit.

19.4   Minor country units

Setting up

When a minor country aligns with you, set up its initial units immediately. You must set up in hexes controlled by that minor. At least half a minor country's initial units must set up in its home country.

Set up each of the minor's land and aircraft units that has an earlier year on its back. If it has the current year or 'Res', put it on the production circle to arrive as a reinforcement in the next turn (**PiF Option 28:** along with its pilot).

If you are playing with **Planes in Flames** or **Mech in Flames,** you don't set up any of the units from those kits. If you are playing with **Ships in Flames,** you don't set up their TRS from that kit. In each case, you can add these units to your force pools ~ see *Production* below).

Set up on the map each of the minor's *naval* units that has a date on its back that is at least 2 years earlier. For example, if your opponent declares war on the Netherlands in 1940, you would set up all the Dutch ships that have 1938 or earlier on the back of their counter. If the date is 1 year earlier, put the unit into the construction pool. If it is the current year, the units are not yet set-up (see *Production* below).

Set up this many *convoy points* (use the controlling major power's convoy points):

Country	WiF	SiF
Argentina	0	1
Belgium	0	2
Brazil	0	2
Central America	5	5
Chile	0	1
Denmark	5	6
Estonia	0	1
Finland	5	3
Greece	10	10
Latvia	0	1
Netherlands	10	10
Norway	15	13
Poland	0	1
Portugal	0	1
Rumania	0	1
Sweden	5	6
Turkey	0	1
Yugoslavia	0	1

AfA option 10: Also set up all a minor country's territorials (see 22.4.5). These go into *the territorial's* home country, not their controlling minor country's. For example, the NEI territorial goes into the Netherlands East Indies, not the Netherlands.

Production

After a minor country has aligned with you, you can choose to add its units (those not yet set-up) to your major power's force pools. You can do this at any time but, once you do, its units must always go into your force pools as they become available. From then on, you can only voluntarily remove them from your pools by production (see 13.6.5), or scrapping (see 13.6.9).

Before you add them to your pools, that minor country won't produce any units (except its reinforcements on the turn after it enters the war).

Restrictions on use

Minor country units can move and fight outside their home country. However, you can only move a minor country land or aircraft unit outside the home country controlled by the minor, if half or more of its *on map* land and aircraft units are currently inside its home country (**exception:** Rumania becomes a full Axis ally ~ see 19.6.2).

Example: *Rumania has 4 land units and 1 aircraft unit on the map. You can move a unit out of Rumania if at least 3 of those units (remember, halves round up) are presently in Rumania. They could be 3 land units or 2 land units and an aircraft unit. Its naval units are not restricted.*

19.5   The Nazi-Soviet pact

19.5.1 Eastern Poland

The USSR can exercise its Nazi-Soviet Pact rights to occupy eastern Poland during any Allied land movement step. However, it can only exercise those rights if Poland has not been conquered.

You exercise those rights by moving a land unit into any hex of eastern Poland.

Once you exercise those rights, the part of Poland to the east of the partition line becomes conquered by the Soviets. Move any Axis units there to the nearest Axis controlled hex they can stack in. Any Allied units there are destroyed. They are removed from the game (internment) until Germany and the USSR are at war, at which point they may be added to the Commonwealth force pool if the Commonwealth player so desires.

Axis units can *not* cross the partition line after the USSR exercises its rights unless Germany and the USSR are at war.

Anytime after 1941, the Commonwealth can add a randomly chosen Polish MOT and MECH to its force pools if, at that time:
- The USSR has exercised its rights under the pact; and
- Poland has been conquered by the Axis; and
- The USSR and Germany are at war.

All the Polish units covered by this rule are treated as British for all purposes.

19.5.2 Baltic States

The USSR can exercise its Nazi-Soviet Pact rights to occupy the Baltic states (Latvia, Lithuania and Estonia) during any Allied land movement step *after* it has exercised its rights to eastern Poland. You can only exercise your rights over those states that are neutral.

You exercise those rights by moving a land unit into any hex of the Baltic States.

Once you exercise those rights, the Baltic States are conquered by the Soviets.

19.5.3 Breaking the Nazi-Soviet Pact

If a German controlled unit enters any hex in Estonia, Latvia, Lithuania or Turkey or declares war on any of these countries, then the Soviet player can break the Nazi-Soviet pact during *any* Allied declaration of war step. Setting up the Baltic States' convs is not considered entering a hex in these countries.

If a Soviet controlled unit enters any hex in Denmark, Greece, Hungary, Norway, Sweden or Yugoslavia, then the German player can break the Nazi-Soviet pact during *any* Axis declaration of war step.

Once broken, there is no longer a neutrality pact between Germany and the USSR (see 9.5). There is no longer a trade agreement (see 5.1) between them. They can each use their own resources and build points that turn.

19.6   Soviet border rectification

The Soviet Union laid claim to territory held by several of its neighbours. As a result of the Nazi-Soviet partition of Poland, it recovered the land it claimed from that country. Subsequently, with German approval, it absorbed the Baltic States, satisfying further claims. This rule covers its claims over Rumania and Finland.

19.6.1 Finland

The USSR doesn't claim the Finnish border lands

If the USSR doesn't claim the Finnish border lands, it can *not* declare war on Finland. Finland can only align with Germany *after* Germany has declared war on the USSR (not if the USSR declares war on Germany).

The USSR claims the Finnish border lands

During any Allied declaration of war step while Finland is neutral, the USSR can claim the Finnish border lands. The German player (acting as Finland) must either allow the claim or deny it.

If Finland allows the claim, it stays neutral and the Finnish border lands become part of the USSR for all purposes until the USSR controls no hex in the Finnish border lands (at which point the Finnish border lands again become part of Finland). The USSR can not declare war on Finland for the rest of the game. Germany can declare Finland aligned with Germany during any later Axis declaration of war step.

Allowing the claim immediately reduces the resources the USSR supplies to Germany by 1 (see 5.1).

If Finland denies the claim, the USSR must immediately declare war on Finland.

Germany can enforce a peace between Finland and the USSR during any peace step if:
•   no hex of Finland, outside the Finnish border lands, is Soviet controlled; and
•   Germany and the USSR are not at war.

If Finland and the USSR come to peace, Finland again becomes a neutral minor country. The USSR keeps control of the Finnish border lands, exactly as if Finland had allowed a claim to them, if there is a Soviet land unit anywhere in the border lands. Germany can declare Finland aligned with Germany during any later Axis declaration of war step.

The USSR can not declare war on Finland again.

19.6.2 Rumania

The USSR doesn't claim Bessarabia

If the USSR hasn't claimed Bessarabia:
•   it cannot declare war on Rumania;
•   Rumania can only align with Germany if Germany has declared war either on Yugoslavia or the USSR (not if the USSR has declared war on Germany), *or* if Germany controls Belgrade;
•   Bulgaria can only align with Germany if Germany controls Belgrade or is at war with Greece; and
•   Hungary can only align with Germany *after* Germany has declared war on Yugoslavia or the USSR.

The USSR claims Bessarabia

During any Allied declaration of war step while Rumania is neutral, the USSR can claim Bessarabia.

The German player (acting as Rumania) must either allow the claim or deny it.

Rumania allows the claim

If Rumania allows the claim, it stays neutral and Bessarabia becomes part of the USSR for all purposes until the USSR controls no hex in Bessarabia. At that point, Bessarabia again becomes part of Rumania. The USSR can not declare war on Rumania until the USSR is at war with Germany.

Allowing the claim immediately reduces the resources the USSR supplies to Germany by 1 (see 5.1).

In the *next* Axis declaration of war step, Hungary and Bulgaria make demands on Rumania for Transylvania and South Dobruja respectively. Germany, as mediator, must either allow both claims or deny both.

If Germany allows their claims:
• Transylvania becomes part of Hungary for all purposes. Germany can declare Hungary aligned with Germany during any later Axis declaration of war step.
• South Dobruja becomes part of Bulgaria for all purposes. Germany can declare Bulgaria aligned with Germany during any later Axis declaration of war step.
• Germany can declare Rumania aligned with Germany during any Axis declaration of war step if Germany has *declared war* on the USSR (not if the USSR has declared war on Germany), is at war with Yugoslavia, or controls Belgrade.

If Germany denies their claims:
• Hungary stops supplying its resource to Germany until Hungary aligns with Germany. Germany can declare Hungary aligned with Germany during any Axis declaration of war step after Germany has declared war on the USSR (not if the USSR declares war on Germany). No more than 1 Hungarian unit can ever be outside of Hungary;
• Bulgaria can never align with Germany but the USSR can declare it aligned with the USSR during any later Allied declaration of war step;
• Rumania becomes aligned with Germany as a full Axis ally during the next Axis declaration of war step. It need no longer keep half of its units inside Rumania - they can all leave.

Rumania denies the claim

If Rumania denies the USSR's claim, the USSR must immediately declare war on Rumania.

Germany can enforce a peace between Rumania and the USSR during any peace step if:
• no hex of Rumania, outside of Bessarabia, is Soviet controlled; and
• Germany and the USSR are not at war.

If Rumania and the USSR come to peace:
• Rumania again becomes a neutral minor country;
• the USSR keeps control of Bessarabia if there is a Soviet land unit anywhere in Bessarabia; and
• Germany can declare Rumania, Hungary and Bulgaria aligned with Germany during any later Axis declaration of war steps.

If the USSR conquers Rumania:
• Germany can declare Hungary aligned with Germany during any later Axis declaration of war step; and
• Bulgaria can never align with Germany but the USSR can declare it aligned with the USSR during any later Allied declaration of war step.

While Rumania and the USSR are at war:
• Germany can declare Hungary aligned with Germany during any Axis declaration of war step; and
• Bulgaria can not align with either Germany or the USSR.

19.7   Axis minor countries

Some minor countries are potential Axis minor countries. They start as neutral (unless the scenario information says otherwise ~ see 23.) They enter the war either when someone declares war on them or they align with an Axis major power (see 9.8). Only one minor can align with each major power per impulse.

Argentina

Germany can declare that Argentina is aligning with it during any Axis declaration of war step if Argentina is neutral *and* an Allied major power has declared war on any minor country on the America map.

Bulgaria, Finland, Hungary, Rumania

The Soviet border rectification rule (see 19.6) explains when Germany can declare Bulgaria, Finland, Hungary and Rumania aligned with it.

Persia and Iraq

Germany can declare that Persia or Iraq is aligning with it during any Axis declaration of war step if that minor is neutral and there are a total of at least 4 *German* corps in any adjacent countries (excluding the USSR and Turkey).

Italy can declare that Persia or Iraq is aligning with it during any Axis declaration of war step if that minor is neutral and there are a total of at least 4 *Italian* corps in any adjacent countries (excluding the USSR and Turkey).

Germany has first claim if both of them could make these declarations.

Siam

Japan can declare that Siam is aligning with Japan during any Axis declaration of war step if Siam is neutral.

Spain

An Axis major power can declare that Spain is aligning with it during any Axis declaration of war step if Spain is neutral and a unit from that Axis major power occupies Gibraltar. Once aligned, Gibraltar becomes part of the Spanish home country.

Sweden

German units can move, and trace supply, into and through Sweden if Sweden is neutral and if there is at least 1 other German unit in each of Finland and Norway. If Sweden is neutral, no German unit can end a step in Sweden.

Turkey

Germany can declare that Turkey is aligning with it during any Axis declaration of war step if Turkey is neutral and at least 4 *German* corps in the USSR are in hexes adjacent to the Turkish border.

Yugoslavia

An Axis major power that controls Athens can declare that Yugoslavia is aligning with it during any Axis declaration of war step if:
• Yugoslavia is neutral; and
• Italy, Hungary, Rumania, Bulgaria, Greece and Albania are all Axis controlled.

19.8   Allied minor countries

Some minor countries are potential Allied minor countries. They start as neutral (unless the scenario information says otherwise). They enter the war either when someone declares war on them or they align with an Allied major power (see 9.8). Only one minor can align with each major power per impulse.

Brazil

The USA can declare that Brazil is aligning with it during any Allied declaration of war step if Brazil is neutral and the USA is at war with Germany, Italy *and* Japan.

Bulgaria

The Soviet border rectification rule (see 19.6) explains when the USSR can declare Bulgaria aligned with it.

Central America

The USA can declare that Central America is aligning with it during any Allied declaration of war step if Central America is neutral and the USA is at war with Germany, Italy *or* Japan.

Mexico

The USA can declare that Mexico is aligning with it during any Allied declaration of war step if Mexico is neutral and the USA is at war with Germany, Italy *and* Japan.

Mongolia

Mongolia is a minor country aligned with the USSR in every scenario.

Yugoslavia

The Commonwealth can declare that Yugoslavia is aligning with it during any Allied declaration of war step if Yugoslavia is neutral and there are a total of 4 or more *Commonwealth* corps in any adjacent countries.

France can declare that Yugoslavia is aligning with it during any Allied declaration of war step if Yugoslavia is neutral and there are a total of 4 or more *French* corps in any adjacent countries.

19.9   Netherlands East Indies

You can't move Allied land and aircraft (except Netherlands) units to the Netherlands East Indies until:
• you have chosen US entry option 51 (see 13.3.2); or
• Japan is at war with the Commonwealth; or
• an Axis land unit has entered the Netherlands East Indies.

Thereafter, there is no restriction.

19.10   Austria & East Prussia

Austria and East Prussia are part of the German home country. You can't conquer them separately from the rest of Germany.

19.11   French African minors

If you are playing with the African map (option 1), Mauretania, French Sudan, Senegal, French Guinea, Ivory Coast, Upper Volta, Togo & Dahomey and Niger Colony are separate minor countries. If you aren't playing with

the African map, all of those countries are treated as one minor country, French West Africa and all the units of those countries are treated as being from that one minor country.

Similarly, if you are not playing with the African map, Cameroons, Gabon, Middle Congo, Ubangi-Shari and Chad are treated as one minor country, French Equatorial Africa and their units as the units of that minor country.

20. Chinese communists

The Soviet player always controls the Chinese communist units and their activities count against Soviet activity limits. Partisans in China are always Chinese communist units.

However, nationalist and communist Chinese units go into the same force pools. They are built by the nationalist player but he or she has no choice whether to produce nationalist or communist units.

Chinese communist units can only arrive as reinforcements in a city controlled by the communist Chinese. If reinforcements can't be placed, they remain on the production circle until the following turn.

21. Stilwell

Stilwell is a nationalist Chinese HQ. However, he is also treated as a US HQ for some purposes. His HQ symbol is filled in with 'US green' to mark this.

Stilwell counts as a US HQ for foreign troop commitment purposes (see 18.2), so his presence in China allows the US player to send up to 2 US units to China.

He also counts as a secondary supply source for US units (and units that can co-operate with US units). These units are in supply through Stilwell if he can trace a railway supply path back to a *nationalist Chinese* supply source.

22. Optional rules

The optional rules add some more variety and realism to the game. Feel free to add any or all of the following rules as you see fit.

22.1 Intelligence (option 63)

Getting intelligence points

This rule represents the full range of intelligence operations, from the normal information gathering that all military forces pursue diligently to the mammoth code breaking enterprises that the Poles, French, British, and later the Americans, engaged in.

During the intelligence step, *active* major powers can attempt to gather intelligence. Each of them has a free intelligence operation. For each build point you spent on intelligence during production, you have a further intelligence operation. Intelligence operations are subject to gearing limits (see 13.6.6) as a separate class.

For each intelligence operation, you can either roll dice or buy multiples.

Each Commonwealth or German intelligence operation gives it 2 dice rolls or 1 multiple. Each US intelligence operation gives it 2 dice rolls or 2 multiples. Each other intelligence operation gives 1 dice roll or 1 multiple. Secretly record how you applied your intelligence operations.

Now reveal your intelligence operations.

Add up the total dice for each side and roll them. Compare each side's *highest* roll.

Each active major power on the side with the highest roll multiplies the difference by its multiple. This total is the number of intelligence points that major power receives.

If the highest dice rolls were the same, the Allies are taken to have out-rolled the Axis by 1. If a side rolls no dice, its highest roll is a '0'.

Example: *It is Nov/Dec 1939. Italy, the USA and the USSR are neutral and can't attempt to gain intelligence points. Heinz has spent 1 German build point on intelligence operations. He could have 4 dice rolls, or a multiple of 2, or 2 dice and a multiple of 1. He decides to buy 2 dice rolls and 1 multiple. Kasigi spends his free Japanese intelligence operation on a multiple (hoping to bludge off the German dice rolls).*

Jeremy has spent a Commonwealth build point on intelligence. He decides to roll 4 dice. Jeanne spends 3 French build points, all on multiples (4), while Ju-Ming spends a Chinese build point on a multiple and the free operation on a dice roll.

There are 2 Axis dice rolls and 5 Allied dice (4 for the CW and 1 for China). The highest Axis dice is a '7' while the Allies inevitably roll a '10' as their highest dice. The Axis get no intelligence points this turn. China gains 3 intelligence points while France gets 12. Jeremy mutters under his breath "time some of my Allies started pulling their weight". Jeanne just laughs.

Keep a written record of how many intelligence points each major power accumulates.

In the peace step that a major power's home country (any of them for the Commonwealth) is conquered, or a Vichy government installed, that major power loses all accumulated intelligence points and the conquering major power gains half of them.

Spending intelligence points

You can spend your intelligence points during any turn. Simply announce the expenditure at the appropriate time and deduct the points spent from your record.

You can't spend intelligence points in an impulse if you are surprised in that impulse (see 15.)

If both sides want to spend intelligence points at the same time, the side with the initiative spends them first.

Intelligence points:

allow you to ...	cost
Examine a random half of the entry chits of 1 other major power.	1
Randomly add 1 land, naval or aircraft unit to your force pool from next year's builds.	3
Add ± 1 to any one die roll.	5
Re-roll 1 die.	15
Secretly roll the next weather roll (or examine the next one if already rolled).	3
Secretly roll the next initiative roll.	5
Subtract half opponents intelligence points.	die roll
Examine either side's (but not both) next initiative roll if already determined.	1
Move a randomly chosen entry chit from either US entry pool to the other or from either US tension pool to the other.	3
Give intelligence points to any other active major power on your side.	x2†

† ~ So, if you spent 10 intelligence points, you would increase the total of the other major power by 5.

Rushed research

Adding units to your force pools represents rushing research into new weapons models.

You can add a unit even if your force pools are not empty. You decide whether you want to add a land, aircraft or naval unit. Randomly choose a unit from one of those types. If none of the type you chose (land, aircraft or naval unit) is available in next year's units, choose one from the following year and so on.

Dice-roll modifiers

If you want to modify a die or dice roll, you must announce this before the die/dice are rolled (side with the initiative deciding first). However, you can decide after rolling whether to add 1, subtract 1 or apply no modifier to the result.

If you want to re-roll any dice, you must announce this after the die/dice are rolled but before any other action occurs. If you do demand a re-roll, all dice are re-rolled. Re-rolled dice *cannot* be re-rolled.

You can modify or re-roll any dice roll, whether it's yours or your opponent's. If it's a combat roll, one of your units or hexes must be involved in the combat.

You may prefer not to allow certain rolls to be modified or re-rolled (e.g. weather, the end of impulse etc.)- we leave that up to you.

Both sides can spend points to modify the same roll. A net modifier of less than -1 is -1, and a net modifier of more than +1 is +1.

Counter-intelligence

If you attempt to subtract half another major power's intelligence points, roll a die and lose that many of your intelligence points. If you don't have enough, you lose what you have but don't get the benefit. If you have enough, reduce another major power's accumulated points by half.

Initiative rolls

If you secretly roll the next initiative roll, you can decide after rolling whether it is yours or your opponent's roll. Of course, if one of you has already rolled next turn's roll, you won't have any choice there.

Pre-determined dice rolls can still be modified or re-rolled by spending intelligence points.

US entry chits

You can only move a US entry chit from one pool to another during the US entry step *after* all US entry rolls. Any major power can do this, *provided* there is a chit available to be moved.

22.2 Factory destruction & construction (option 30)

Construction

You can build a maximum of 1 new factory a turn for each major power. They cost 8 build points each and take 4 turns to arrive.

When a new factory arrives, you must put a marker onto a city hex in your home country to reflect its construction (only in Britain for the Commonwealth until conquered). You can never have more than 2 blue factories in a hex. New factories are always blue factories.

If a printed factory is destroyed, you don't have to rebuild it from scratch; you can repair it. This is cheaper and faster (4 build points and 2 turns). You can only repair printed factories, not factories you constructed.

MiF option 7: If you are playing with ENG units (see 22.4.1), you can't repair a destroyed factory unless an ENG unit is stacked in the factory hex on the turn you pay to repair it.

Destruction

Blue and red factories can be destroyed by strategic bombardment (see 11.7). If there is a choice, destroy blue factories first.

You can also destroy a blue factory (not red) if one of your land units occupies that hex in the victory check step (see 13.8). The land unit must be in supply. You don't have to destroy the factory. Each land unit can only destroy 1 factory stack a turn. If the hex has 2 blue factories, you can only destroy both in the same turn if you have 2 land units there.

22.3 Japanese command conflict (option 64)

Throughout the war, the Imperial Japanese navy fought a series of bloody disputes with the Imperial Japanese army. They fought over everything from resource allocation to the strategic direction of the war. You would need 2 Japanese players to reflect that result but this rule will complicate the Japanese player's life a little.

Combine Japanese LND and NAV bombers in one force pool. You still separate them by cost but not by type. When you build an aircraft, what you get is, consequently, a bit of a lottery.

Similarly, MAR go into the same pool as INF units. Whenever there is a MAR in the INF force pool, assume that every INF unit costs you 5 build points. If it's not a MAR, you have 2 more build points to spend. If you don't have 5 build points left, you can't build an INF.

22.4 Optional units

22.4.1 Divisions (AsA/MiF option 2)

Asia Aflame & **Mech in Flames** include divisions. Treat any brigade size unit as a division.

Each division type goes into a new force pool. ARM and MECH divisions count against armour gearing limits. CAV divisions count against cavalry gearing limits. Other divisions count against infantry gearing limits.

Divisions only have a ZOC into their own hex.

Stacking limits are 3 land units per hex (5 land units in an off-map hex), but only 2 (or 4) can be corps or army sized.

ARM and MECH divisions count as only half an ARM or MECH unit for deciding who has the choice of combat table. Although it is an ARM unit, the Commonwealth 79th ARM division can also invade from a TRS (even if playing option 26).

A face-down division is only worth 1 combat factor if attacked while out of supply.

The Commonwealth 51st air landing division is a MTN unit that can paradrop, but only into the same hex as a co-operating PARA. If the PARA is destroyed or aborted by air-to-air combat (or anti-aircraft fire ~ see 22.4.2), but the air landing division survives, it must return to base.

In all other respects, divisions have the abilities and restrictions of their equivalent corps or armies.

Breaking down

You build divisions in the usual way (see 13.6.5). Alternatively, you can break down a corps or army that isn't in an enemy ZOC into divisions at the start of the production step. Each corps or army breaks down into 1 division of the same type and 1 INF or MOT division (your choice). SS corps break down into 1 equivalent SS division and 1 SS or normal INF or MOT division.

When you break down a corps or army, you can select any divisions from your force pools but their total combat factors can't exceed half (rounding up) those of the corps or army you break down.

If there aren't enough divisions in your force pools to break down a corps or army, you can remove them from anywhere on the maps to make up the shortfall.

Reforming

Divisions can reform into a corps or army. If 2 divisions are stacked together outside of enemy ZOCs at the end of the production step, *and 1 of them is a MOT division*, you can reform a corps or army of the same type as the other division. If there are no corps or armies of that type available, you can reform them as an INF corps or army instead.

Choose the corps or army randomly from the force pools. Keep picking until you find one that has combat factors *less than twice* those of the 2 divisions.

Put the divisions back into the force pools and replace them on the map with the reformed corps or army.

Example: *The Germans have a 2 factor MOT division and a 4 factor SS ARM division stacked together at the start of the production step. You can replace them with any SS ARM or INF Corps that has 11 or less combat factors.*

Ski troop divisions (AsA option 65)

Ski troops treat swamp and forest hexes as *clear* for movement purposes during snow and blizzard.

Ski troops don't have to stop moving if they enter an enemy zone of control in snow or blizzard.

Ski troops can trace supply through enemy ZOCs in snow or blizzard but not through hexes occupied by enemy land units.

Ski troops provide the winter combat bonus (see 8.2.7).

Engineer divisions (MiF option 7)

Some engineer divisions (ENGs) are motorised and receive the benefits of being motorised. Some other engineers have the same special abilities as MAR units.

All ENGs have these benefits:
1. Face-up ENG units are not halved or thirded when attacking across a river, canal or fort hexside. They also provide this benefit to as many land units they are stacked with as the ENG unit's combat value.
   ENG attacking across both a river *and* a fort hexside, ignore only the fort hexside.
   The defender still has combat table choice behind a fort hexside.
   If an ENG provides any benefits in an *attack*, it always suffers the *first* loss (even before white print units attacking in winter).
2. You can only use a captured red factory *after* the first production step that you had an ENG unit (even face-down) in that factory hex.
3. Any major port you capture is only a minor port until repaired. It is repaired after the first production step that you had an ENG unit (even face-down) in that port hex.

22.4.2 Artillery (AsA option 3)

If you are playing with this rule, there is a new gearing limit class - artillery. There are 3 types of artillery - anti-tank (AT), anti-aircraft (AA) and field artillery (ART).

They form three new force pools and, like other units, you should sub-divide each of these on the basis of cost.

AT and ART units come in towed, motorised and self-propelled types. AA units only have towed and motorised varieties.

Artillery units that attack (not bombard) may advance after combat.

Self propelled artillery can make breakthrough moves when advancing after combat (see 11.16.5) but are not considered ARM units for any other purpose.

Motorised types may also make breakthrough moves but only if they start and end the advance stacked with the same ARM, HQ-A or MECH unit.

The *katyusha* rocket unit is a motorised artillery unit.

A *towed or motorised* artillery unit has a combat factor (before modification) of '1' unless it is stacked with a non-artillery unit (**exceptions:** anti-aircraft fire by AA units and bombardment by field artillery).

All face-down artillery units have 1 combat factor (before modification) if they are out of supply.

Anti-tank units

If an AT unit has a combat factor circled in *red* (rather than pink), double its combat factors if it is attacking an enemy ARM, HQ-A or MECH unit.

If an AT unit has a combat factor circled in *red or pink*, double its combat factors if it is being attacked by an enemy ARM, HQ-A or MECH unit. Each *defending* anti-tank unit counts as an ARM division for choice of land combat tables (see 11.16.5).

Anti-aircraft units

Face-up anti-aircraft units can shoot at enemy aircraft flying a mission to the AA unit's hex or to any adjacent hex (this represents the AA units being spread over a wider area).

Each AA unit can fire up to 4 times a step. It can fire 4 times at one hex, three times at one hex and once at another, etc. If you fire twice at one hex, double the unit's AA value. If you fire 3 times at a hex, triple the unit's AA value. If you fire 4 times at a hex, quadruple the unit's AA value. You can add several AA units' values together.

Example: *Your 3-factor AA unit fires twice at one hex and twice at another. Your 1-factor unit fires once at the first hex and three times at the second. Therefore, you fire 7 AA factors at the first hex and 9 at the second.*

Halve the AA factors fired by light AA units at a hex containing only LND that took 4 or more turns to produce.

PiF option 52: If night and day missions are being flown to the same hex (see 14.2.3), treat them as separate hexes for anti-aircraft fire.

You resolve anti-aircraft fire after air-to-air combat and before the cleared through bombers attack their target. Resolve anti-aircraft fire against the cleared through bombers (only) exactly like naval anti-aircraft fire (see 11.5.9), reducing tactical, strategic or air-to-sea factors as appropriate. Anti-aircraft fire is affected by surprise (see 15.1).

In a port attack mission, you add the AA units' factors to those of any ships in the port.

If an AA unit uses anti-aircraft fire, turn it face-down at the end of the step, regardless of the result.

If an AA unit has a combat factor circled in *red*, double its combat factors if it is attacking an enemy ARM, HQ-A or MECH unit.

If an AA unit has a combat factor circled in *red or pink*, double its combat factors if it is being attacked by an enemy ARM, HQ-A or MECH unit.

Field artillery units

You can use an ART unit exactly like any other land unit - its combat factors are circled in grey. However, a face-up ART unit can bombard *instead*. Bombardment does not count against any activity limit (see 10.2).

An artillery unit bombards an adjacent hex as if its *printed* combat factor were an aircraft's tactical factor. So, it can execute a ground strike or a ground support (offensive or defensive) mission into that hex. Artillery gain the effects of surprise (see 15.) and may be doubled due to an offensive chit in a land action (see 16.3) but not during an air action (see 16.1). Its factors are affected by terrain and weather exactly like an aircraft's tactical factors.

An ART unit can *not* use its combat factors to bombard if its own hex is being attacked.

If you use an ART unit's combat factors to bombard, its factors are not reduced to '1' due to it being the only land unit in the hex.

ART units that bombard across all-sea, river, canal, fortification or straits hexsides do not halve or third their factors. They can't bombard across alpine hexsides. If they take part in normal combat, they are halved or thirded as usual by such terrain.

You must turn an ART unit that bombards face-down *regardless* of the combat result. An ART that bombards *cannot* advance after combat.

The German railway gun is a *towed* ART unit. However, it can *only* move along rail lines (by normal or rail moves) unless being transported.

22.4.3 Frogmen (AsA option 24)

The Italian frogmen and Japanese and Commonwealth minisub units are the same unit type for all purposes. We call them all "frogmen".

Frogmen form a new force pool. They are in the frogmen gearing limit class.

Frogmen count as a ship if the port they are in is port attacked. They can be overrun like any other naval unit (see 11.11.6) and can rebase into a friendly port if they survive.

Frogmen movement

You can rail move frogmen like a land unit (see 11.10).

You can also transport frogmen with a TRS (see 11.4.5) or an ATR (see 11.12).

Frogmen can also make a naval move but it must end in a port, friendly *or enemy*. Frogmen make their naval move just like a surface naval unit.

They can be intercepted (but not in the enemy port). If they are intercepted, they count as 1 surface naval unit for naval combat.

Frogmen combats

Frogmen's special ability is to attack enemy naval units in the port they enter. Only one frogman may attack the same port in one impulse. After the attack, the frogmen are destroyed.

Frogmen attack in this way:

1. Both sides roll search dice (as in port attacks ~ see 11.2). Frogmen are treated as being in a sea-box section equal to *double* their attack factors (in the blue circle);
2. If the frogmen's search roll is higher than their section, they are destroyed before attacking;
3. The port's owner can avoid the attack by spending 4 surprise points;
4. Otherwise you execute the attack like air-to-sea (see 11.5.9) locating the frogmen's attack factor on the *air-to-sea* row of the naval combat chart. You can spend surprise points to alter the column or to select targets normally.

22.4.4 The Queens (SiF option 66)

This unit represents two converted passenger liners (*Queen Mary* and *Queen Elizabeth*) that were justly famous for their speed. You use it like a faster than usual TRS except that it cannot transport HQ-A, ARM, MECH, artillery or aircraft units. The Queens can replace a TRS unit from the start of a scenario.

22.4.5 Territorials (AfA option 10)

Some major powers and minor countries have one or more territorial units available in the force pools from the start of the game.

Territorial units form a new force pool but count against infantry gearing limits. They take as long to arrive, and cost as much to build, as MIL units.

Italy can only build the Italian AOI territorial if it controls Ethiopia or Italian Somaliland (**AfA/AsA option 1:** or Eritrea if playing with the Africa map). It can arrive as a reinforcement in any of these countries. Italy can only build the Italian East African territorials if it controls Ethiopia.

Territorials are controlled by the major power that controls their home country or territory when they arrive as reinforcements, even if they were built by a different major power. You return *on map* territorials to the force pools when their home country or territory is conquered.

The US can build the Philippines territorial unit before the Philippines are reinforced (see 13.3.2, entry option 50).

Movement

Territorials are *not* subject to restrictions on minor units leaving their home country (see 19.4). However, they may only leave their home country if they are controlled by an active major power.

For movement purposes, territorial units treat mountain, forest and jungle terrain *in their home country* as clear. They pay normal movement costs outside their home country.

Combat

Add 1 to your die roll for a land attack against a hex in which the only defending land units are territorials (in addition to any modifier for face-down units).

Subtract 1 from your die roll for a land attack if all attacking units are territorials.

22.4.6 Soviet workers (AfA option 67)

If playing with **option 30** (factory construction & destruction), Soviet players receive 1 GAR each time they destroy a blue factory in the USSR. Choose the unit randomly from those in the force pool. Place it on the destroyed factory hex immediately (subject to reinforcement placement rules). It does not count against gearing limits.

22.4.7 Siberians (AfA option 68)

Each Siberian unit can replace a Soviet INF unit from the start of a scenario. In 1939 games, they must start on the Asian or Pacific map. In other games, they can start anywhere. You decide after set up which units, if any, you wish to replace.

Put any Siberians you don't start on the map into the INF force pool.

22.4.8 Vlassov (AfA option 62)

Vlassov was a successful Soviet general who defected to the Germans after his capture. Naturally, he later changed sides again when circumstances were different.

Add the Vlassov unit to the German cavalry force pool as soon as Kiev is Axis controlled.

The Vlassov unit can only arrive as a reinforcement in Kiev. If it arrives as a reinforcement when Kiev is Soviet controlled, remove it from the game.

22.4.9 Fortification units (AfA/MiF option 5)

Fortification units are a new gearing limit class.

You can voluntarily remove your fortification units from the map in any production step.

Fortification units cannot move and they do not prevent enemy units entering their hex. They are destroyed as soon as an enemy land unit enters their hex.

Fortification units have no intrinsic combat value and cannot attack. Their combat benefits are not affected by lack of supply. Ground striking and artillery bombardment have no effect on them. They cannot be used to satisfy losses in combat.

Land units attacking through fortified hexsides into the hex containing the fort halve their combat value (in addition to any other modifiers). A unit landing on the stack by paradrop is never halved by a fortification unit. If *every* land unit attacks through a fortified hexside, the defender has the choice of combat table.

A fortification has no further effect on an already fortified hexside (the effect of printed fortified hexsides supersedes that of fort counters).

The orientation of the counter determines which 1, 2 or 3 hexsides are fortified. If two fortification units occupy the same stack, you should orient them to cover different hexsides.

22.4.10 Supply units (MiF option 6)

Supply units are a new gearing limit class. They cost 3 build points and may only be built if all the resources consumed in producing these build points were oil.

They are always in supply.

They stack as if they were a division (even if you aren't playing with the divisions option ~ see 22.4.1).

They can move normally, by rail, or be transported by sea (see 11.4.5) or by ATR (see 11.12).

They move like a normal land unit but do not change control of hexes they enter. They have no combat value and cannot attack. They are never affected by any combat result.

Your land units can enter a hex containing only an enemy supply unit without having to overrun it. You can then either destroy the supply unit or replace it with one of your own (chosen randomly).

Face-down supply units can be reorganised like any other unit (If playing AfA option 48 ~ see 13.5.1, they do require oil to reorganise).

Supply benefits

At *any* time during a game turn (even during an opponent's impulse) you can remove a supply unit from the map if it is face-up and stacked with an HQ it co-operates with. For the rest of the *turn*, that HQ is a *primary* supply source.

If playing with **Option 48: Oil**, that HQ may reorganise oil dependent units as if it were 1 oil resource.

22.4.11 Synthetic oil plants (AfA option 14)

The synthetic oil units represent plants designed to turn coal into fuel oil. Such plants were built extensively by Germany during the war but also to some extent by Japan.

Once on the map, they produce 1 oil resource point per turn for whoever controls the hex.

If you play with this option, oil resources (not just synth plants) can be destroyed in the same way as factories (see option 30, 22.2). You cannot destroy oil that you are providing to another major power as part of a trade agreement (see 5.1).

If a printed oil resource is destroyed, you can repair it. This costs 4 build points and takes 2 turns. You can only repair printed oil resources, not synth plants.

MiF option 7: If you are playing with ENG units (see 22.4.1), you can't repair a destroyed oil resource unless an ENG unit is stacked in the hex on the turn you pay to repair it.

22.4.12 Amphibious units (option 26)

Amphibious units (AMPH) form a new force pool. They count against ship gearing limits.

AMPHs are much like TRS units. If you are not playing with the amphibious option, you can simply treat them as more expensive TRS.

If you are playing with the amphibious option, you *can't* transport HQ-A, ARM, MECH, aircraft, or artillery units on AMPHs.

MAR and divisions can still invade from TRS units (or SCS if using option 25 ~ see 11.4.5) but other land units can only *invade* from AMPHs.

TRS units at sea can now only *embark* a land unit from a coastal hex (see 11.4.5) if that hex is a port or contains an HQ (this means a face-up HQ can always be embarked). MAR units, infantry class *divisions*, and units embarking on AMPHs, are not subject to this restriction.

You can no longer *debark* a land unit from a TRS at sea into a friendly coastal hex (see 11.13) unless the hex is a port or contains an HQ (a face-up HQ can always debark). MAR units, infantry class *divisions* and units debarking from AMPHs, are not subject to this restriction.

Treat an AMPH as a TRS for naval combat purposes.

22.4.13 Naval supply units (SiF option 69)

Naval supply units are normal TRS units in all respects. If you are not playing with this option, treat them as just another TRS unit.

At the start of the naval movement step, you can announce that you are *upgrading* a minor port. You can do this if there is a face up naval supply unit in that port. Turn the unit face down and move it adjacent to the port to mark the port as upgraded. You can now stack an extra 10 or 15 naval units at that port (the unit indicates which). The naval supply unit no longer counts against stacking at that port and may not be chosen as a target during port strikes. If it is overrun, it must rebase in the same manner as all other naval units in the port.

At the start of the naval movement step, you can announce that you are *downgrading* an upgraded port. Turn the naval supply unit face up and move it back into the port. Stacking at that port is now normal. You can only downgrade a port if it would not be overstacked after downgrading.

Upgrading or downgrading a port counts as 1 naval move.