

## I. Sequence of Play Administration Phase (3.2)

### 1. Distribute turn track counters

### 2. Gain flags

- Germany gains two flags (*Night of the Long Knives*); Italy may gain *Il Duce*.
- Under *Status Quo*, United States gains no flag; France and/or United Kingdom may gain one, but must conduct stability test.
- Under *Military Reforms* posture, **Communist powers** may gain a flag, but must conduct stability test.

### 3. Production (4.2)

In increasing effectiveness order:

- Collect undamaged resources** (requires LOC), including transfer of US resources (*US-Japan Trade* or *Lend Lease*).
  - Convert resources to offensives** (at 1:1 ~ flip) or builds (at commitment conversion rate).
  - Construct units** and upgrades from force pool.
    - Each unit costs one build.
    - (**exception:** *fleets and upgrades cost two builds.*)
    - Fleets and fortresses are placed on turn track for next turn; all others placed in holding box.
  - Gain war offensives** (if belligerent).
    - One offensive per industrial resource collected.
  - Repair** damaged resources.
- ### 4. Final disposition:
- place holding box counters in **reserve** (max. 1) or **action cup**.
- Resources returned to available if not reserved.

## II. Sequence of Play Action Phase (3.3)

Powers may interrupt (3.5) with their reserve (priority in decreasing effectiveness order).

If no interrupts, draw counter from action cup. Associated power must reserve (3.4), reject (3.6), or resolve (3.7).

**Resolving a Flag:** Associated power performs one political action; perform effectiveness check to succeed.

**Resolving an Offensive:** Associated power performs one or more military actions, based on commitment conversion rate.

**Resolving a Unit:** Associated power places unit on production site, then may deploy it.

**Resolving an Upgrade:** Associated power traces an LOC to flip corresponding type of unit to upgraded side.

**The following must be resolved when drawn:**

**Crisis:** First three *Crisis* markers each turn, roll on Crisis Table, then place on turn track for next turn. After third *Crisis*, flip *Turn* marker to *Sudden Death*. If *Crisis* drawn during *Sudden Death*, check for turn end instead of resolving. Each power counts their leftover counters:

- **Civilian or Rearmament:** 2 or more to continue.
- **Mobilization or Exhaustion:** 3 or more to continue.
- **Total War:** 4 or more to continue.

If turn continues, return *Crisis* marker to action cup.

**Home Front:** Associated power conducts stability test modified by commitment, then may conduct deploy action. Place on turn track for next turn.

**Civil War Resolution:** Resolve all civil wars (including the Chinese Civil War). Place on turn track for next turn.

## III. Sequence of Play End Phase (3.8)

Check to see if game ends (1.6).

If game does not end, empty action cup and resolve remaining counters in following order (if present):

1. Resolve the *Civil War Resolution* marker.
2. Resolve *Home Front* markers in increasing effectiveness order.
3. Place flags, offensives, units and upgrade markers in associated production holding box.
4. Powers move reserve to production holding box.
5. Flip *Commitment*, *Effectiveness*, and *Posture* markers to front side, if necessary.
6. Flip the turn marker from its *Sudden Death* side to its *Turn* side, advance to next box on turn track, and begin new turn.

## Line of Communication (LOC) (4.3)

Trace from production site to designated area. LOC may enter an unlimited number of areas, provided each is a:

- A friendly land **or mixed** area.
- A sea area empty of enemy naval units or enemy strategic air forces. If tracing power is belligerent, the sea area must be within two areas of a friendly port area.
- The target area of an intervention action.

LOC can be traced into or out of (but not **through**) restricted land areas or areas with *Delay* box. A friendly logistics marker in a restricted land area negates this restriction. Restricted **mixed** areas do not block LOCs.

## Interests (5.1)

**Interests** limit where powers may gain flags by provocation, and attempt diplomacy. A power has interests in:

- Every land or mixed area it controls.
- Every area (land, sea, or mixed) **adjacent** to areas it controls.
- Every land or mixed area across a single sea area from its home or colony areas.
- Every area where it has an aid **or Influence** marker.
- Every area where it owns a base.
- Every area where its ally has interests.

## Stability (5.5)

**Stability Test:** conduct an effectiveness check. If check succeeds, power's stability does not change. If check fails, power's stability is reduced one level.

Powers conduct stability tests under following circumstances:

- **Crisis Events:** Certain events require powers to conduct a stability test.
- **Home Front:** When power's *Home Front* marker is drawn, unless commitment is civilian. If at mobilization, -1 penalty; if at total war or exhaustion, -2 penalty.
- **Collapse/Surrender:** When power's ally collapses or surrenders.
- **Military Disaster:** When power suffers excess losses in land or naval combat.
- **Loss of Control:** When power loses control of home area, or colony area containing a resource. Conduct additional test if power's capital.
- **A-Bomb:** A loss inflicted by A-Bomb attack requires the primary defender to conduct stability test.

## Political Actions (6.0)

Successful effectiveness check required.

### Alliance (6.1)

Form or join alliance with powers in your ideology.

### Declaration of War (6.2)

Enter state of war with (and attack) opposing power(s).

### Diplomacy (6.3)

Gain control of one ungarrisoned country.

### Escalation (6.4)

Increase your commitment (max. once per turn). No effectiveness check required if belligerent.

### Maneuvers (6.5)

Conduct one military action.

### Pressure (6.6)

Target power of your choice gains one flag. **Acting and/or target power must be belligerent.**

### Propaganda (6.7)

Increase your stability by one level. **Home front commitment modifier applies to effectiveness check.**

### Special Power Actions (6.8)

- **Germany:** flip *Rhineland Demilitarized* marker.
- **Italy:** If non-belligerent, play *Abyssinian Adventure* marker.
- **United States:** remove *US-Japan Trade* marker; or place *Lend Lease* marker.
- **Soviet Union:** place *Trans-Siberian Railroad* marker.
- **Communist Powers:** change posture (once per turn).

## Provocation (5.2.3)

A power is **provoked** (gaining one flag) when an **opposing**, but not **enemy**, power:

- Forms or joins alliance, if indicated on status card (max. 1 flag).
- Declares war on it or its ally.
- Escalates, if indicated on status card.
- Intervenes in area where it has interests.
- Declares operation against area where it has interests, whether successful or not.
- Performs surprise attack against it.
- Gains control of area where it has interests, including by crisis event, diplomacy, conquest, or civil war decisive victory.

## Occupation Limits (7.1)

Occupation limits apply separately for each ideology.

**IMPORTANT:** Units may not occupy opposing areas (or areas with opposing unit/base), except when the target of an operation. Units may only occupy land areas (or sea areas with unit/base) belonging to another power in their ideology if they are **friendly**.

### Land and Mixed Areas

- Up to two land units, but no more than one fortress and one Chinese army per area.
- Up to two naval units in a coastal area; naval units may not occupy a non-coastal land area.
- Up to two air units.
- Up to one logistics unit.

**Restricted terrain** reduces above limits to one of each type (land, naval, air, logistics); a **logistics unit** in area negates penalty.

Any number of units may occupy a **remote** area, but only units of area's controlling power.

## Movement (7.2)

- Moving units can enter a land or mixed area only if **friendly** or the **target** area of an operation. Air movement during operations may **transit** enemy areas.
- **Solid** red borders are impassable.
- Fortress and logistics units only move when played from action cup or reserve, but may be withdrawn during deployment. They never retreat or regroup.

### Land Movement

Land movement is from land or mixed areas to adjacent land or mixed areas.

- Black crossing arrows and white map connectors allow land movement.

### Naval Movement

Naval movement is from a **sea area to an adjacent sea or coastal area, or from a coastal area to an adjacent sea area**. Units using naval movement required to remain within range of friendly port.

- **Black crossing arrows and blue map connectors** allow naval movement.
- Land and logistics units must use naval movement to deploy across one or more sea areas to destination port area.
- Air units must use naval movement to deploy across two or more consecutive sea areas.

### Naval movement cannot:

- Move directly between adjacent land areas.
- Enter area occupied by **enemy** naval units or strategic air forces unless area is target of operation (**exception: submarine packs may transit enemy-occupied areas, but cannot remain**).

### Air Movement

Air movement is from area to adjacent area, regardless of type. Air movement may enter sea areas and friendly land or mixed areas. Air movement may use crossing arrows and white map connectors. **During operations, air movement may transit enemy areas.**

Air movement cannot enter an area occupied by enemy air units unless area is target of operation.

### Sea Areas

Units may **not** occupy sea areas, except:

- Up to one logistics unit may occupy sea area with friendly base.
- Up to one naval unit may occupy sea area with friendly naval base; two if friendly logistics unit occupies area.
- Up to one air unit may occupy sea area with friendly air base; two if friendly logistics unit occupies area.
- While belligerent, up to one naval unit and one strategic air force may occupy each sea area adjacent to friendly port or airfield (respectively). They may not occupy area with opposing non-enemy base.
- While belligerent, up to one submarine pack (only) may occupy each sea area two sea or mixed areas away from friendly port; may not occupy area with opposing non-enemy base.
- **During an operation**, up to two naval units and/or two air units may occupy a sea area.

## Military Actions (8.0)

### Augmentation (8.2)

For each augmentation action, power adds +1 bonus to combat score for every combat during operation.

### Builds (8.3)

For each build action, a belligerent acting power gains one build to construct unit or upgrade marker, then adds to action cup (**exception: fleets and fortresses are placed on turn track**).

### Deployment (8.4)

Acting power moves all units (attacks prohibited).

### Intervention (8.5)

Acting power sends aid to civil war faction.

### Operations (9.0)

Acting power attacks enemy area, uncontrolled country, or unowned base.

- **Land Operation (9.3):** Activate armies to attack adjacent target land or mixed area (must be enemy, or ungarrisoned country).
- **Invasion (9.3.2):** Requires two actions; no surprise attacks. Activate armies to attack across one or two sea areas occupied by friendly fleets.
- **Naval Operation (9.4):** Activate fleets and/or strategic air forces to attack area within range occupied by enemy naval units and/or enemy strategic air forces.
- **Base Capture (9.4.2):** Activate fleets and/or strategic air forces to gain ownership of base within range.
- **Air Operation (9.5):** Activate air units to attack area within range occupied by enemy air units.
- **Strategic Bombing (9.5.2):** Activate air units (including at least one strategic air force) to attack enemy area within range containing a resource.

### Special Power Actions

- **Germany:** flip *Rhineland Demilitarized* marker.
- **United States:** Spend A-Bomb marker to perform atomic strategic bombing operation.

## Operation Sequence (9.2)

1. Attacker declares:
  - a. type of operation;
  - b. units activated for operation;
  - c. target area (determining the primary defender).
2. Belligerent Democracies attacking ungarrisoned non-enemy country, or unowned base, must pass effectiveness check or operation is canceled and action is forfeit.
3. Attacker declares any augmentation for operation.
4. Each power provoked by attack gains one flag. If operation is surprise attack, primary defender gains additional flag. Attacking and defending powers (and potentially allies) are at war if not already.
5. Attacking and defending units trace LOC for supply; place *Limited Supply* marker on units that cannot.
6. Attacking units move to target area; occupation limits apply.
7. Resolve combat:
  - a. Commit supporting units (**check supply**), attacker first.
  - b. Resolve air combat, if any. If main combat is land or naval combat, determine air superiority.
  - c. Resolve land or naval combat, if any.
  - d. Resolve aftermath; remaining units retreat or regroup.

## Determine Primary Defender (9.1.1)

During operation, primary defender is determined according to following priorities:

1. In land operation, if target area is ungarrisoned country, primary defender is country itself.
2. A power in target area with unit matching operation type is primary defender. If more than one qualifies, players must agree who will be primary defender, or primary attacker chooses.
3. Otherwise, power controlling area (or owner of base, if a sea area) is primary defender.

## Combat Resolution (10.0)

1. By default, each side rolls two dice, except:
  - **Land combat:** Side with no land units rolls only one die.
  - **Naval combat:** Side with no naval units rolls only one die.
  - **Strategic bombing:** Defender with no air units rolls only one die.
2. Calculate adjustments to **number of dice** (min. 1):
  - **Air superiority (land or naval combat):** Side with air superiority rolls additional die.
  - **Armor superiority (land combat):** Side with more tank armies has armor superiority; opposing side rolls one fewer die (not applicable if target area has adverse terrain).
  - **Carrier superiority (naval combat):** Side with more carrier fleets has carrier superiority; opposing side rolls one fewer die.
  - **Aid (land combat):** If primary defender is client with one or more aid markers, each faction discards one and defender rolls an additional die.
3. Calculate bonuses and penalties to each side's combat roll:
  - Attacker or defender -1 if marked Limited Supply.
  - Attacker +1 for each augmentation action.
  - Attacker -1 if any unit at extended range.
  - Defender -1 if surprised.
  - **Land combat:** Defender +1 if target area is adverse terrain, if defending across black crossing arrow, or if defending against invasion (not cumulative).
  - **Land combat:** Defender +1 if target area contains a fortress.
4. Both sides roll and determine combat scores. Higher score wins combat and loser incurs losses. If final scores are tied, neither side wins; both sides takes one loss and cannot **declare retreat**. Side that loses combat must take losses equal to winner's score divided by loser's score (drop all fractions).
  - a. Except in case of tie, loser may reduce losses by one by declaring retreat (**exception: not if losses would eliminate all eligible units**).
  - b. Apply all remaining losses; in case of tie, defender applies loss first.
  - c. If retreat was declared, losing units retreat from target area.
  - d. Resolve aftermath of combat.
  - e. Determine if triumph/disaster occurs (losses exceed eligible units; land or naval combat only).

**Losses (10.8)** can only be applied to unit types matching the type of combat.

- At least one loss must be to flip an upgraded unit, if possible.
- At least half a side's losses must be applied to units of the primary attacker/defender, if possible.



## Collapse (5.5.2)

When a power **collapses**, determine **surrender threshold**, starting with 0:

- +1 for each neutral, opposing, or enemy cube in its home areas or colony areas containing a resource.
- +1 if power's victory point total is currently 0 or less.
- +1 if power's commitment is exhaustion.

### Power's player rolls one die.

- If roll is greater than surrender threshold, follow **collapse** sequence below.
- If roll is less than or equal to surrender threshold, follow **surrender** sequence instead.

When a power **collapses**, apply the following effects strictly in order:

1. Each enemy power gains a flag.
2. Cancel pending stability tests. Set power's stability to wavering.
3. Return power's reserve to status card.
4. Remove power's cubes from failed political action boxes.
5. Reduce power's effectiveness by 1 for remainder of turn (flip marker as reminder).
6. Power's allies must conduct stability tests; if other powers collapse or surrender, resolve after completing this one.
7. If power's commitment is **exhaustion**, it breaks its alliances and must offer armistice to all enemy powers.
8. If power's commitment is **mobilization** or **total war**, set to exhaustion and adjust force pool.

If Italy collapses, the *Il Duce* flag permanently loses its special ability. If Germany collapses, the *Night of the Long Knives* special rule is cancelled for the remainder of the game.

## Civil War Resolution (11.3)

When *Civil War Resolution* marker is drawn, resolve one round of **civil war** combat in all areas marked with a *Civil War* marker (including the Chinese Civil War).

Each faction starts with two dice; faction with most aid rolls one additional die.

Compare scores and apply results as follows:

### Scores tied: Stalemate

- Both factions lose all aid markers; civil war continues.

### One score higher, but not double the other: Marginal Victory

- Losing faction loses all aid markers; civil war continues.
- If losing faction had no aid markers, civil war ends in marginal victory for winning faction. Flip *Civil War* marker to *Influence* side and place remaining aid markers under it. **If no patrons, simply remove *Civil War* marker.**

### One score at least double the other: Decisive Victory

- Losing faction loses all aid markers, and civil war ends in decisive victory for winning faction.
- One of winner's patrons, if any, immediately gains control of area (following rule for conquest, including regroup). If winning faction has multiple patrons, resolve a diplomatic opportunity. **If no patrons, simply remove *Civil War* marker.**

### Living Document April 2022

This is a "Living" document for the game. It includes updates and clarifications to the original rules. To aid readability, updates and clarifications of significance are indicated in blue text.



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## Surrender (5.5.4)

**IMPORTANT:** A power also immediately **surrenders** if at any time it controls no production sites.

When a power **surrenders**, it is eliminated from the game.

Apply the following effects strictly in order:

1. Each enemy power gains a flag.
2. Power's allies must conduct stability tests; if other powers collapse or surrender, resolve after completing this one.
3. Allies with land units in power's areas (or air/naval units in areas with power's bases) may gain control. If UK surrenders, remove all special naval bases.
4. Power breaks its alliances.
5. Remove power's counters and cubes from the game—including base markers in play and counters in action cup. Place Unowned Base markers on power's printed bases not under another power's control.
6. Place neutral cubes in each of power's home/colony areas not controlled by another power (two if a capital). Former home areas are eligible for diplomatic opportunity.
7. If surrendering power removed cubes from areas of an inactive power, then place neutral cubes in those areas, and former home areas are eligible for diplomatic opportunity.
8. Place power's *Victory* marker on track at its new negative value.
9. Flip power's *Stability* marker to *Surrender* side. Opposing ideology with most cubes in home areas of surrendered power moves *Surrender* marker to its corner of political display. If tied, both opposing ideologies get marker. If no powers have cubes in surrendered power's home areas, remove marker from play.
10. Check to see if game ends (1.6).

## Chinese Civil War (11.4)

### A) Active/Inactive

Determine current status of Chinese Civil War. If any Chinese country is garrisoned, set *Chinese Civil War* marker to *Inactive*. Otherwise, set marker to *Active*.

### B) Patrons (current patron for faction makes all decisions)

Determine current patron for each faction according to priority:

1. Most cubes in areas occupied by faction.
2. Most aid **or Influence** attached to faction.
3. Soviet Union (ChiComs) or United States (GMD) **if active**.
4. **Active power with highest effectiveness.**

### C) Resolution

- If *Inactive*, no GMD-ChiCom combat; instead expand.
- If *Active*, more numerous faction must attack adjacent area containing opposing Chinese army. If factions are tied GMD must attack. **If attack not possible, both expand instead.**

- Attack is resolved identical to regular civil war with following modified effects:

### Scores tied: Stalemate

- Both armies lose all aid.

### One score higher, but not double the other: Marginal Victory

- Losing army removes all aid. If no aid, instead army must retreat to adjacent uncontrolled Chinese country with no army; if no legal retreat area, remove from map instead. **Winning faction expands into area** placing new army there; remove cube(s) from area.

### One score at least double the other: Decisive Victory

- Losing army removes all aid and is flipped to winner's side. Remove cube(s) in area.

## Diplomatic Opportunity (5.7)

Eligible powers (in decreasing effectiveness order) **may perform** effectiveness checks. First successful check gains control; country remains uncontrolled if no power succeeds.