






## Commitment

	No DOW No upgrades No home front Civilian	No DOW Rearmament	End Status Quo Escalation offensives Mobilization	Escalation offensives Total War	No DOW Exhaustion
Effectiveness	3	3	3	2	2
Force Pool (of 35)	8	12	16	20	16
Conversion*	2:1	1:1	1:2	1:3	1:2
Home Front	N/A	+0	-1	-2	-2

\* Conversion rate is *resources : builds* and *offensives : military actions*

Provokes/provoked-by escalation or alliance, unless enemies:

France, United Kingdom, Soviet Union   

## Available Force Pool

- Surface fleets and upgrade markers cost 2 builds.
- Surface fleets and fortresses are placed on the turn track for next turn.

## Production Holding Box

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## Production Holding Box





## Commitment

	No DOW No upgrades No home front Civilian	No DOW Rearmament	End Status Quo Escalation offensives Mobilization	Escalation offensives Total War	No DOW Exhaustion
Effectiveness	1	1	1	1	1
Force Pool (of 18)	4	6	8	10	8
Conversion*	2:1	1:1	1:2	1:3	1:2
Home Front	N/A	+0	-1	-2	-2

\* Conversion rate is *resources : builds* and *offensives : military actions*

Provokes/provoked-by escalation or alliance, unless enemies:

France, United Kingdom  

## Available Force Pool

- Surface fleets and upgrade markers cost 2 builds.
- Surface fleets and fortresses are placed on the turn track for next turn.

## ITALY

## Available Markers

(2 flags, 4 offensives,  
Abyssinian Adventure,  
Dreadnought Refit)

## Production Holding Box

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## GERMANY: Tomorrow Is Mine!

The Thousand Year Reich only lasted twelve years, reaching its bloody end as the Soviet Red Army picked its way through a wrecked Berlin. Adolph Hitler lay dead by his own hand. No one saw this coming when Hitler came to power in 1933.

Back then, Hitler was just another dictator. The Germany he led was weakened by the Versailles Treaty. The popular mood wanted Germany to regain its greatness.

When Italy invaded Ethiopia in 1935, Hitler noticed that France and Britain did nothing. Would they use force to stop him, every time he broke his word? Expand the army. Seize the Rhineland. Build an air force. Rebuild a navy. Add submarines. Add tanks. Aid the fascists fighting in the Spanish Civil War. Absorb Austria. Annex the Sudetenland. Invade Czechoslovakia. Each transgression provoked concern, but not war.

France and the UK drew the line. Do not invade Poland, or else. Hitler obtained a non-aggression pact with Russia, paving the way for Germany to invade Poland in September, 1939. France and Britain declared war. Poland fell in four weeks, too quickly for its new allies to do anything about it.

Subsequent campaigns in Denmark and Norway, the Low Countries and France, Yugoslavia and Greece, all took weeks. So how long would it take to crush Russia?

Hitler deeply hated Jews, Slavs and Communists, all plentiful in Russia. There was also lots of land to take for German settlement. With all this in mind, Hitler ordered his army to invade Russia in June, 1941.

By December, the panzers reached the Moscow suburbs. The Russian counter-attack pushed the German army back 100 miles. Germany reached its limits. It could no longer do a "full court press" along the entire Russian Front. Attacks were now more focused and sectional.

A divergent two-pronged summer offensive pushed one army group eastward to the banks of the Volga at Stalingrad and another southward to the foothills of the Caucasus. Both efforts failed for lack of resources. Another Russian winter offensive in November, 1942, cut off the German 6th Army at Stalingrad, where it succumbed and surrendered in early 1943.

Axis problems holding North Africa and Sicily/Italy were sideshows best described as "economy of force" operations, while four-fifths of the German Army was fighting in Russia. Losses exceeded replacements.

Russian attacks forced the German army westward, creating a bulge in the line around Kursk. Hitler gambled again, throwing his remaining tanks against well-prepared Russian defenses. The German attack in July, 1943, came to a grinding halt, incapable of breaking through. The Russians resumed their offensives westward, never to defend again.

By mid-1944, the US and Britain were attacking in Italy and France. That December, a final, desperate offensive against the Americans in the Ardennes failed. Less than six months later, Allied and Soviet units met on the Elbe. The Soviet Army raised the red banner over Berlin's Reichstag.

The Thousand Year Reich was at an end.



## ITALY: The Return of the Roman Empire?

Italy exited World War One with a chip on its shoulder. As a victor, it recovered several small inconsequential bits of the Austrian-Hungarian Empire. Reunification was finally achieved, but the gains seemed paltry compared to the cost. Italy was a sore winner.

Benito Mussolini exploited this festering resentment to become dictator. His "corporate state" aligned national interest with the industrialists, squelched labor unions and the left, and gave the people a populist nationalism.

Yes, Mussolini wanted a modern military to create a modern empire. He got his tanks, fighters and bombers, all built with the best technology the 1930s could provide. In 1935, the Italian Army crushed Ethiopia, bloody payback for a failed Italian invasion back in the 1890s. Italy provided troops and aid to Franco's Nationalists during the Spanish Civil War.

These efforts consumed resources that Italy's narrow industrial base could barely produce. Upgrading the military to remain competitive in the 1940s was not going to happen. When war came to Europe again in 1939, Mussolini stayed on the sidelines.

But by May, 1940, Hitler looked like a clear winner. Mussolini declared war on France and Britain. From there, everything went downhill. That massive army in Libya was barely in Egypt when a paltry British force surrounded and captured the bewildered Italians. Then there was that impulsive invasion of Greece in late 1940. The Greeks stopped the Italians at the border.

Mussolini owed Hitler. He was in no position to refuse Germany's request for an Italian army to serve on the Eastern Front. The Soviets had no trouble destroying it as part of the Stalingrad encirclement.

Three years of see-saw war in North Africa, finally resulted in an Anglo-American victory in 1943. Italy lost an army in Tunisia. The follow-up invasion of Sicily saw the allies destroy another Italian army. The British invasion of mainland Italy in Calabria and the Anglo-American landing at Salerno forced the political downfall of Mussolini.

In September, 1943, an Italian provisional government offered an armistice to the allies, ordering the surrender of all Italian forces. Nevertheless, the Germans were quick to occupy the country, free Mussolini from captivity, and set him up as the nominal leader of a rump Italian puppet state, the Republic of Salò. Germany spent the next two years on the defensive, its armies exploiting the river lines and mountain ranges to delay and attrit allied attacks northward.

By April, 1945, it was all over. With little of Italy left to defend, the Germans surrendered. Mussolini and his mistress were captured by Italian partisans and promptly gunned down, their bodies taken to Milan and dumped in a city square. For Italy, the war finally reached its dead end.





## Commitment

	No DOW No upgrades No home front Civilian	No DOW Rearmament	N/A under Status Quo Escalation offensives Mobilization	Escalation offensives Total War	No DOW Exhaustion
Effectiveness	2	2	2	2	2
Force Pool (of 27)	8	11	14	17	14
Conversion*	2:1	1:1	1:2	1:3	1:2
Home Front	N/A	+0	-1	-2	-2

\* Conversion rate is resources : builds and offensives : military actions

Provokes/provoked-by escalation or alliance, unless enemies:

**Soviet Union, United States**

## Available Force Pool

- Surface fleets and upgrade markers cost 2 builds.
- Surface fleets and fortresses are placed on the turn track for next turn.

## JAPAN

**Available Markers**  
(3 flags, 6 offensives)

## Production Holding Box



## Commitment

	No DOW No upgrades No home front Civilian	No DOW Rearmament	N/A under Status Quo Escalation offensives Mobilization	Escalation offensives Total War	No DOW Exhaustion
Effectiveness	1	1	1	1	1
Force Pool (of 21)	5	8	11	14	11
Conversion*	2:1	1:1	1:2	1:3	1:2
Home Front	N/A	+0	-1	-2	-2

\* Conversion rate is resources : builds and offensives : military actions

Provokes/provoked-by escalation or alliance, unless enemies:

**Germany, Italy**

## Available Force Pool

- Surface fleets and upgrade markers cost 2 builds.
- Surface fleets and fortresses are placed on the turn track for next turn.

## FRANCE

**Available Markers**  
(2 flags, 4 offensives,  
Dreadnought Refit)

## Production Holding Box



## JAPAN: Death is as Light as a Feather

World War II really began 1931, when the Japanese Army conquered Manchuria, without first consulting the elected government in Tokyo. That is how Japan worked when the military was in charge.

Taking Manchuria was a good start. However, there was more to be taken in China, which recently achieved a shaky unity under Jiang Jieshi. Too weak to contest Japan in Manchuria, China spent the next few years raising a modern army, expecting Japanese attack.

That war came in 1937. Japan committed 20 divisions—too small a force to take all of China. Nevertheless, it was enough to take the ports, railroads and industrial centers.

Jiang's army could not stop the Japanese offensive, which captured the capital city of Nanjing and put the civilians there to the sword. The Chinese retreat stopped at Chongqing. The war would grind on for the next eight years, keeping Japanese forces pinned in China.

In Europe, France and the Netherlands suffered defeat. They could not defend their colonies in Southeast Asia, while Britain was too busy fighting for its life against Germany. Japanese forces occupied French Indochina in a walkover. The United States, already angry over the invasion of China, finally did more than protest. It embargoed scrap steel and oil exports. If Japan did nothing to replace those economic losses, its industries would shut down. The only way to break this squeeze was to go to war with the US and UK.

Aware of the overwhelming advantages of the US, Japan launched a surprise attack on the American fleet at Pearl Harbor.

They succeeded in briefly neutralizing the US Pacific Fleet, but the absence of carriers at Pearl meant the attack failed to inflict a mortal wound. Even so, Japanese forces swept through the Philippines, Burma, Malaya and the Dutch East Indies. US forces in the Philippines and British forces in Singapore surrendered.

Overconfidence led to the Battle of Midway in June, 1942, where the Japanese Navy expected to crush the remainder of the US fleet. A lucky break allowed American dive bombers to sink all four Japanese carriers, with the loss of one American flat top. A US offensive at Guadalcanal checked the Japanese advance into the Solomons. Naval losses were heavy for both sides, but the Americans could easily replace what was lost. Japan could not. That pattern would continue for the rest of the Pacific war.

From 1943 onward, the US pushed along two fronts against the Japanese perimeter—in the Central Pacific and via the Solomons and New Guinea. By 1945, the Americans were already circling the Japanese home islands. The Americans won a pyrrhic victory at Iwo Jima, while Okinawa was secured after a long, bloody slog.

By August, 1945, the US was preparing to invade Kyushu. The Soviets attacked Japanese forces in Manchuria, securing the entire region in less than two weeks. The US then used the first atomic weapons against the Japanese cities of Hiroshima and Nagasaki.

It was at that moment that Emperor Hirohito overruled his generals and admirals. "The war situation has developed not necessarily to Japan's advantage," he said. On that oblique note, the Emperor of Japan bowed to reality and surrendered his nation.



## FRANCE: Doomed Rematch

France was the most powerful nation in Western Europe in 1933. Even though it was bled white by World War One, its home army was three times larger than Germany's. It had an air force, tanks aplenty and a modern battle fleet. Being stronger than Germany was all that mattered.

The French wanted the Versailles treaty to codify this dominance. The treaty chopped Germany's army down to 100,000, prohibited an air force, tanks and battleships. Reparations equal to Germany's annual output degraded—but did not destroy—Germany's economy.

In short, France feared a rematch. French diplomacy surrounded Germany with minor allies. The Maginot Line defended the Franco-German frontier. The next war would be just like the last one. However, that was not to be.

The Depression and political instability made it difficult for France to "keep up with the times". The Maginot Line was "politically" safe, because it was strictly a defensive measure. Yet it was a massive resource cost. Money sunk into fixed fortifications could not be used to create mobile armies or a modern air force.

So it was with a measure of dread that France and the UK declared war on Germany in September, 1939. For the next seven months, French and British forces mustered. The better units covered the Belgian border, which ran from the north end of the Maginot Line and the English Channel.

The weak link was the Ardennes Forest, which was covered by the deficient French 9th Army. This was not tank country. Nevertheless, German panzers managed to get through and achieve a breakthrough while a secondary force advanced through Belgium and the Netherlands to pin the allied forces moving north.

German forces aimed for the Channel, cutting the British off from the French. The Royal Navy managed to pull the stranded troops off the beach at Dunkirk. After a pause, German forces reorganized and attacked south, capturing Paris. France sued for peace. German forces took the entire Atlantic coast, leaving a diminished puppet state to carry on from its capital in Vichy. Puppet leader Marshal Petain hoped for German aid to rebuild a more conservative, Catholic nation, but Hitler had greater needs elsewhere.

General Charles deGaulle, a deputy defense minister who fled to the UK, declared a "Free French" government in exile. DeGaulle rallied whatever forces he could from various French colonies. His only weapon was stubbornness.

Free France grew from a fiction into a fact. It fielded a brigade in North Africa, a corps in Italy, and eventually an American-equipped army in France. So long as the French could field any forces, France existed. DeGaulle made sure it was a French division that would be the first to enter Paris, and with it the return of the French government to its proper seat of power.





## Commitment

	No DOW No upgrades No home front Civilian	No DOW Rearmament	N/A under Status Quo Escalation offensives Mobilization	Escalation offensives Total War	No DOW Exhaustion
Effectiveness	2	2	3	3	2
Force Pool (of 29)	8	11	14	17	14
Conversion*	2:1	1:1	1:2	1:3	1:2
Home Front	N/A	+0	-1	-2	-2

\* Conversion rate is *resources : builds* and *offensives : military actions*

Provokes/provoked-by escalation or alliance, unless enemies:

Germany, Italy  

## Available Force Pool

- Surface fleets and upgrade markers cost 2 builds.
- Surface fleets and fortresses are placed on the turn track for next turn.

## UNITED KINGDOM

## Available Markers

(3 flags, 6 offensives)

## Production Holding Box



## Commitment

	No DOW No upgrades No home front Civilian	No DOW Rearmament	N/A under Status Quo Escalation offensives Mobilization	A-Bomb Escalation offensives Total War	No DOW Exhaustion
Effectiveness	2	2	3	3	2
Force Pool (of 48)	12	18	24	30	24
Conversion*	2:1	1:1	1:2	1:3	1:2
Home Front	N/A	+0	-1	-2	-2

\* Conversion rate is *resources : builds* and *offensives : military actions*

Provokes/provoked-by escalation or alliance, unless enemies:

Japan 

## Available Force Pool

- Surface fleets and upgrade markers cost 2 builds.
- Surface fleets and fortresses are placed on the turn track for next turn.

## UNITED STATES

## Available Markers

(3 flags, 10 offensives)

## Production Holding Box



## UNITED KINGDOM: We Will Never Give In

It is 1933. The United Kingdom expected not to fight any major enemy in the next 10 years. Its defense budget reflected that "fact".

Six years later, Britain would be fighting a war of national survival against Germany; it did not have to be that way.

The British practice of appeasement takes the blame. As a policy, it worked pretty well before. If some faraway troublemaker was willing to fight for some small bit of land, then let him have it. So long as the British Empire was not threatened, why bother fighting?

That works if everyone follows the rules. That was not Hitler's style.

In Parliament, a backbencher named Winston Churchill constantly raised the alarm about Hitler's untrustworthiness. Most Conservative MPs paid no attention to him. Then Hitler invaded Czechoslovakia in early 1939, flouting a promise not to do so. The threat became clear to Prime Minister Neville Chamberlain. Guaranteeing Poland's security would bring the UK—and France—into war that September. Poland did not last the month.

Desperation followed defeat in the spring and summer of 1940. Churchill went from being MP to PM, replacing Chamberlain. The Royal Navy barely managed to evacuate the British Army off the beach at Dunkirk. Germany, intent on invading England, deployed the bulk of the Luftwaffe to secure air superiority over the English Channel. The RAF prevailed, but it was a near-run thing.

Success in Libya against Italy provoked German reinforcements. Now Britain fought desperately at sea and on land to keep the Axis from controlling the Mediterranean and capturing the Suez Canal—the windpipe of the British Empire. It was fighting alone, well enough to keep from being defeated. Vanquishing Germany, however, was beyond its means. The Japanese attack on the US prompted Hitler to follow suit. With America in the war, victory was now possible.

For Britain, Asia became a secondary theater out of necessity. India and Australia had to be held. Burma, Malaya and Singapore were lost to the Japanese, as well as the northern half of Papua New Guinea. Japan now had a long shot at invading Australia. The robust appearance of American carriers checked the Japanese advance at the Battle of Coral Sea, and contained the Japanese advance down the Solomons. Australia was safe.

In North Africa, General Bernard Montgomery applied greater armor, artillery and air power to decisively defeat Rommel's Italo-Germanic army, sending it packing to Tunisia. American offensives paralleled British efforts to retake North Africa, and then invade Sicily and Italy.

By June, 1944, the bulk of forces in Europe were now American. Now General Dwight Eisenhower would run the show. American strength grew while the UK disbanded divisions to provide replacements. Disagreements over strategy may have hampered, but never harmed, the war effort. By May, 1945, the war was over for Germany ...and the British Empire.



## UNITED STATES: A Day Which Will Live in Infamy

After World War I, the United States was not interested in being a world power. After World War II, it did not have a choice.

The US was self-sufficient in most strategic materials and possessed the largest industrial economy in the world. Only America could fight in six different theaters at the same time—North Atlantic, Northwestern Europe, Mediterranean, China-Burma-India, Southwest Pacific and Central Pacific.

The US was able to pursue two different research paths to a nuclear bomb, and even built a bomber to carry it. The B-29 program was just as expensive as the Manhattan Project.

Yet in 1939, the US Army only numbered 190,000 men. This was not a promising start.

Public opinion was sharply split over the need to re-arm. The pacifist opposition began to crack in the fall of 1941, when German U-boats torpedoed the destroyer *USS Kearny* and sank the *USS Reuben James*. Granted, they were escorting British shipping as far as Iceland, but the US was still neutral.

Americans expected to go to war against Germany. Japan fired the first shot instead, attacking US bases in Hawaii and the Philippines. Germany declared war on the US the following week. Anti-war sentiments disappeared.

Pre-war planning dictated a Europe-first strategy, but the early action was in the Pacific. Aircraft carriers became the new capital ships. The Japanese effort to seize Port Moresby, New Guinea was checked by American carriers at the Battle

of Coral Sea. At Midway, a combination of dumb luck and calculated risk allowed the US to sink four Japanese carriers, at a cost of only one of their own.

The US counterattack broke down into two strategic thrusts. The first was to secure the Solomons and New Guinea. The second was to push through the Central Pacific, securing bases to support the next offensive. Japan, always on the horns of a dilemma, could not respond to one without leaving the other threat uncovered. Eventually, all these forces converged on Japan via the Philippines and the Marianas.

Back in Europe, the US had to play second fiddle to Britain in the Mediterranean. American forces helped the British expel the Axis from North Africa and Sicily, only to become immersed in the hard slog up the Italian peninsula in 1943-44. The big punch came with Anglo-American armies invading Normandy in June, 1944.

Despite operational setbacks, like the Battle of the Bulge, the unstoppable American force reached its end at the Elbe, linking up with Russian forces advancing from the east.

The war in Europe was over in May, 1945. Three months later, it would reach a nuclear climax in Japan.

The war was over. The US was the only major belligerent to emerge unharmed. America was now the leader of a free world, a job it did not want just six years before.





## Commitment

	No DOW No upgrades No home front	No DOW Rearmament	Volga resource End Status Quo Escalation offensives	Urals resource Escalation offensives	No DOW Exhaustion
	Civilian		Mobilization	Total War	
Effectiveness	2	2	2	2	2
Force Pool (of 39)	8	12	16	20	16
Conversion*	2:1	1:1	1:2	1:3	1:2
Home Front	N/A	+0	-1	-2	-2

\* Conversion rate is *resources : builds* and *offensives : military actions*

Provokes/provoked-by escalation or alliance, unless enemies:

Germany, Japan

## Available Force Pool

- Surface fleets and upgrade markers cost 2 builds.
- Surface fleets and fortresses are placed on the turn track for next turn.

POSTURE	Military Reforms	Political Purges	Collective Security
Change once per turn, after Home Front stability test or by political action			

## SOVIET UNION

## Available Markers

(3 flags, 8 offensives, Trans-Siberian Railroad)

## Production Holding Box

## Fascist Power Special Rules

## Stresa Front



While the *Stresa Front* marker is in play, Germany and Italy cannot declare an operation or attempt diplomacy against an area in the other's interest.

Remove the *Stresa Front* marker from the game once Germany and Italy are allied, or once France and the

United Kingdom are allied, or once Germany or Italy becomes belligerent.

## Night of the Long Knives

In the administration phase of every turn, Germany gains an additional flag. Permanently canceled if Germany collapses.

## Rhineland Demilitarized



While the *Rhineland Demilitarized* marker is in play face up, Germany cannot occupy the Ruhr area and is denied use of its resources.

Germany may flip the *Rhineland Demilitarized* marker to its *Ruhr* limited resource side, by performing either a military action or a successful political action to do so. Flipping the marker provokes France and its allies.

If Germany becomes belligerent, flip the marker to its limited resource side (no provocation).

## Il Duce



When Italy plays the *Il Duce* flag for a political action, roll an additional die for the effectiveness check. Permanently canceled if Italy collapses.

## Dreadnought Refit Program



If in the available markers box, Italy may remove its *Dreadnought Refit* marker from play when constructing a fleet to reduce the cost by one.

## Abyssinian Adventure



If the *Abyssinian Adventure* marker is available, and Italy is non-belligerent, Italy may use a political action to attempt to play the marker. If successful, flip the marker to its limited resource side and place it in Rome, along with an Italian cube; France and the United Kingdom are provoked.

## Special Naval Landing Forces

Japanese armies receive a +1 bonus to their combat score in land combat during their invasion operations.

## Washington Naval Treaty (WNT)



While the *Washington Naval Treaty* marker is in play:

- Japan, the United Kingdom, and the United States may not add fleets to their respective force pools.

- No power may deploy units to or attack areas in the Pacific Ocean, including the Philippines, Java, New Guinea, Papua, and Australia. Deployment to Tokyo, Hokkaido, Hawaii, or any mainland Asia area is legal. See the WNT line on the map.

Remove the *Washington Naval Treaty* marker from the game if the United Kingdom or United States become belligerent.

Japan may end the treaty and remove the marker from the game at any time—even in the middle of an action. Doing so is a provocation against the United Kingdom and United States.



# SOVIET UNION: Better Red Than Dead

Josef Stalin wasted no time, dragging Russia from the depths of backwardness to the pinnacle of heavy industry. He didn't care how many dead bodies it took to get there.

By the early 1930s, the Red Army had a huge tank corps and a massive air force to back it up. Stalin had no trouble supplying the Republicans with modern arms during the Spanish Civil War, even if he was backing the losing side.

Hitler's power-plays in Central Europe certainly gave Stalin good reason to be wary of Germany. But the August, 1939 non-aggression pact with Germany was too good a deal to pass up. Russia recovered the parts of Eastern Poland it had lost, had first dibs on the Baltic States and a free hand to hack Bessarabia from Romania and bits of Finland to fatten the frontier around Leningrad.

Stalin failed to learn what France and the UK already knew—Hitler never kept his word.

An overconfident Adolph Hitler launched a massive invasion of the Soviet Union in June, 1941. So far in the war, no German campaign took more than eight weeks. Rolling Russia should be easy.

It did not turn out that way. Russia replaced every division lost to the German attack, over 200 of them. That massive 1930s tank army got wiped out. That vintage 1930s air force was destroyed on the ground. All would be replaced by Russian heavy industry located well east of the Ural Mountains, beyond anyone's bomber range. Russia was still in terrible

shape, but the heavyweight would not fall despite the blows. December, 1941 saw the Germans reach the outer suburbs of Moscow. There Stalin unleashed Marshal Georgi Zhukov, commanding a 58-division reserve, to brush back the Germans by 100 miles or so, saving the capital.

Russia was not yet strong enough to fight Germany as an equal. Stalin had to trade space for time, staging a fighting retreat until the right moment to deliver his riposte. That opportunity came in November, 1942, around Stalingrad. The Germans were desperately relying on under-equipped Italian, Romanian and Hungarian armies to hold major portions of the line. The Red Army's winter offensive crushed these weak sectors and surrounded the German 6th Army. Surrender came in early 1943.

Soviet offensives pushed the Germans back, poking a large bulge into the German line around Kursk. Expecting a German attack, the Russian spent months preparing in-depth defenses. The resulting Battle of Kursk in July, 1943, saw those defenses destroy the last remainder of German tank strength on the East Front.

From that time onwards, the Red Army fought the war with more men, artillery, planes and tanks than Germany could muster. The summer offensive of 1944 saw the Red Army destroy Germany's Army Group Center. By spring, 1945, the Russians were just 50 miles from Berlin. Taking the doomed city was a bloody formality.

## Base Capture Naval Operation Example

Japan is at war with the United States and United Kingdom, who are in an alliance. A Japanese carrier fleet occupies the naval base at Truk, and a Japanese tactical air force occupies the Rabaul air base in the Bismarck Sea. An American carrier fleet and tactical air force occupy the Espiritu Santo naval base in New Hebrides.

Japan spends a military action and declares a base capture naval operation against Guadalcanal in the Solomon Sea, activating the carrier fleet at Truk. The target area is within the range of two areas from the port of origin of the attacking fleet. No units occupy the target area, so the United Kingdom, as the owner of the base, is the defender.

The Japanese carrier fleet easily traces a line of communications from Tokyo through sea areas to Truk, and is not subject to limited supply. There are no defending units, so no supply trace is needed for the defending side. The Japanese carrier fleet moves through the Bismarck Sea to the Solomon Sea.

Both sides now commit support. Japan commits its tactical air force in Rabaul to support the capture operation. Then the United States, as an ally, declares its carrier fleet and tactical air force in Espiritu Santo will support the (notional) British defenders. Supporting units move to Solomon Sea.

Since both sides have air forces present, an air combat is fought to determine air superiority. Both sides roll two dice: (4, 2) gives a result of 4 for the Japanese and (6, 5) a 6 for the Americans. Japan suffers one loss, but reduces it to zero by retreating the air force back to the base at Rabaul. The Americans win air superiority, and an extra die in the ensuing naval combat.

Both sides have one carrier fleet, so neither earns carrier superiority. Japan rolls two dice (5, 3) for a result of 5, and the Americans also get a result of 5 with their three dice (5, 5, 1). The combat is a tie, and both sides take one loss with no possibility of voluntary retreat. Both the Japanese and American carrier fleets are flipped to their surface fleet sides.

Since at least one defending fleet remains in the target area, the attacking units must retreat.

The Japanese fleet returns to Truk, though it could retreat to any Japanese port within range. The American fleet regroups back to Espiritu Santo, but the tactical air force remains at Guadalcanal. The Japanese tide has been turned back for the moment.





## Democratic Power Special Rules

### Status Quo



While the *Status Quo* marker is in play:

- Democratic powers do not gain a flag during the administration phase. France and/or the United Kingdom may choose to gain a flag, but must then immediately perform a stability test.
- Democratic powers cannot collect resources outside of home areas (i.e., from colonies or controlled countries).

Immediately remove the *Status Quo* marker from the game when:

- Germany, Italy, or the Soviet Union escalates to mobilization; or
- The combined victory point total of Germany and Italy is *greater than* the combined total of France and the United Kingdom; or
- Any Democratic power becomes belligerent.

When the *Status Quo* marker is removed, each Democratic power immediately gains a flag.

### Lend Lease



Unless otherwise indicated, the *Lend Lease* marker begins unavailable, in the center of the Political Display. When the war status marker is first placed on the Political Display, the *Lend Lease* marker becomes available and is moved to the American available markers box.

Until the *Lend Lease* marker is in play, the US may not attempt to form or join an alliance.

As a political action, the United States may attempt to put the *Lend Lease* marker in play in Washington DC, if available. While the *Lend Lease* marker is in play, during production the United States may transfer its home area resources to belligerent powers (max. 1 per power).

### Isolationism

The United States cannot deploy land or logistic units, except to its home areas and owned bases, until it is belligerent.

### Dreadnought Refit Program



If in the available markers box, France may remove its *Dreadnought Refit* marker from play when constructing a fleet to reduce the cost by one.

### Atomic Bomb



When the United States escalates to total war, place the A-Bomb marker two turns ahead on the turn track. Add the A-Bomb marker to the available markers box at the start of that turn. It may be constructed for one build and placed in the action cup (never in reserve). When drawn, place it in

Washington DC.

While the A-Bomb marker is in Washington DC, the United States may perform a special **atomic strategic bombing operation** against an enemy home area as a military action. At the start of the operation, return the A-Bomb marker to the available markers box. During the operation, if the defender suffers any losses, in the aftermath they must conduct one stability test—if the defender collapses, add 1 to the surrender threshold for each loss; if they surrender, the Democracies gets the *Surrender* marker.

### US-Japan Trade



While the *US-Japan Trade* marker is in play:

- The United States must transfer one industrial resource to Japan each administration phase.
- The United States and its allies cannot declare war on Japan.

As a political action, the United States may attempt to remove the *US-Japan Trade* marker from the game. Success is a provocation against Japan.

Remove the *US-Japan Trade* marker from the game if Japan is at war with any Democratic power or Japan loses control of Tokyo.

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## Communist Power Special Rules

### Posture



A **Communist power** is always in one of three *postures*, indicating penalties to its actions. The power may spend a political action to change its posture (no effectiveness check required), or may automatically change posture after performing its Home Front stability test each turn.

Posture may only be changed once per turn (flip the *Posture* marker as a reminder).

#### Posture: Military Reforms

- Apply a -1 penalty to all your *political actions*.
- You do *not* gain a flag normally during the administration phase. You may choose to gain a flag, but must immediately perform a stability test.

#### Posture: Political Purges

- Apply a -1 penalty to your *diplomacy* political actions.
- Apply a -1 penalty to your score in all *combats*.

#### Posture: Collective Security

- Apply a -1 penalty to your political actions *except diplomacy*.
- You may *not* play offensives, and must *reject or reserve* them when drawn. Military actions through other means (home front deployment, the maneuvers political action, etc.) are allowed.

### Industrial Reform



The Soviet Union receives *Special Resource* markers when escalating to mobilization (Volga) and total war (Urals). These markers are immediately placed in the indicated area as **permanent** industrial resources. They immediately count towards escalation offensives.

### General Winter

The Soviet Union ignores all restricted terrain (affecting lines of communication and occupation limits) in its home areas on the Europe map.

### Za Rodinu! (For the Motherland!)

The Soviet Union rolls an additional die for all stability tests and all propaganda political actions.

### Trans-Siberian Railroad



As a political action, the Soviet Union may attempt to place the *Trans-Siberian Railroad* marker in the Urals Delay box.

While the *Trans-Siberian Railroad* marker is in the Urals Delay box:

- Ignore the Urals Delay box for all purposes (the *Trans-Siberian Railroad* marker covers it).
- The Soviet Union ignores all restricted terrain (affecting lines of communication and occupation limits) in its home areas on the Pacific map.

**Design Note:** Units in Irkutsk or Maritime Territory are out of supply until this marker is in play.

### Living Document • April 2022

These Power Cards are "Living" document for the game. They include updates and clarifications to the originals. To aid readability, updates and clarifications of significance are indicated in blue text.

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## Strategic Bombing Air Operation Example

The United Kingdom and United States are allies at war with Germany. They have seized the Ruhr but have not been able to overcome the German defenses in Berlin. However, German stability is at unstable and the United States has the A-Bomb marker constructed and on the map in Washington DC.

The United States has a strategic air force occupying London. Germany has one fortress and one tactical air force occupying Berlin.

An American offensive is drawn from the action cup. American commitment is at total war, so the offensive generates three military actions. The United States decides to try to use the A-Bomb to end the war, using its first military action to declare a strategic bombing air operation against Berlin with its air force in London. Since Berlin is three areas away, and the range of strategic air forces is only two areas, the United States declares the operation will be at extended range. The remaining two actions are spent as augmentation for the bombing operation. The United States declares its use of the A-Bomb and moves the marker to its available markers box.

Neither side has any difficulty tracing supply, so the American air force moves through the North Sea and Ruhr to Berlin.

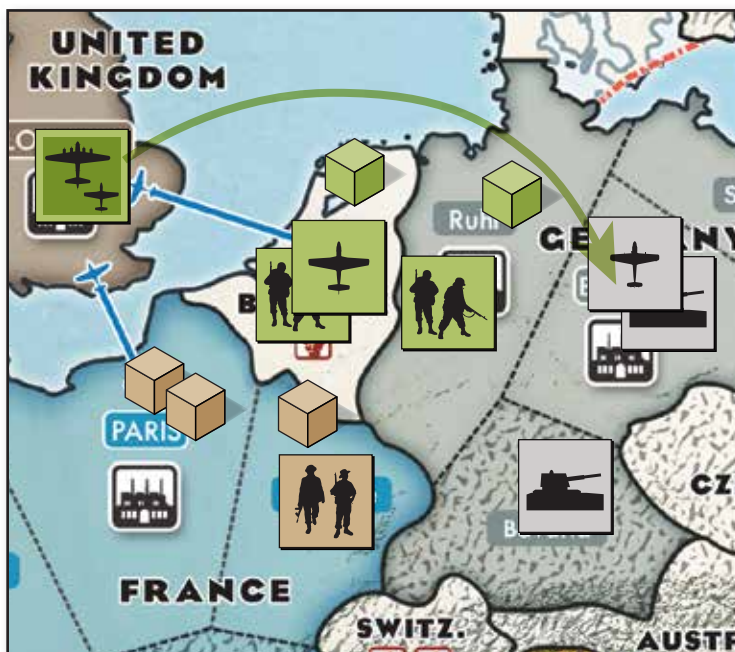
The German tactical air force in Berlin must participate. The German fortress is not included in the combat and is unaffected by any possible results. Neither side has any adjacent air forces to commit for support. Note that the American air force in Benelux is too far away to support the operation (it would have to be adjacent).

Both sides roll two dice. The Americans (5, 2, 2) get a +2 bonus for the two augmentation actions, but a -1 penalty for extended range; their final result is a robust **6**. The Germans roll two dice with no modifiers (3, 1) and get a disappointing **3**.

The Germans must suffer two losses. Germany cannot declare a voluntary retreat, since reducing losses to one would still eliminate all eligible defending units (the lone air force). The German air force is

destroyed, and since there are excess losses, the Berlin resource is damaged.

Use of the A-Bomb forces Germany to perform a stability test. The test fails and German stability falls from unstable to collapse, forcing a surrender check, with 2 added to the threshold (for the German losses).



## Invasion Operation Example

It is late in the game, and the United States has nearly defeated Japan. All Japanese air and naval forces have been wiped from the map, though a Japanese army remains in Tokyo. An American carrier fleet and tactical air force occupy Okinawa in the East China Sea. Two American armies, one of them a tank army, and a logistics marker occupy the Philippines. American commitment is at total war.

The United States plays an offensive from reserve, spending two of the three military actions to declare an invasion operation against Tokyo, activating the two armies in the Philippines to invade using the American fleet in the East China Sea. The third military action is declared as augmentation for the attacking Americans. Neither side has any difficulty tracing supply, so the regular and tank army are moved from the Philippines through the East China Sea to Tokyo.

The United States declares the tactical air force at Okinawa will support the invasion and moves it from the East China Sea to Tokyo. The Americans automatically win air superiority with the absence of any Japanese air units, earning a third die for the land combat.

Japan receives a +1 bonus to its score for defending against an invasion. The adverse terrain of Tokyo negates the armor superiority of the attacking American tank army, but the +1 bonus for adverse terrain is not cumulative with the invasion defense bonus, and does not apply.

The Americans roll three dice (5, 4, 1), adding the +1 bonus from the augmentation, and get a result of **6**. The Japanese roll two dice (5, 5), adding the +1 bonus for invasion defense, and also get a **6**. The tie result inflicts one loss on each side with no opportunity for voluntary retreat. The American tank army is flipped to its regular side, and the Japanese army is destroyed. Since no defending army units remain, Tokyo is conquered by the United States. Two American cubes are placed in Tokyo (since it is a capital area); the United States gains two victory points and Japan loses two victory points. The American armies and air forces elect to remain in Tokyo.

Finally, the United States gains two flags for conquering a capital area, and Japan must perform two stability tests. If Japan's stability survives it could fight on from Hokkaido or Korea, but its situation is dire at best.

