Axis & Allies®

RULEBOOK
— PACIFIC 1940 —

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Axis & Allies®

YOUR WORLD IS SOON TO BE AT WAR—SPRING 1940

What if . . . What if the Japanese attacked the United States in 1940 instead of on December 7th, 1941? We, as players of this game, are about to explore that possibility. The war in Europe has already begun and the German blitzkrieg is presently underway in France. The collapse of several European colonial powers has created large power vacuums in Asia and in the Pacific. Japan is anxious to fill these vacuums. To do so, it will most certainly have to go to war with the other Pacific powers–notably the United States. As the game opens, clearly Japan is the dominant military power. The U.S. is in no mood for foreign military adventures, and with a strong isolationist movement in the country, it's desperately trying to stay out of the war in Europe and avoid one in the Pacific. With this backdrop, the United States consequently cannot and will not make any moves against Japan. Japan, on the other hand, has all its options open. As Japan sees it, war with the United States and the European powers in the Pacific is all but inevitable.

On turn one Japan is confronted with two options: attack immediately or use this time window to better prepare for what will certainly be a massive attack that will carry them half way across the globe. With some luck and preparation, Japan can catch the U.S. Pacific fleet unprepared and strike a swift and decisive blow to the American fleet. If Japan can manage to keep the United States on the defensive and in a weak military state, she can conquer enough resources and victory cities to win the game. One theory is that Japan can create such a strong defensive perimeter that the United States would eventually tire and negotiate a peace with a much stronger and richer Japan.

But another theory suggests that time is running out for Japan. On turn 3, due to the realities of the global situation, the United States will switch to a wartime economy. On the U.S. player's third turn, whether attacked or not, the U.S. will boost its income by 40 IPCs per turn. The British will fill the void created by the fall of Holland and take guardianship of the rich Dutch East Indies. And so, in but a few months, Japan will no longer enjoy its military dominance in Asia, and its dreams of a greater imperial Japan will fade in the setting sun.

—Larry Harris

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GAME COMPONENTS

Game Boards and Storage Boxes:
2 Game Boards
5 National Storage boxes

Game Charts/Aids:
1 National Production Chart
1 Battle Strip
1 Casualty Strip

Markers and Tokens:
100 National Control Markers
16 Naval base markers
16 Air base markers
16 Industrial complex markers
   (8 Major & 8 Minor)
12 Antiaircraft Gun markers

Dice and Plastic Chips:
50 gray chips
10 red chips
10 dice

Plastic Miniatures: 454 Total

It is spring, 1940. Japan is at war with China, but not with any other country. Any attacks on British, Dutch, ANZAC (Australian-New Zealand Army Corps), or American territories or ships by the Japanese will be considered an act of war by all of the remaining Allied powers. A British or ANZAC attack on Japan, however, would not bring the U.S. into the war. The Japanese player can elect to go to war with the Allies immediately. If Japan does, the United States will automatically kick into its wartime economy. With tensions already high due to Japan's occupation of parts of China, any further conquest in the Pacific will force the United States to go to war with Japan. Should Japan not attack immediately and use this time to better prepare and position its forces? This is the question that the Japanese player must answer.

SUMMARY OF PLAY

Axis & Allies® Pacific: 1940 can be played by up to four players. The game depicts a two-sided conflict, so if you have more than two players, split them up into the Axis side and the Allies side.

The Allies powers include the United States, China, United Kingdom, and ANZAC. The Axis powers are represented by Japan. Each player controls at least one world power. Some will control more than one power.

Each turn you take for a power, you choose which units to build for that power. Then you move your attacking units into hostile spaces and resolve those attacks using dice rolls.

After combat, you can make noncombat moves with your units that did not take part in combat that turn. Finally, you place the units you purchased at the beginning of your turn and then collect your income for the turn, including income gained from any newly conquered territories.

HOW THE WAR IS WON

On your turn, you build, deploy, maneuver, and command army divisions, air wings, and naval fleets to loosen your foes' hold on their territories. On your opponents' turns, they will bring their forces against you. The more territories you hold, the more weapons you can build—and the more powerful those weapons can be.

On the map are eight victory cities crucial to the war effort. The Allies begin the game controlling Calcutta, Manila, Hong Kong, Sydney, Honolulu, and San Francisco. The Axis powers begin the game controlling Shanghai and Tokyo. Japan wins the game by controlling any 6 of these 8 victory cities at the end of a complete round of play (after the completion of the ANZAC turn). The Allies—Great Britain, The United States, China, and Australia and New Zealand (ANZAC)—win the game by controlling the territory of Japan and holding it until the end of the Japanese player's turn following the capture of territory.

Allied victory–Capture Japan
Japanese victory–Gain and keep control of any 6 victory cities

THE COMBATANTS

One or more players take the side of the Allies, and one player takes Japan. Each player controls one or more world powers. If a player controls more than one power, those powers must all be on the same side.

If you control more than one power, keep track of those powers' income and units separately. You can conduct operations for only one power at a time.

Setup

Once you have decided who will play which power(s), prepare the game for play. It contains the following components.

Game Board

The game board is a map of the Pacific, circa 1940. It is divided into spaces, either territories (on land) or sea zones, which are separated by border lines.
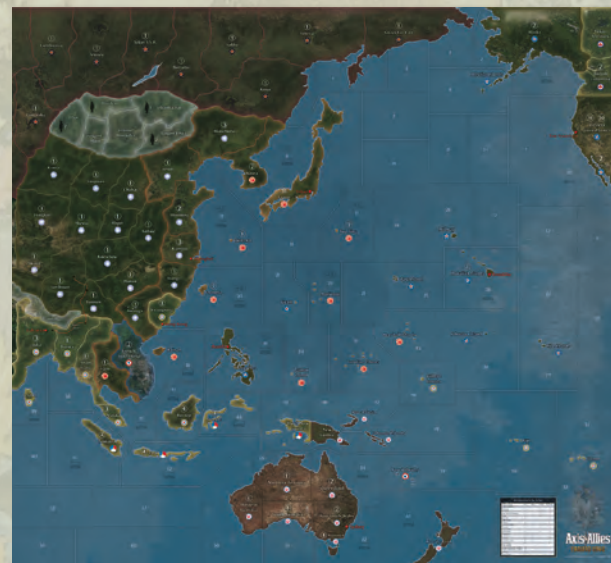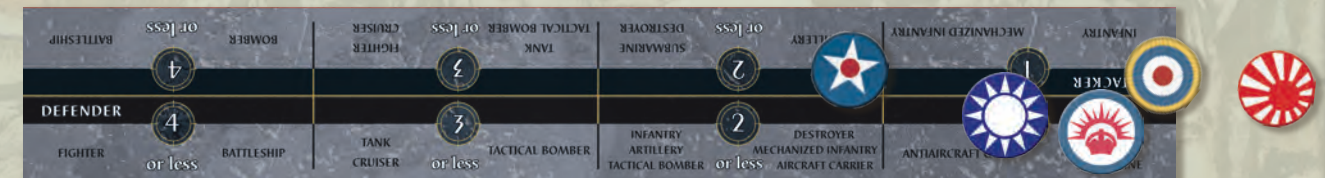
National Production Chart

This chart tracks each power's national production level (income) during the game. The level is based on the combined Industrial Production Credit (IPC) values of each territory a power controls. Place one of your control markers on the number on the chart that matches your power's starting IPC total (on the IPC chart at the bottom of the page). This is the power's starting national production level. Each player should keep track of his or her power's production level separately.

NATIONAL PRODUCTION CHART
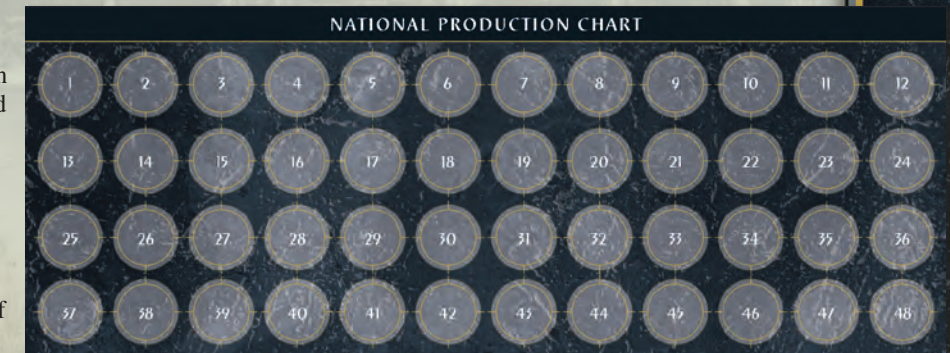
Battle Strip, Casualty Strip, and Dice

The battle strip is a card with columns that list attacking and defending units and their combat strengths. When combat occurs, the players involved place their units on both sides of the battle strip. Combat is resolved by rolling dice. Casualties are designated by being moved behind the casualty strip.

National Control Markers

National control markers indicate status in the game. They mark conquered territories and indicate national production levels. Take all of the national control markers that belong to your power.

Setup Cards

Take the setup card for your power, located on the box top of the storage trays. It shows the name of the power, its units' color, and its emblem. It also lists the starting numbers and locations of that power's units on the game board. Place all of the indicated units on the game board as listed.

Plastic Chips

Use the chips to save space in overcrowded territories and sea zones. Gray chips represent one combat unit each and red chips represent five units each. For example, if you wanted to place seven infantry on a space, you would stack up one red chip, one gray chip, and one infantry unit on top. (If you do not have enough pieces to top off all your stacks, simply use any identifying item, such as a piece of paper with the unit type written on it.) The number of stacks is not limited by the number of plastic pieces available.

Industrial Production Credits

These units are the money of the game, representing capacity for military production. The amounts shown in the chart below represent each power's beginning national production level. Each power will have a specific amount of IPCs to spend on its turn. Have one player act as a banker and track each power's IPC total on a piece of paper, or use another means agreed upon by your group.

Combat Forces

Take the plastic pieces that represent your power's combat units. Each power is color-coded as follows.

Power	Starting IPCs	Color
Japan	26	Orange
United States	17	Green
China	12	Light Green
United Kingdom	16	Tan
ANZAC	10	Dark Tan

THE COMBATANTS (CONTINUED)

Spaces On The Game Board

The border colors of the territories on the game board show which power controls them at the start of the game. Each power has its own color. All other spaces are neutral and are not aligned with any power.

Most territories have an income value ranging from 1 to 10. This is the number of IPCs the territory produces each turn for its controller. A few territories, such as Yukon Territory, have no income value.

Units can move between adjacent spaces (those that share a common border).

All territories exist in one of three conditions:

Friendly: Controlled by you or a friendly power
Hostile: Controlled by an enemy power
Neutral: Not controlled by any power.

Sea zones are either friendly or hostile. Friendly sea zones contain no surface warships belonging to a power with which you are at war. Hostile sea zones contain surface warships belonging to a power with which you are at war (this does not include submarines and transports).

Neutral Territories: Neutral territories such as those contained within Mongolia have white borders. Each such territory also has a unit silhouette with a number, which indicates how many infantry units the territory will generate to defend itself when its neutrality is violated. A neutral territory's neutrality is considered violated the first time

a foreign power attacks it, at which point the indicated number of infantry will be activated and placed on the map. The infantry units representing the neutral territory can come from any power on the side opposing the invading power. Combat between the invading forces and the neutral territory's forces is conducted in the usual manner during the Conduct Combat phase.

After a neutral territory has been attacked, it is no longer considered neutral and becomes part of the alliance opposing the power that attacked it. For example, if Japan attacked a territory in Mongolia, after the attack that territory would join the Allies alliance. If the attack upon the neutral territory is unsuccessful, any remaining defending units stay in the neutral territory, but cannot move. The territory remains uncontrolled, but units from the side it is now allied with can move into it. Any formerly neutral territory that is liberated by its new allies becomes controlled by the liberating power.

Air units cannot fly over a neutral territory unless they are attacking it.

Islands: An island is a territory located entirely inside one sea zone. A sea zone can contain at most one group of islands, which is considered one territory. It is not possible to split up land-based units so that they are on different islands in the same group.

Wake Island
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THE POLITICAL SITUATION

At the beginning of the game, Japan and China are at war. However, none of the other Allied powers begin the game at war with Japan. Japan is free to attack China and invade unoccupied French Indo-China without provoking a war with the other Allied powers. However, any combat movements against British, Dutch, ANZAC, or American territories, troops, or ships by the Japanese will bring all of the Allied powers into the war.

If not yet at war, Britain and/or ANZAC are free to take control of the Dutch East Indies and French Indo-China by moving land units to those territories, as long as those territories have not been captured by Japan. Doing this is not considered a provocative act against Japan. Once Britain and ANZAC are at war with Japan, they can take control of these territories in the same way, or by recapturing them from Japan.

If Britain or ANZAC attack Japanese territories, disrupt Japanese convoys, or move units into China, this will immediately result in a state of war between Japan and these two powers, but not bring the U.S. into the war. The U.S. cannot attack Japan, disrupt Japanese convoys, or move units into China until either Japan provokes war with the U.S. (see above) or the U.S. declares war on Japan, whichever comes first. If the U.S. is not yet at war with Japan by the Collect Income phase of its third turn, it will declare war on Japan at that time.

When the U.S. enters a state of war with Japan, whether due to Japanese aggression or its own declaration, its income is immediately increased by 40 IPCs (bringing it to 50 IPCs) to reflect its wartime economy. It can then attack Japan in its next Combat Move phase.

The Soviet Union has entered into a non-aggression treaty with Japan. As a result, no units from any power on either side may enter Soviet territories at any time.

CHINA RULES

China can control Shantung and Kiangsu.

Chinese forces can occupy Kwangtung, but they cannot control it.

China and its units are controlled by one of the Allied players, but for game purposes it is considered a separate power and its resources cannot be mixed with those of other Allied powers. China has its own complete turn and can normally purchase only infantry, but if the Burma Road is open, it can also buy artillery. China has its own economy, makes its own purchases, moves its own units, and rolls dice for its units during combat. Although China's purchases are made in the same way as the other powers, it does not have industrial complexes, or air or naval bases. If a Japanese industrial complex is built on a Chinese territory and that territory is later recaptured by the Chinese or liberated by another Allied power, the industrial complex is removed from the game.

Chinese territories on the game board have a Nationalist Chinese nationality symbol on them. Some of these territories begin the game already under Japanese control. They still are considered Chinese territories for purposes of original ownership.

Chinese units have a limited range of occupation. They can only be moved

into territories that have a Nationalist Chinese nationality symbol. Chinese units cannot be loaded onto transports.

Kwangtung and Burma are special cases. While they are not Chinese territories and cannot be controlled by China, Chinese forces can attack Axis units there and occupy them, but the IPCs generated go to the United Kingdom (unless India is under Axis control). These are the only non-Chinese territories that Chinese units can occupy.

At the beginning of the game, China has a U.S. fighter unit located on the map. This represents the American volunteer group—the Flying Tigers. This fighter is considered part of the Chinese forces for purposes of movement and combat. It cannot leave the territories that Chinese occupation is restricted to, even to attack and return. If it is destroyed, the U.S. player cannot purchase a new fighter unit for China. Allied units, including air units, can be moved into China, but doing so is considered an act of war against Japan. Such allied units are under the control of the allied player and are not considered Chinese.

The Burma Road is vital to the Chinese war effort (see map). When all of the territories this road passes through are controlled by the Allies, China receives a bonus income of 6 IPCs per turn. Even without an industrial complex, China can purchase and mobilize artillery, but only if the road is open. Newly placed artillery units will be supplied by the U.S. player (because China does not have any of its own).

China does not have a capital like other countries do. During the game, each new unit can be mobilized on any Chinese territory that is controlled by China, including those captured in the current turn. If all Chinese territories are captured by Japan, China retains its IPCs in hope of liberation and does not give them to Japan.

Allied units can be moved into China, but they are not considered Chinese and are controlled by the player who owns them. However, the American fighter and the artillery that are purchased by China are considered to be Chinese and not Allied controlled units.

ORDER OF PLAY

Axis & Allies is played in rounds. A round consists of each power taking a turn, and then a check to see if one side or the other has won the game.

Order of Play

1. Japan
2. United States
3. China (controlled by an Allied player)
4. United Kingdom
5. ANZAC

At the end of the ANZAC player's turn, check for victory. If neither side has won, begin a new round play.

Your power's turn consists of six phases, which take place in a fixed sequence. You must collect income if you can, but all other parts of the turn sequence are voluntary. When you finish the collect income phase, your turn is over. Play then passes to the next power. When every power has completed a turn, if no side has won, begin a new round of play.

Turn Sequence

1. Purchase & Repair Units
2. Combat Move
3. Conduct Combat
4. Noncombat Move
5. Mobilize New Units
6. Collect Income

Phase 1: Purchase & Repair Units

In this phase, you may spend IPCs for additional units to be used in future turns. All the units listed on your power's setup card are available for purchase.

Purchase Units Sequence

1. Order units
2. Pay for units & repair damaged units and facilities
3. Place units in mobilization zone

Step 1: Order Units

You may buy as many units of any type as you can afford. Select all the units you wish to buy. You do not have to spend all of your IPCs.

Step 2: Pay for Units & Repair Damaged Units and Facilities

Pay IPCs to the bank equal to the total cost of the units (by having the banker adjust your IPC totals). You do not have to spend all of your IPCs.

You can also pay to remove damage from facilities. Facilities are industrial complexes, airbases, and naval bases. Each point of damage costs 1 IPC to remove. Repairs take effect immediately, and the controlling player can use repaired facilities during the rest of this turn.

Your capital ships, carriers, and battleships in sea zones serviced by operative friendly naval bases (including those repaired in this turn) are also repaired at this time. There is no IPC cost to repair these ships.

Step 3: Place Units in the Mobilization Zone

Place the purchased units in the mobilization zone (on the game board). You cannot use these units right away, but you will deploy them later in the turn.

ORDER OF PLAY (CONTINUED)

Phase 2: Combat Move

Movement in this game is separated into combat movement and noncombat movement phases. During the Combat Move phase, all movement must result in combat, with a few exceptions (see below). Movement into a hostile territory counts as a combat movement whether that space is occupied or not. Additional movement that does not result in combat occurs during the Noncombat Move phase (phase 4).

Move as many of your units into as many hostile territories and sea zones as you wish. You can move into a single hostile space from different spaces, as long as each moving unit can reach that space with a legal move.

You can move units through friendly spaces en route to hostile spaces during this phase. However, units cannot end their movement in friendly spaces during the Combat Move phase except in four instances:

- Tanks and mechanized infantry that have blitzed through an unoccupied hostile space (see Tanks, Mechanized Infantry and Blitzing on page 13),
- Sea units that will be participating in an amphibious assault from an uncontested sea zone,
- Sea units moving from a hostile sea zone to escape combat as their combat move, and
- Sea units moving into a sea zone containing only enemy submarines and/or transports in order to attack those units. (Remember that such a sea zone is not considered hostile.)

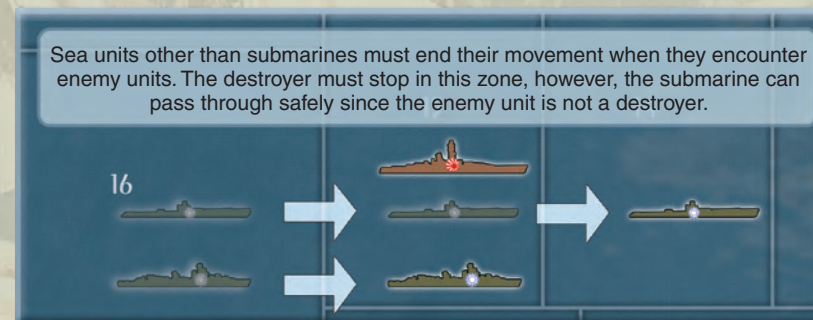Air units can move through a hostile space as if it was friendly.

If you move all of your units out of a territory you control, you still retain control of that territory until an enemy moves into and captures it (the territory remains in control of the power that controlled it at the start of the turn).

Units from the same side can freely share territories, sea zones, and space on aircraft carriers and transports with one another. These shared events must be agreed upon by both powers.

All combat movement is considered to take place at the same time: Thus, you cannot move a unit, then conduct combat, then move that unit again during this phase. The only exception to this is land units making an amphibious assault that is preceded by a sea battle (see Amphibious Assaults on page 12), as they must unload after the sea battle is successfully completed. You cannot move additional units into an embattled space once an attack has begun.

Land units must end their movement when they encounter enemy units, including antiaircraft guns and industrial complexes.

A land or sea unit can move a number of spaces up to its move value. Most units must stop when they enter a hostile space. Thus, a unit with a move value of 2 could move into a friendly space and then a hostile space, or just into a hostile space.

An enemy submarine and/or transport does not block any of your units' movement, nor does it prevent loading or offloading in that sea zone. As the moving player, you have the option of attacking an enemy submarine and/or transport that shares a sea zone with you. However, if a warship chooses to attack a submarine or sink an unescorted transport, that warship must end its movement in that sea zone.

Sea units other than submarines must end their movement when they encounter enemy units. The destroyer must stop in this zone, however, the submarine can pass through safely since the enemy unit is not a destroyer.

ORDER OF PLAY

Sea Units Starting in Hostile Sea Zones

At the beginning of the Combat Move phase, you may already have sea units in spaces containing enemy units that were there at the start of your turn. For example, an enemy may have built new sea units in a sea zone where you have surface warships. When your turn comes around again, you are sharing that sea zone with enemy forces.

If you are sharing a sea zone with enemy surface warships (not submarines and/or transports), this situation requires you to do one of the following:

- Remain in the sea zone and conduct combat,
- Leave the sea zone, load units if desired, and conduct combat elsewhere,
- Leave the sea zone, load units, and return to the same sea zone to conduct combat (you cannot load units while in a hostile sea zone), or
- Leave the sea zone and conduct no combat.

Once these sea units have moved and/or participated in combat, they cannot move or participate in the Noncombat Move phase of the turn.

Amphibious assault movement occurs during the Combat Move phase. After your transport loads units, your battleship must destroy the enemy destroyer in sea combat in order to clear the hostile sea zone so that the transport can offload into the costal territory. If there had been only defending submarines and/or transports, the attacking U.S. player could have ignored those units, or could have conducted sea combat.

Special Combat Movement

A number of units can make special moves during this phase. These are described in detail below.

Aircraft Carriers

Any fighters or tactical bombers on an aircraft carrier launch before the carrier moves and move independently of the carrier. These air units can make a combat move from the carrier's sea zone, or they can remain in the sea zone until the Noncombat Move phase.

Guest aircraft belonging to a friendly power on board another power's carrier must remain on board as cargo if the carrier moves in combat. They cannot take part in combat and are destroyed if the carrier is destroyed.

Whether it moves during the Combat Move or Noncombat Move phase, an aircraft carrier allows friendly fighters and tactical bombers to land on it in the sea zone where it finishes its move.

Air Units

An air unit that moves in the Combat Move phase must generally reserve part of its move value for the Noncombat Move phase, at which point it must return to a safe landing spot using its remaining movement.

An air unit's movement in any complete turn is limited to its total move value. Thus, a strategic bomber with a move value of 6 cannot move six spaces to get to a hostile space. It must save enough movement points to get to a friendly territory where it can land. A fighter or tactical bomber can move its full four spaces to attack in a sea zone instead of saving movement, but only if a carrier could be there for it to land on by the conclusion of the Mobilize New Units phase.

Air units attacking territories that have antiaircraft guns will be fired upon. This does not include territories containing antiaircraft guns that are only being flown over. Normal antiaircraft guns cannot fire upon strategic bombers conducting bombing raids. These air units are fired on by antiaircraft cover provided by the industrial complex or base that is being attacked.

Amphibious Assaults

If you want to make any amphibious assaults, announce your intent to do so during the Combat Move phase. An amphibious assault takes place when you attack a coastal territory or island group from a non-hostile sea zone by offloading land units from transports into that target territory (or make a joint attack with both seaborne units that are offloading and other units from one or more neighboring territories).

Moving transports and their cargo into a sea zone from which you plan to make an amphibious assault counts as a combat move, even if there are no defending surface warships or scrambled air units there. This is also true of any battleships and/or cruisers that will support the assault.

During the Conduct Combat phase, you can only launch amphibious assaults that you announced during this phase.

If an amphibious assault involves a sea combat, any air units participating in the assault must move to either the sea zone or the land territory. They will then participate only in the part of the assault to which they have moved.

ORDER OF PLAY (CONTINUED)

Submarines

Submarines are capable of moving undetected due to their ability to submerge. For this reason, they have special movement rules. If there are no enemy destroyers present, a submarine can move through a sea zone containing enemy warships without stopping. However, if a submarine enters a sea zone containing an enemy destroyer during the Combat Move phase, its movement ends immediately and combat will result.

Tanks, Mechanized Infantry, and Blitzing

A tank can "blitz" by moving through an unoccupied hostile territory as the first part of a move that can end in a friendly or hostile territory. In addition, one mechanized infantry unit can move along with each blitzing tank. The complete move must occur during the Combat Move phase. The blitzing units establish control of the first territory before they move to the next. Place your control marker on the first territory and adjust the national production levels as you blitz. A blitzing tank (and mechanized infantry) that encounters enemy units, including an antiaircraft gun, industrial complex, airbase, or naval base in the first territory it enters must stop there.

You can blitz a tank through two territories if the first is hostile but unoccupied. Remember to place your control marker in the first territory.

You must stop the tank's movement when it encounters any enemy units, including antiaircraft guns and facilities.

Transports

If a transport encounters hostile surface warships (not enemy submarines and/or transports) AFTER it begins to move (not counting the sea zone it started in), its movement for that turn ends, and it must stop there and conduct sea combat.

A transport can load units while in any friendly sea zone along its route, including the sea zone it started in. If a transport loads land units during the Combat Move phase, it must offload those units to attack a hostile territory as part of an amphibious assault during the Conduct Combat phase, or it must retreat during the sea combat step of the amphibious assault sequence while attempting to do so. A transport that is part of an amphibious assault must end its movement in a friendly sea zone (or one that could become friendly as result of sea combat) from which it can conduct the assault.

Any land units aboard a transport are considered cargo until they offload. Cargo cannot take part in sea combat and is destroyed if the transport is destroyed.

Airbases

When taking off from a territory or island that has an airbase, air units gain one additional movement point. Fighters and tactical bombers can now move 5 spaces and strategic bombers can move 7 spaces (see Airbases, pg. 23).

Naval bases

All ships beginning their movement from a sea zone serviced by an operative friendly naval base can move one additional movement point (see Naval bases, pg. 23).
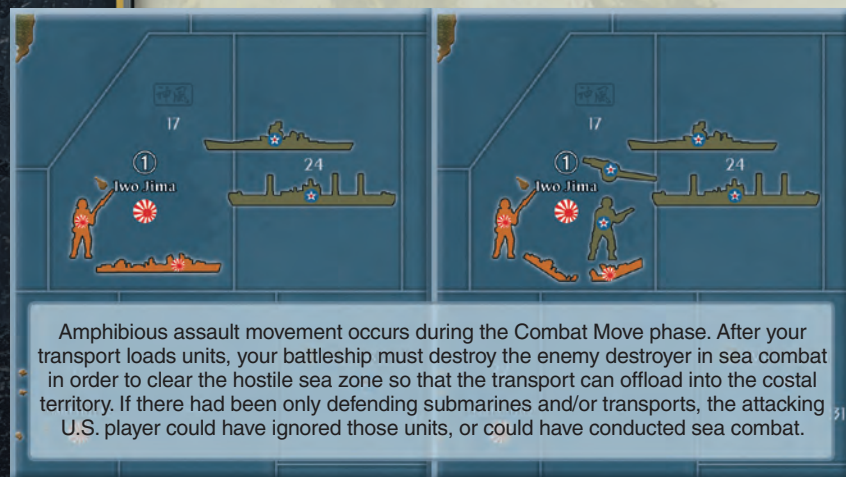
Phase 3: Conduct Combat

In this phase, you conduct combat against opposing units using the following sequence:

Combat Sequence

1. Strategic bombing raids
2. Amphibious assaults
3. General combat

A number of units have special rules that modify or overwrite the combat rules in this section. See Unit Profiles, pg. 22 for combat rules associated with each type of unit.

At no time can an Allies power attack another Allies power.

There are two special actions that can take place at the beginning of this phase. Both actions involve defending air units reacting to enemy movements. These actions must be completed before any combat occurs.
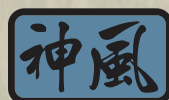
Kamikaze Attack: The Japanese player has the ability to make a special attack. Kamikaze attacks can only occur after one or more of the following islands are captured or re-captured by the Allies–Philippines, Marianas, Okinawa, and/or Iwo Jima. Once at least one of these conditions is met, Japan is allowed to make six Kamikaze attacks during the game. These attacks can only be made in sea zones that contain the Kamikaze symbol. They are: Japan, Okinawa, Iwo Jima, Formosa, the Marianas, and the Philippines. If an Allied player has moved ships into one of the above sea zones, the Japanese player can announce during this phase that he or she intends to launch a kamikaze attack. A kamikaze attack can target any specific enemy surface warships (not submarines or transports).

The Japanese player must declare how many kamikaze attacks will be made, in which sea zones they will be used, and which enemy ship will be attacked by each kamikaze before any dice are rolled. More than one kamikaze attack can be made against the same ship. Kamikaze units have an attack roll of 2 or less. If a hit is scored, it must be applied to the chosen unit. Sea units (all but submarines and transports) that are successfully destroyed by a kamikaze attack (capital ships still take two hits) are immediately removed and do not fire back. A kamikaze attack prevents a bombardment supporting an amphibious assault.

Scramble: Defending fighters and tactical bombers (strategic bombers cannot scramble) located on islands that have operative airbases can be scrambled to defend against attacks in the sea zones surrounding those islands. These air units can join other friendly units in the sea zone or be the only friendly units there. In either case, combat will be resolved as usual during the Conduct Combat phase.

Scrambled fighters and tactical bombers are considered to be defending and players should refer to their defense combat factors and abilities when resolving combat. They cannot participate in any other battles during that turn, including a battle on the island from which they were scrambled.

All scrambled air units must return to the island from which they were scrambled. If the enemy captures that island, the units can move one space to land in a friendly territory or on a friendly aircraft carrier. If no such landing space is available, the units are lost. Surviving scrambled air units are landed during that turn's Noncombat Move phase, before the attacker makes any movements.

Strategic Bombing Raids

A strategic bombing raid is a direct attack on a facility. During this step, you can bomb enemy industrial complexes, airbases, and naval bases with your strategic bombers. When you damage these facilities, their capabilities are decreased or eliminated, and your enemy must spend IPCs to repair them in order to restore those capabilities. These repairs will be made by the units' controlling player during his or her Purchase & Repair Units phase (see Purchase and Repair Units, pg. 10).

To conduct a strategic bombing raid, the attacking player moves his or her bombers to the targeted territory on the map. Fighters (not tactical bombers) can also participate in strategic bombing raids as escorts and interceptors. Escort fighters (those accompanying the attacking bombers) can escort and protect the bombers, and they can originate from any territory, range permitting. They cannot participate in any other battles during that turn, including a battle in the territory in which the bombing raid is occurring. This applies whether or not the defender commits any interceptors.

Any number of defending fighters based in a territory that is about to be strategically bombed can be committed to participate in the defense of that territory's facilities. If the defender has elected to commit fighter interceptors, an air battle will be fought immediately before the strategic bombing raid is conducted. This air battle is resolved in the same way as a normal combat, with the following exceptions:

- The attacking bombers and fighter escorts and the defending fighter interceptors will be the only units participating in this special combat.
- The attacking strategic bombers will not fire in the battle, but they can be taken as casualties. Players select their own casualties based on the number of hits received during the air battle.
- The combat lasts for only one round.
- The fighters have an attack value of 1 and a defense value of 2.

After the air battle is complete, or if there were no defending fighter interceptors, any surviving attacking bombers, along with their escorts, carry out the bombing raid. If the territory offers more than one target, the bombers are divided into groups, and each is assigned a specific target. At this point, fighter escorts are considered to be retreated. They do not participate in the actual bombing raid, and will remain in the territory until the Noncombat Move phase.

Each industrial complex, airbase, and naval base has its own antiaircraft system. If there is an antiaircraft gun in the targeted territory, do not roll for it. Those antiaircraft guns are used to protect military units. Each complex and base rolls one die against each bomber directly attacking it (not fighter escorts). For each "1" rolled, a bomber is immediately removed.

Amphibious Assaults

During this step you will resolve each amphibious assault you announced during the Combat Move phase. If you did not announce an amphibious assault, go to **General Combat** (see pg. 16)

Amphibious Assault Sequence
1. Sea combat
2. Battleship & cruiser bombardment
3. Land combat

Step 1. Sea Combat: If there are defending surface warships and/or scrambled air units, sea combat occurs. If there are only defending submarines or transports, the attacker can choose to ignore those units or conduct sea combat.

If sea combat occurs, all attacking and defending sea units must participate in the battle. Conduct the sea combat using the rules for **General Combat** (see pg. 16), then go to step 3 (land combat).

If no sea combat occurs, go to step 2 (bombardment).

Step 2. Battleship & Cruiser Bombardment: If there was NOT a combat in the sea zone from which you are offloading units from transports, any accompanying battleships and cruisers in that sea zone can conduct a one-time bombardment of one coastal territory or island group being attacked. The number of ships that can make bombardment attacks is limited to one ship per land unit being offloaded from the transports in that coastal territory. If more than one territory or island group is being assaulted and there are multiple battleships and/or cruisers, each ship may support only one assault. However, the ships' bombardment may be split in any way that the attacker chooses, so long as the number of ships supporting each assault does not exceed the number of seaborne land units in that assault. Choosing to destroy enemy transports or attacking enemy submarines in

After resolving any antiaircraft fire (see Antiaircraft Guns, pg. 25), surviving bombers each roll one die. To mark the damage done by the attacking bomber(s), place one gray plastic chip under the targeted industrial complex or base per damage point rolled. An industrial complex cannot receive more than 20 total damage for major industrial complexes and more than 6 total damage for minor ones. Airbases and naval bases cannot receive more than 6 total damage. Damage exceeding these limits is not applied.

A bomber that performed a strategic bombing raid cannot participate in any other combat this turn and must return to a friendly territory during the Noncombat Move phase.

step 1 (above), counts as a combat and prevents the battleship and cruiser bombardment from taking place.

Roll one die for each battleship and cruiser that can conduct bombardment. Battleships hit on a die roll of "4" or less, and cruisers hit on a "3" or less. For each hit, the defender will move a defending unit behind the casualty strip. These casualties will be able to defend during the land combat step before they are eliminated.

Each battleship or cruiser can only bombard one coastal territory per turn.

Step 3. Land Combat: If there was no sea battle or the sea zone has been cleared of all defending enemy units except transports and submerged submarines, and the attacker still has land units committed to the coastal territory, move all attacking and defending units to the battle strip and conduct combat using the general combat rules (pg. 16). Remember to put casualties from bombardment (if any) behind the casualty strip.

Attacking land units can come from transports (seaborne), and they can come from neighboring territories that are adjacent to the attacked territory. Any land units offloading from a single transport can only be offloaded into a single hostile territory.

If no land units (carried as cargo) survived the sea combat, or if the attacking sea units withdrew from the sea combat, then any other units that were designated to participate in the land attack (including air units) must still conduct one round of land combat in a regular attack on the intended hostile territory before they can retreat.

If the attacker does not have any attacking land or air units left, the amphibious assault is over.

Keep the attacking overland units and seaborne land units separated on the battle strip. Attacking seaborne units cannot retreat. Attacking overland land units and air units can retreat (between rounds of combat). All attacking overland land units must retreat together as a group. They can only retreat to where at least one of them originated and must all retreat at the same time and to the same place. A retreat may happen at the conclusion of any round of combat.

Attacking air units, whether involved in the sea combat or the attack on the coastal territory, can retreat according to the attacker retreat rules (Condition B—Attacker Retreats, pg. 17). If there is a retreat, air units and overland units (if any) must retreat at the same time. Air units will land during the Noncombat Move phase.

Air Units:
Each attacking air unit can participate in the sea battle or the attack on the coastal territory; it cannot do both. The attacking player must declare which air units are involved in each part of the attack and cannot change their assignments later. Scrambled air units are placed after the amphibious assault is announced and attacking air units are assigned to the sea battle or the coastal territory. At the end of the amphibious assault, all air units remain in place; they will land during the Noncombat Move phase.

Air units defending in a territory can only fight in that territory. They cannot participate in the sea combat. The exception to this rule is fighters and tactical bombers that are defending on an island that has an operative airbase. Such air units can be scrambled to an adjacent sea zone where they participate in its defense. Strategic bombers cannot be scrambled.

General Combat

In this step, you resolve combat in each space that contains your units and enemy units. Combat is resolved by following the General Combat sequence (below). Combat in each space takes place at the same time, but each affected territory or sea zone is resolved separately and completely before resolving combat in the next contested space. The attacker decides the order of spaces in which each combat occurs. No new units can enter as reinforcements once combat has begun. Attacking and defending units in each space are considered to fire at the same time, but for ease of play you roll dice in sequence: attacker first, then defender.

General Combat Sequence
1. Place units along the battle strip
2. Submarine surprise strike or submerge (sea battles only)
3. Attacking units fire
4. Defending units fire
5. Remove defender's casualties
6. Press attack or retreat
7. Conclude combat

Step 1. Place Units Along the Battle Strip
The battle strip has two sides, labeled "Attacker" and "Defender." Place all of the attacking and defending land, sea, and/or air units from the battle onto their respective sides aligned with the numbered columns that contain those units' names and silhouettes. Facilities do not participate in general combat, as they may only be attacked and damaged by strategic bombing raids. The number in a unit's column identifies that unit's attack or defense value. An attacking or defending unit must roll its column's attack or defense value number or less in order to score a hit.

In a sea battle, place any cargo (whether your own units or an ally's) beside the transport ship or on the aircraft carrier (guest air units) that is carrying it. Cargo does not roll attacks, nor can it take a hit. It is lost with the ship carrying it if that ship is destroyed.

If you are attacking in a sea zone that already contained friendly units, your ally's units are not placed along the battle strip, but remain out of play for this turn.

Step 2. Submarine Surprise Strike or Submerge (Sea Battles Only)
This step is specific to attacking and defending submarines. Before the general sea battle takes place (steps 3–5), both attacking and defending submarines can choose to either make a Surprise Strike die roll or submerge. However, if the opposing side has a destroyer in the battle, the attacking or defending submarines cannot submerge or make a Surprise Strike and combat proceeds normally with your submarines firing along with your other units in step 3 or 4.

Attacking or defending submarines that choose to submerge are removed from the battle strip and placed on the game board in the contested sea zone, removing them from the remaining battle sequences.

Note: Decisions on whether attacking and defending submarines will fire or submerge must be made before any dice are rolled. The attacking player decides first.

Each attacking submarine conducting a Surprise Strike attack rolls one die. Attacking submarines that roll a "2" or less score a hit. After the attacking player has rolled for all attacking submarines, the defender chooses one sea unit (submarines cannot hit air units) for each hit scored and moves it behind the casualty strip. (Note: undamaged capital ships that are hit only once are not removed.)

Then each defending submarine conducting a Surprise Strike attack rolls one die. Defending submarines that roll a "1" score a hit. After the defending player has rolled for all defending submarines, the attacker chooses one sea unit for each hit scored and removes it from play. (Note: undamaged capital ships that are hit only once are not removed.)

Note: In both cases, attacking or defending, transports can only be chosen as a casualty if there are no other eligible units. Submerged submarines cannot be chosen as a casualty since they have been removed from the battle.

Once all attacking and defending submarines that conducted a Surprise Strike attack have fired, the casualties they have generated are removed from the game and this step (step 2) is over for this round of combat. As long as there are attacking and or defending submarines and no opposing destroyers, this step is repeated during each round of combat. Any hits made during this step that do not destroy units (such as battleships and carriers) remain in effect until they are repaired.

Step 3. Attacking Units Fire (Land and Sea Battles)
Roll one die for each attacking unit with an attack value that did not fire or submerge in step 2. Roll for units with the same attack value at the same time. For example, roll all units with an attack value of "3" at the same time. An attacking unit scores a hit if you roll its attack value or less. After the attacking player has rolled for all attacking units, the defender chooses one unit for each hit scored and moves it behind the casualty strip. All units behind the casualty strip will return fire in step 4.

Step 4. Defending Units Fire (Land and Sea Battles)
Defending units roll one die for each unit with a defense value, including units behind the casualty strip that did not fire or submerge in step 2. Roll for units with the same defense value at the same time. A defending unit scores a hit if you roll its defense value or less.

After the defending player has rolled for each defending unit with a defense value, the attacker chooses one unit for each hit scored and removes it from play.

Specific to Sea Battles: In both steps 3 and 4, submarines that fired in step 2 cannot fire again during the same combat round. If there is an enemy destroyer in the battle, submarines fire in step 3 or 4 rather than step 2. Remember that in sea battles hits from air units cannot be assigned to submarines unless there is a destroyer present that is friendly to the air units in the battle, and hits can only be assigned to transports if there are no other eligible units.

Step 5. Remove Defender's Casualties (Land and Sea Battles)
Remove the defender's units that are behind the casualty strip from play.

Step 6. Press Attack or Retreat
Combat rounds (steps 2–5) continue unless one of the following two conditions occurs (in this order):

Condition A—Attacker and /or Defender Loses All Units

After one round of attacks, the attacking player decides to retreat, but the destroyer must retreat to one of the sea zones the attacking forces came from.

Once all units that can either fire or retreat on one or both sides have been destroyed, the combat ends.

If a player has combat units remaining along the battle strip, that player wins the combat. Players that have units remaining along the battle strip return those units to the contested space on the game board.

In a sea battle, if both sides have only transports remaining, the attacker's transports can remain in the contested sea zone or retreat per the rules in Condition B below, if possible.

Condition B—Attacker Retreats
The attacker (never the defender) can retreat during this step. Move all attacking land and sea units in that combat that are on the battle strip to a single adjacent friendly space from which at least one of the attacking land or sea units moved. In the case of sea units, that space must have been friendly at the start of the turn. All such units must retreat together to the same territory or sea zone, regardless of where they came from.

Retreating air units remain in the contested space temporarily. They complete their retreat movement during the Noncombat Move phase using the same rules as an air unit involved in a successful battle.

Defenseless Transports: In a sea battle, if the defender has only transports remaining and the attacker still has units capable of attacking, the defending transports are all destroyed, along with their cargo. You do not have to continue rolling dice until all the transports receive hits—this will speed up combats. This also occurs if the only combat units remaining cannot hit each other. For example, if the defender has only transports and submarines remaining, and the attacker has only air units remaining, the air units and submarines cannot hit each other, so the transports are defenseless. At this point, defenseless transports are all destroyed, along with their cargo. Attacking transports are not usually considered defenseless, since they generally have the option of retreating. If they cannot retreat, they are treated the same as defending transports. Remember, however, that destroying defenseless transports in this way still counts as combat for the purpose of offshore bombardment and similar rules.

Step 7. Conclude Combat

If you win a combat as the attacker in a territory and you have one or more surviving land units there, you take control of it. Otherwise, it remains in the defender's control. (If all units on both sides were destroyed, the territory remains in the defender's control.) Sea units cannot take control of a territory; they must stay at sea.

Air units cannot capture a territory. If your attack force has only air units remaining, you cannot occupy the territory you attacked, even if there are no enemy units remaining. Air units must return to a friendly territory or carrier during the Noncombat Move phase. Until then, they stay at the space where they fought.

Remove surviving land units that are along the battle strip and place them in the newly conquered territory. Place your control marker on the territory and adjust the national production levels. Your national production increases by the value of the captured territory; the loser's production decreases by the same amount.

Any antiaircraft gun, industrial complex, airbase, and/or naval base located in the captured territory now is controlled by your side (see Liberating a Territory, below). If you capture an antiaircraft gun, you cannot move it in the Noncombat Move phase of the same turn. If you capture an industrial complex, you cannot mobilize new units there until your next turn. If you capture an airbase or naval base, you cannot use the added flight or sea movement or receive repairs until your next turn. Any damage previously inflicted on a facility remains in place until it is repaired.

Liberating a Territory

If you capture a territory that was originally controlled by another member of your side, you "liberate" the territory. You do not take control of it; instead, the original controller regains the territory and the national production level is adjusted. Any antiaircraft gun, industrial complex, airbase, and/or naval base in that territory revert to the original controller of the territory. The Dutch territories and French Indo-China are exceptions. If you capture one of these territories from Japan, it is not liberated, but becomes controlled by you.

If the original controller's (player whose territory you just liberated) capital is in enemy hands at the end of the turn in which you would otherwise have liberated the territory, you capture the territory, you adjust your national production level, and you can use any antiaircraft gun, industrial complex, airbase, and naval base there until the original controller's capital is liberated. The liberating player cannot use these newly liberated facilities until the player's next turn.

Capturing and Liberating Capitals

If Japan captures a territory containing an enemy capital (Western United States, India, New South Wales), follow the same rules as for capturing a territory. Add the captured territory's income value to your national production level.

In addition, you collect all unspent IPCs from the original controller of the captured capital. For example, if Japan conquers India while the British player is holding 8 IPCs, those IPCs are immediately transferred to Japan's player. You collect these IPCs even if your own capital is in enemy hands.

In the case of Japan and its capture signifying the allied victory, you still add the captured territory's income value to your national production level and you collect any unspent IPCs it may have. The Japanese player will have one more turn, using his or her existing forces to try to liberate that capital.

The original controller of the captured capital is still in the game but cannot collect income from any territories he or she still controls and cannot buy new units. The player skips all but the Combat Move, Conduct Combat, and Noncombat Move phases until the capital is liberated. If that power or one on its side liberates the capital, the original controller can once again collect income from territories he or she controls, including territories reverting control to him or her.

If a capital is liberated, the industrial complex and any antiaircraft guns, airbases, and naval bases in that capital territory revert ownership to the original controller of the capital. Other territories and industrial complexes, airbases, and naval bases that were originally controlled by the newly liberated capital's controller but are currently in the hands of friendly powers also revert control. Antiaircraft guns in reverting territories outside the newly liberated capital territory remain under their pre-liberation ownership.

You do not collect IPCs from the controlling power when you liberate a capital. For example, if the United Kingdom's player takes New South Wales from Japan's player, Japan's player does not surrender any IPCs.

Capturing a Victory City

Japan wins the game by capturing 6 victory cities. Players should keep a close eye on Japan's progress and the number of victory cities of which it has control. If the Japanese player controls 6 victory cities at the end of the round after the ANZAC player's turn, he or she wins the war.

Multinational Forces

Units on the same side can share a territory or sea zone, constituting a multinational force. Such forces can defend together, but they cannot attack together. (This does not mean powers can share income: only the power that controls a territory collects income for that territory.)

A multinational force cannot attack the same space together. Any units in a sea zone in which a battle occurs that belong to an ally of the attacker (other than cargo on an attacker's ship) cannot participate in the battle in any way. Such units cannot be taken as losses in the sea combat and have no effect on defending submarines. Each attacking power moves and fires its own units on its own turn.

An attacking fighter or tactical bomber can launch from an aircraft carrier owned by an ally, but the ally's carrier cannot move until its controller's turn. Similarly, an attacking carrier can carry an ally's fighter or tactical bomber as cargo, but the ally's air unit cannot participate in an attack by that carrier.

An attacking land unit can assault a coastal territory from an ally's transport, but only on the attacking land unit owner's turn.

Multinational Defense: When a space containing a multinational force is attacked, all its units defend together. If the defending units belong to powers under the control of different players, those players mutually determine the casualties. If they cannot agree, the attacker chooses.

Transporting Multinational Forces: Transports belonging to a friendly power can load and offload your land units. This is a three-step process:

1. You load your land units aboard the friendly transport on your turn.
2. The transport's controller moves it (or not) on that player's turn.
3. You offload your land units on your next turn.

Phase 4: Noncombat Move

In this phase, you can move any of your units that did not move in the Combat Move phase or participate in combat during your turn. You will also land all your air units that participated in and survived the Conduct Combat phase. This is a good time to gather your units, either to fortify vulnerable territories or to reinforce units at the front.

Only air units and submarines can move through hostile spaces during this phase.

Stranded defending air units also land during this phase. These are carrier air units whose aircraft carrier has been damaged or destroyed in combat or scrambled air units or fighter interceptors (see Conduct Combat, pg. 14) whose original territory is now under enemy control. These units are allowed movement of up to one space to find a friendly territory or carrier on which to land. If no landing space can be found, they are lost. This movement occurs before the acting player makes any noncombat movements.

Where Units Can Move

Land Units: A land unit can move into any friendly territory, including territories that were captured in the current turn. It cannot move into a hostile territory (not even one that contains no combat units but is enemy-controlled). Note, this is the only phase in which antiaircraft guns can move.

Air Units: An air unit must end its move in an eligible landing space. Air units can land in any territory that was friendly at the start of your turn.

Only fighters and tactical bombers can land in a sea zone with a friendly carrier present. A landing spot must be available on the carrier. Additionally:

- A fighter or tactical bomber can land in a sea zone (even a hostile one) that is adjacent to an industrial complex you own if you will be mobilizing an aircraft carrier that you previously purchased in that zone during the Mobilize New Units phase.

- In order for a fighter or tactical bomber to land on a carrier, both units must END their movement in the same sea zone.

- You must have a carrier move, remain in place, or be mobilized (new carriers only) to pick up a fighter or tactical bomber that would end its noncombat movement in a sea zone. You cannot deliberately move an air unit out of range of a potential safe landing space.

Air units that cannot move to an eligible landing space by the end of the Noncombat Move phase are destroyed. This includes stranded defending air units (see above).

No air units can land in any territory that was hostile at the start of your turn, including any territory that was just captured by you this turn.

Sea Units: A sea unit can move through any friendly sea zone. It cannot move into or through a hostile sea zone.

Unlike other sea units, submarines can move through and even into hostile sea zones in the Noncombat Move phase. However, a submarine must end its movement when it enters a sea zone containing one or more enemy destroyers.

Transports can move to friendly coastal territories and load or offload cargo, unless they loaded, moved, offloaded, or were involved in combat during the Combat Move or Conduct Combat phase.

Aircraft carriers can move to sea zones to allow friendly fighters and tactical bombers to land. They must move there, range permitting, if they did not move in the Combat Move phase and the friendly sea zone is the only valid landing zone for the air units. An aircraft carrier and a fighter or tactical bomber must both end their moves in the same sea zone in order for the air unit to land on the carrier.

ORDER OF PLAY

Phase 5: Mobilize New Units

Move the newly purchased units from the mobilization zone on the game board to eligible spaces you have controlled since the start of your turn. You cannot use industrial complexes that you captured or purchased this turn. You can never use an industrial complex owned by a friendly power.

The number of units that can be produced by each industrial complex each turn is limited to 10 for major industrial complexes and 3 for minor ones. For each damage marker (plastic gray chip) that is under a given industrial complex, one less unit can be mobilized by that factory. Industrial complexes are never destroyed. They can be heavily damaged, however, and can be damaged to the point where they have at least as many damage markers as they have production ability. In this case, no new units can enter the game through that factory until it is repaired.

Restrictions on Placement

You can place land units and strategic bombers only in territories containing eligible industrial complexes. Land units cannot enter play on transports.

You can place sea units only in sea zones adjacent to territories containing eligible industrial complexes. New sea units can enter play even in a hostile sea zone. No combat occurs because the Conduct Combat phase is over.

You can place fighters and tactical bombers into territories containing an industrial complex controlled by your power from the start of your turn, or on an aircraft carrier owned by your power in a sea zone (even a hostile one) adjacent to a territory with such an industrial complex. The aircraft carrier can be either a new one currently being mobilized, or an existing one already in place. You cannot place a new fighter or tactical bomber on a carrier owned by a friendly power.

Place new industrial complexes in any territory that you have controlled since the start of your turn. Major industrial complexes can only be built on territories with an IPC value of 3 or higher. Minor industrial complexes can only be built on territories with an IPC value of 2 or higher. You cannot have more than one industrial complex per territory. Industrial complexes cannot be built on islands.

Phase 6: Collect Income

In this phase, you earn production income to finance future attacks and strategies. Look up your power's national production level (indicated by your control marker) on the national production chart and collect that number of IPCs from the bank (recorded by the banker). This is the amount of IPC income you have generated. Note: On the map, Canada with its own emblem shows two territories (Yukon Territory and British Columbia). The IPC income generated by Canadian territories is collected by the British Player. In addition, you may have reached your national objectives. A power reaching its national objectives is experiencing an uplifting positive effect across the board–higher moral coupled with renewed vigor. This awards your economy an extra boost of 5 or more IPCs per turn and is called "bonus income." However, before you can actually receive this income, you must check for any losses incurred by air and naval attacks against your shipping routes (see below).

If your capital is under an enemy power's control, you cannot collect income. A power cannot lend or give IPCs to another power, even if both powers are on the same side.

Conduct Convoy Disruptions

The economy of many nations is often based on moving tons of resources across vast spans of ocean. In war time, and especially during World War II, this movement was vital. Cargo ships (not to be confused with the game's transport ships, which carry military units) often formed convoys for mutual support and protection. These convoys are subject to attack by enemy warships.

There are three conditions that must exist for this kind of attack to occur:

1. The sea zone must have a "Convoy symbol" image,

2. The sea zone must be adjacent to one or more of your controlled islands or territories, and

3. At least one enemy warship must be in the sea zone, and the intent to disrupt the convoy must be declared.

Convoy attacks on "Convoy symbol" sea zones are conducted in the following manner:

Each enemy surface warship in the sea zone causes the loss of one IPC from your income for the turn. Each submarine is considered "On Station" and causes the loss of 2 IPCs. However, each disrupted convoy cannot lose more IPCs than the total IPC value of controlled territories or islands adjacent to the sea zone. Note: China is not subject to convoy disruptions.

A review of the map, specifically looking for such situations, is the responsibility of all the players. This is a step in this phase of the turn. For the phase to be successful, all players should be on the look out for such convoy attack situations and point them out.

ORDER OF PLAY (CONTINUED)

National Objectives & Bonus Income

While the goal for Japan is to capture victory cities and the Allies' goal is to occupy Japan, each power also has one or more objectives related to its historic goals and what was of national importance to it at the time. These objectives, if achieved, will grant bonus income.

Japan: "The Greater East Asia Co-Prosperity Sphere"
Asia for the Asians. The stated objective was to create a self-sufficient "block of Asian nations led by the Japanese and free of Western Powers."

- Gain 5 IPCs: Control the Dutch East Indies (Java, Sumatra, Borneo, and Celebes), all at the same time.
- Gain 5 IPCs each: Gain control of one or more major "Western" power centers—Honolulu, Sydney, and/or Calcutta.
- Gain 5 IPCs: Have control, at the same time, of these strategic locations—Solomon Islands, Dutch New Guinea, New Britain, and New Guinea.

United States: "The Arsenal of Democracy"
The United States was not always the industrial giant that it suddenly became. The conversion from a peacetime industry to a wartime one was done practically overnight. Nonetheless, the reality of this historical phenomenon proved to be one of the undeniable strategic realities of World War II.

- Representing a switch from a peacetime to wartime economy, increase your income to 50 IPCs (up from 10) for Western United States. This wartime economy takes effect during the first U.S. turn that follows a Japanese attack on any Allied-controlled territory (not including China), or on the U.S.'s third turn, whichever comes first.
- Representing the center of American influence in Asia and a high psychological value, gain 5 IPCs each round the U.S. controls the Philippines.
- Indicating Japan's weak military position and the Allies' imminent victory, gain 5 IPCs each turn the U.S. controls both Okinawa and Iwo Jima at the same time.

China: Japanese expansion into China in the early 30s was not only designed to control China's resources, but also to eliminate British, American, and Soviet influence. Japan wanted to isolate China from all external aid.

- Gain 6 IPC each round the Burma Road is totally opened. The Allies must control India, Burma, Yunnan, and Szechwan for this to occur. China is also permitted to purchase artillery (U.S.) if the Burma Road is open.

The United Kingdom: "The British Empire"
At the time the war broke out, the United Kingdom had stretched its empire around the world. But the empire was stretched thin and was trying to retain its control on its old centers of power.

- Gain 5 IPCs if the Allies (not including the Dutch) control Sumatra, Java, Celebes, and Borneo at the same time.
- Gain 5 IPCs for controlling Kwangtung and Malaya at the same time.

ANZAC: "Australian-New Zealand Army Corps"
The ANZAC pre-war plans to defend Southeast Asia from a potential Japanese attack was primarily centered on Malaya (Singapore). They also were focused on defending the strategic islands north of Australia.

- Gain 5 IPCs if the Allies (not including the Dutch) control Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands.
- Gain 5 IPCs (one time) for occupying any island or territory originally Japanese.

WINNING THE GAME

At the end of the ANZAC player's turn, check to see if Japan has won the game by having gained control of 6 victory cities.

At the end of the Japanese player's turn, check to see if the Allies have won the game by having captured Japan.

UNIT PROFILES

This section provides detailed information for each unit in the game. Each entry provides a quick statistical reference about that unit's cost in IPCs, its attack and defense values, and the number of territories or sea zones it can move. Each unit type also has unit characteristics, and statistics summarized below.

Industrial Complexes and Bases (Facilities)

Industrial complexes, airbases, and naval bases each have different functions, but each also has several points in common. None of these facilities can attack, defend, or move. They are not placed on the battle strip. They each can defend against a strategic bombing raid. Before the strategic bombers can attack a targeted facility, it will be fired on by the built-in air defenses of the facility. The facility's controlling player rolls a die for each attacking strategic bomber. Each roll of "1" scores a hit and eliminates one bomber.

Facilities cannot be moved or transported.

If a territory is captured, any facilities there are also captured. The capturing player can use them on the turn after they are captured.

Newly purchased industrial complexes, airbases, and naval bases are placed on the map during the Mobilize New Units phase. They cannot be placed on newly captured territories. A territory must have an IPC value of 2 or higher before a minor industrial complex can be built on it. Major industrial complexes can only be built on territories with an IPC value of 3 or higher. Air bases can be built on any controlled territory or island. Naval bases can be built on territories with a coastline and on any island.

Damaged Factories and Bases: Plastic chips are placed under the damaged industrial complexes and bases. For each damage marker that is under a given industrial complex, that factory can mobilize one less unit. Undamaged major industrial complexes can produce up to 10 units per turn. Undamaged minor industrial complexes can produce up to 3 units per turn. Total damage to an industrial complex cannot exceed 20 for major and 6 for minor industrial complexes. Airbases and naval bases cannot exceed 6 damage points. Industrial complexes and bases are never destroyed. They can be heavily damaged, however, and can be damaged to the point where they are out of commission. Industrial complexes can have at least as many damage markers as they have production ability. In this case, no new units can enter the game through that factory until it is repaired. Airbases and naval bases are considered inoperative if either receives 3 or more damage points.

Damage markers can be removed at a cost of 1 IPC each. These repairs are paid for (and the damage markers are removed) during the Purchase & Repair Units phase of the turn.

Industrial Complexes (cardboard counter)

Cost: Major Industrial Complex 30, Minor Industrial Complex 12.

Attack: —

Defense: (Self-defense antiaircraft ability)

Move: —

Unit Characteristics

Industrial Complexes are the point of entry for all purchased units. There are two types of industrial complexes, major and minor. The major industrial complexes are the original industrial complexes that the powers begin the game with. They have a 10 printed on them. Each of these major industrial complexes can produce 10 units per turn minus any damage they may have. Minor industrial complexes can produce 3 units per turn minus damage. They have a 3 printed on them. A minor industrial complex can be upgraded to a major one at a cost of 20 IPC. The industrial complex to be upgraded must be located on a territory (not an island) that has an IPC value of 3 or higher.

You cannot place your new units at an industrial complex owned by a friendly power. Even if you liberate a territory with an industrial complex in it, you cannot use the complex; the original controller can use it on his or her next turn. If you capture it, you can use it on your next turn. You can use an industrial complex that you controlled at the beginning of your turn. Industrial complexes cannot be built on islands (Australia and Japan are the exception).

Airbases (cardboard counter)

Cost: 15

Attack: —

Defense: (Self-defense antiaircraft ability)

Move: —

Unit Characteristics

Increased Air Unit Range: When taking off from a friendly territory or island that has an operative airbase, air units gain one additional point of movement range. At that point fighters and tactical bombers can move 5 spaces, and strategic bombers can move 7 spaces. Note: Air units on carriers in a sea zone next to an adjacent airbase do not benefit from this additional movement range.

Scramble: You can move air units defending on an island that has an operative airbase to the surrounding sea zone to participate in the defense of that sea zone. See Phase 3: Conduct Combat on page 14.

An airbase is considered to be inoperative if it has three or more damage points. It cannot increase air unit range or allow air units to scramble.

Naval Bases (cardboard counter)

Cost: 15

Attack: —

Defense: (Self-defense antiaircraft ability)

Move: —

Unit Characteristics

Services Sea Zones: All sea zones that border a territory containing a naval base are considered to be serviced by that naval base. Sea zones serviced by a naval base confer the benefits of that base onto all friendly sea units in those zones.

Increased Sea Unit Range: All ships beginning their movement from a sea zone serviced by an operative friendly naval base can make one additional movement. Only units in this position can move 3 spaces instead of 2.

Repairs: Capital ships (double hit), aircraft carriers, and battleships can be repaired by moving those units to a controlled or friendly naval base. Damaged ships are repaired at no IPC cost during the Purchase & Repair Units phase of their owning player's turn if they are in a sea zone serviced by an operative friendly naval base, including one repaired in the current turn.

A naval base is considered to be inoperative if it has three or more damage points. It cannot service sea zones, increase sea unit range, or conduct repairs.

Land Units

Infantry, artillery, mechanized infantry, tanks, and antiaircraft guns can attack and defend only in territories. Only infantry, artillery, mechanized infantry, and tanks can capture hostile territories. All can be carried by transports.

Infantry

Cost: 3

Attack: 1 (2 when supported by artillery)

Defense: 2

Move: 1

Unit Characteristics

Supported by Artillery: When an infantry attacks along with an artillery, the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery unit. If your infantry outnumber your artillery, the excess infantry units still have an attack of 1. For example, if you attack with two artillery and five infantry, two of your infantry have an attack of 2 and the rest have an attack of 1. Infantry are not supported by artillery on defense.

Artillery

Cost: 4

Attack: 2

Defense: 2

Move: 1

Unit Characteristics

Supports Infantry: When an infantry attacks along with an artillery the infantry's attack increases to 2. Each infantry must be matched one-for-one with a supporting artillery unit. Artillery does not support infantry on defense.

Mechanized Infantry

Cost: 4

Attack: 1

Defense: 2

Move: 2

Unit Characteristics

Blitzing: A mechanized infantry unit must normally stop when it enters an enemy controlled territory. However, when moving along with a tank, it can enter an unoccupied enemy controlled territory as the first part of a two-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. Moving into this first territory establishes control of the territory. Place a national control marker on it and adjust the IPC Income chart, before moving to the second territory. The second territory can be friendly or hostile, or even the space the unit came from. A paired tank and mechanized infantry unit that encounters enemy units in the first territory it enters must stop there, even if the unit is an antiaircraft gun, industrial complex, airbase, or naval base.

Tanks

Cost: 6

Attack: 3

Defense: 3

Move: 2

Unit Characteristics

Blitz: Tanks can "blitz" by moving through an unoccupied hostile territory as the first part of a two-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. By blitzing, the tank establishes control of the first territory before it moves to the next. The second territory can be friendly or hostile, or even the space the tank came from. A tank that encounters enemy units in the first territory it enters must stop there, even if the unit is an antiaircraft gun, industrial complex, airbase, or naval base.

Combined Arms: Tanks can be combined with tactical bombers or mechanized infantry.

- Combining a tank and a tactical bomber increases the tactical aircraft's attack number from 3 to 4 (see Tactical Bombers, pg. 27).
- Each mechanized infantry unit combined with a tank can blitz along with it (see Mechanized Infantry, pg. 24).

Antiaircraft Guns (cardboard counter)

Cost: 6

Attack: —

Defense: 1

Move: 1 (noncombat only)

Unit Characteristics

Limited Move: Normally this unit can be moved only during the Noncombat Move phase. They cannot move during the Combat Move phase (other than being carried on a transport if the antiaircraft gun was loaded on a prior turn).

Air Defense: An antiaircraft gun can only fire at an air unit when that unit attacks the territory containing that antiaircraft gun. It does not contribute to the defense of industrial complexes, airbases, or naval bases. These facilities are considered to have their own built-in antiaircraft defense systems. Antiaircraft guns fire only once, before the first round of combat. Roll one die against each attacking air unit. On a roll of "1," that air unit is destroyed and immediately removed from the game. If all the units are the same, fighters, tactical bombers, or strategic bombers, there is no need to differentiate them. However, if there is a mix of aircraft types, you must assign specific dice rolls to specific types by indicating which air unit is being rolled against. A roll of "1" destroys the specified air unit. This antiaircraft attack is made immediately before normal combat occurs in the territory containing the antiaircraft gun.

Only one antiaircraft gun can fire in a battle, no matter how many are in the territory (and even if the others are controlled by different powers).

Subject to Capture: If a territory is captured, any antiaircraft guns there are also captured. Their new owner is the player controlling the territory at the end of that turn, and that owner can use those antiaircraft guns in future combats. Antiaircraft guns are never destroyed, except when a transport carrying one is sunk. If you move an antiaircraft gun into a territory controlled by a friendly power, place one of your control markers under it to indicate your ownership. If you subsequently move the antiaircraft gun back into a territory controlled by you, or if the enemy captures it, remove your control marker at that time.

Air Units

Fighters, tactical bombers, and strategic bombers can attack and defend in territories. All can attack in sea zones. Fighters and tactical bombers stationed on carriers can defend in sea zones. All air units can land only in friendly territories or, in the case of fighters and tactical bombers, on friendly aircraft carriers. Your air units cannot land in territories you just captured, whether they were involved in the combat or not. Air units can move through hostile territories and sea zones as if they were friendly. However, they are exposed to antiaircraft fire during combat whenever they attack a hostile territory that contains an antiaircraft gun. When conducting strategic bombing raids, bombers are only exposed to the antiaircraft fire from the industrial complex or base, not the antiaircraft gun on the territory.

To determine range, count each space your air unit enters "after takeoff." When moving over water from a coastal territory or an island group, count the first sea zone entered as one space. When flying to an island group, count the surrounding sea zone and the island group itself as one space each. When moving a fighter or tactical bomber from a carrier, do not count the carrier's sea zone as the first space—the unit is in that sea zone already. In other words, each time an air unit crosses a boundary between spaces, whether territories or sea zones, it uses one movement point.

An island is considered a territory within a sea zone; air units based on an island normally cannot defend the surrounding sea zone. An exception to this rule is fighters and tactical bombers on an island that has an operative airbase. These island-based aircraft can be scrambled and moved to an adjacent sea zone that comes under attack. Strategic bombers cannot be scrambled (see Scramble, pg. 14).

You cannot send air units on "suicide runs"—deliberately moving them into combat with no place to land afterward. If there is any question about whether an attack is a suicide run, then in the Combat Move phase you must declare, prior to rolling any battles, some possible way (however remote the possibility is) for all your attacking air units to land safely that turn. This could include a combination of combat moves. It could also include noncombat moves by a carrier. If it does include a noncombat move by a carrier, then the carrier cannot move in the Combat Move phase.

In order to demonstrate that an air unit MAY have a safe landing zone, you may assume that all of your attacking rolls will be hits, and all defending rolls will be misses. You may NOT, however, use a planned retreat of any carrier to demonstrate a possible safe landing zone for any fighter or tactical bomber.

If you declared that a carrier will move during the Noncombat Move phase to provide a safe landing zone for a fighter or a tactical bomber moved in the Combat Move phase, you must follow through and move the carrier to its planned location in the Noncombat Move phase unless the air unit has landed safely elsewhere or has been destroyed before then, or a combat required to clear an intervening sea zone failed to do so.

Air units can hit submarines if a friendly destroyer is in the battle. Whenever a round of combat starts and there is no enemy destroyer, submarines may submerge before being fired upon.

Fighters

Cost: 10
Attack: 3
Defense: 4
Move: 4

Unit Characteristics
Carrier Operations: Fighters can land on and take off from a carrier. (See Aircraft Carriers, pg. 28.)

Fighter Escorts and Interceptors: Fighters can participate in strategic bombing raids as escorts or interceptors. Any or all defending fighters based in a territory that is about to be strategically bombed can participate in the defense of the industrial complex and/or bases that are targeted. Escort fighters (those accompanying the bombers) can escort and protect the bombers, and they can originate from any territory, range permitting. (See Strategic Bombing Raids, pg. 14.)

Tactical Bombers

Cost: 11
Attack: 3
Defense: 3
Move: 4

Unit Characteristics
Tactical bombers represent dive bombers in land operations and torpedo or dive bombers in naval operations.

Carrier Operations: Tactical bombers can land on and take off from a carrier. (See Aircraft Carriers, pg. 28.)

Air Superiority: Fighters can be combined with tactical bombers. A matched up set of a fighter and a tactical bomber increases the tactical bomber's attack number from 3 to 4.

Combined Arms: Tanks can be combined with tactical bombers. A matched up set of a tank and a tactical bomber increases the tactical bomber's attack number from 3 to 4.

Strategic Bombers

Cost: 12
Attack: 4
Defense: 1
Move: 6

Unit Characteristics
Strategic Bombing Raid: A strategic bomber can either participate in normal combat, or it can make direct attack against an enemy industrial complex, airbase, or naval base. An attack on such a facility is a strategic bombing raid. This occurs during the first step of the Conduct Combat phase. Strategic bombers that survive any antiaircraft fire originating from their designated target, as well as any fire from any fighter interceptors, can attack that specific target. Roll one die for each surviving bomber. The bomber will cause a number of points of damage to the facility equal to the total rolled. The maximum total damage strategic bombing raids can inflict on an industrial complex is twice the production ability indicated on the industrial complex's counter (20 for the major and 6 for the minor). The maximum total damage that can be inflicted on an air or naval base is 6 points.

Sea Units

Battleships, aircraft carriers, cruisers, destroyers, transports, and submarines move, attack and defend in sea zones. They cannot move into territories. For the sake of these rules, the following are surface warships: battleships, carriers, cruisers, and destroyers. Transports are not part of the group called warships. Submarines are warships, but they are not surface warships.

All sea units can normally move up to two sea zones. An exception to this rule is ships in a sea zone that is serviced by an operative friendly naval base. You can move these ships 3 sea zones when departing from the naval base location (see Naval Bases, pg. 23). They cannot move through hostile sea zones. If enemy units other than transports or submarines occupy a sea zone, the sea zone is hostile and your sea units end their movement and enter combat. Submarines are an exception: They can pass through a hostile sea zone without stopping, unless there is an enemy destroyer present (see Destroyers, pg. 30).

Some sea units can carry other units. Transports can carry only land units. Aircraft carriers can carry fighters and/or tactical bombers, but never strategic bombers.

All surface warships and submarines can conduct convoy attacks.

Battleships

Cost: 20
Attack: 4
Defense: 4
Move: 2

Unit Characteristics

Capital Ship: Battleships require 2 hits to destroy. If an undamaged battleship is hit once, even by a submarine's Surprise Strike or a Kamikaze attack, turn it on its side to mark its damaged status. In the case of a defending battleship, do not move it behind the casualty strip unless it takes a second hit. If a battleship survives a combat having taken one hit, it can be repaired by a visit to an operative friendly naval base (see Naval Bases, pg 23).

Offshore Bombardment: Your battleships and cruisers can conduct offshore bombardment during an amphibious assault. When bombarding, battleships hit with a die roll of "4" or less. Casualties resulting from the bombardment are moved behind the casualty strip. These battleships and cruisers must be in the same sea zone as the offloading transport before they can conduct this bombardment. Each battleship and cruiser fires against enemy units in the territory being attacked prior to land combat. Battleships and cruisers cannot conduct offshore bombardment if they were involved in a sea combat prior to the amphibious assault. Bombarding ships cannot conduct more than one bombardment per turn (see Amphibious Assaults—Step 2. Battleship & Cruiser Bombardment, pg. 15). The number of battleships and cruisers that can bombard during an amphibious assault is limited to one ship per land unit being offloaded from the transports in that coastal territory.

Aircraft Carriers

Cost: 16
Attack: 0
Defense: 2
Move: 2

Unit Characteristics

Capital Ship: Aircraft carriers require 2 hits to destroy. If an undamaged carrier is hit once, even by a submarine's Surprise Strike or a Kamikaze attack, turn it on its side to mark its damaged status. In the case of a defending carrier, do not move it behind the casualty strip unless it takes a second hit. If a carrier survives a combat having taken one hit, it can be repaired by a visit to an operative friendly naval base (see Naval Bases, pg. 23).

Carry Aircraft: An aircraft carrier can carry up to two air units, including those belonging to friendly powers. These air units may be of two types: fighters and tactical bombers. Air units on a friendly power's carrier are always treated as cargo on the carrier owner's turn.

Carrier aircraft move independently of the carrier on their own turn. They move along with the carrier on its turn if they belong to different powers. On the air units' turn, they launch before the carrier moves, even if they are not leaving the sea zone themselves. It's possible for the carrier to make a combat movement while leaving its aircraft behind to make a noncombat movement later.

During noncombat movement, fighters and tactical bombers may use their remaining movement to move into sea zones with carriers in order to land on them. Carriers may also move, providing that they did not move during combat movement or participate in combat. In fact, a carrier must move if it's able, or remain in place, in order to provide a landing space for an air unit that would not otherwise have one. Landing doesn't actually occur until the Mobilize New Units phase, so air units and carriers must end their movement in the same sea zone. Any air units that are not in an eligible landing space by the end of the Noncombat Move phase are destroyed (note that this can include a sea zone in which a new carrier will be placed during the Mobilize New Units phase).

A damaged carrier cannot conduct air operations, which means that no air units may take off from or land on it. Any guest air units that were on board the carrier as cargo at the time when it was damaged are trapped onboard and cannot leave, attack, or defend until the carrier is repaired. Any air units that planned to land on the carrier must find another landing space by the end of noncombat movement or be destroyed. (See Phase 4: Noncombat Move on page 19.)

Air Defense: Whenever an undamaged carrier is attacked, its aircraft (even those belonging to friendly powers) are considered to be defending in the air and can be chosen as casualties rather than the carrier. However, aircraft on a carrier cannot be chosen as a casualty from a submarine hit, because submarines can attack only sea units

Air units based on a defending carrier must land on the same carrier if possible after the battle. If that carrier is destroyed or damaged in combat, they must try to land on a different friendly carrier in the same sea zone, move one space to a friendly carrier or territory, or be destroyed. This movement occurs during the Noncombat Movement phase, before the acting player makes any noncombat movements.

When a damaged carrier is attacked, any air units on board are considered cargo and cannot defend. If the carrier is lost, they are lost along with it.

Cruisers
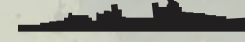
Cost: 12
Attack: 3
Defense: 3
Move: 2

Unit Characteristics

Offshore Bombardment: Your battleships and cruisers can conduct offshore bombardment during an amphibious assault. When bombarding, cruisers hit with a die roll of 3 or less. Casualties resulting from the bombardment are moved behind the casualty strip. These battleships and cruisers must be in the same sea zone as the offloading transport before they can conduct this bombardment. Each battleship and cruiser fires against enemy units in the territory being attacked prior to land combat. Battleships and cruisers cannot conduct offshore bombardment if they were involved in a sea combat prior to the amphibious assault. Bombarding ships cannot conduct more than one bombardment per turn (see Amphibious Assaults—Step 2. Battleship & Cruiser Bombardment, pg. 15). The number of battleships and cruisers that can bombard during an amphibious assault is limited to one ship per land unit being offloaded from the transports in that coastal territory.

Destroyers

Cost: 8
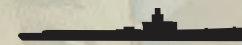**Attack:** 2
Defense: 2
Move: 2

Unit Characteristics

Anti-sub Vessel: Destroyers are specially equipped for anti-submarine warfare. As a result, they have the capability of cancelling many of the unit characteristics of enemy submarines.

A destroyer cancels the *Treat Hostile Sea Zones as Friendly* unit characteristic of any enemy submarine that moves into the sea zone with it. This means that the submarine must immediately end its movement, whether combat or noncombat, upon entering the sea zone. If a submarine ends its combat movement in a sea zone with an enemy destroyer, combat will result.

If a destroyer is in a battle, it cancels the following unit characteristics of all enemy submarines in that battle: *Surprise Strike, Submersible,* and *Cannot Be Hit by Air Units.* Note that destroyers belonging to a power friendly to the attacker that happen to be in the same sea zone as the battle don't actually participate in it, therefore they don't cancel any of these abilities of defending submarines.

Submarines

Cost: 6
Attack: 2
Defense: 1
Move: 2

Unit Characteristics

Submarines have several unit characteristics. Most of them are either cancelled or stopped by the presence of an enemy destroyer.

Surprise Strike: Both attacking and defending submarines can make a Surprise Strike by firing before any other units fire in a sea battle. As detailed in step 2 of the General Combat sequence (pg. 16), submarines make their rolls before any other units, unless an enemy destroyer is present. If neither side was eligible for a Surprise Strike, there is no step 2. Players move directly to step 3 of the General Combat sequence.

Submersible: A submarine has the option of submerging. It can do this anytime it would otherwise roll the die to fire. When a submarine submerges, it is removed from the battle strip and placed back on the map. As a result, it can no longer fire or take hits in that combat. However, a submarine cannot submerge if an enemy destroyer is present in the battle.

On Station: Each submarine in a convoy sea zone is considered to be "On Station." As such, it is spending more time in the sea zone and is more focused on locating and destroying convoys. While "On Station," each submarine can cause the loss of 2 IPCs (see Conduct Convoy Disruptions, pg. 20).

Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy units, either in combat or noncombat movement. However, if a submarine enters a sea zone containing an enemy destroyer, it must end its movement there. If it ends its combat move in a hostile sea zone, combat will occur.

Does Not Block Enemy Movement: The "stealth" ability of submarines also allows enemy ships to ignore their presence. Any sea zone that contains only enemy submarines does not stop the movement of a sea unit. Sea units ending their combat movement in a sea zone containing only enemy submarines may choose to attack them or not. Sea units can also end their noncombat movement in a sea zone containing only enemy submarines. There is an exception to this rule, however. A submarine can attack any transport that moves into or through its sea zone unaccompanied by surface warships, in either combat or noncombat movement. Each submarine fires once (using its attack value of 2) at the transport(s), and one transport must be removed by the moving player for each hit scored. Any undestroyed transports can continue their planned movement.

Cannot Hit Air Units: When attacking or defending, submarines cannot hit air units.

Cannot Be Hit by Air Units: When attacking or defending, hits scored by air units cannot be assigned to submarines unless there is a destroyer that is friendly to the air units in the battle.

Transports

Cost: 7
Attack: 0
Defense: 0
Move: 2

Unit Characteristics

No Combat Value: Even though a transport can attack or defend, either alone or with other units, it has a combat value of 0. This means that a transport cannot fire in the attacking units' or the defending units' fire steps.

This lack of combat capability also allows enemy ships to ignore the presence of transports. Any sea zone that contains only enemy transports does not stop the movement of a sea unit. Air or sea units (other than transports) ending their combat movement in a sea zone containing only enemy transports automatically destroy those transports. This counts as a sea combat for those sea units. Sea units can also end their noncombat movement in a sea zone containing only enemy transports, in which case there would be no combat.

Chosen Last: Transports can only be chosen as a casualty if there are no other eligible units. Normally this will occur when only transports are left, but it can also occur under other circumstances. For example, air units attacking transports and submarines will hit the transports because they cannot hit the submarines without a friendly destroyer present.

Carry Land Units: A transport can carry land units belonging to you or to friendly powers. Its capacity is any one land unit, plus one additional infantry. Thus, a full transport may carry either a tank, mechanized infantry, or artillery plus an infantry, an antiaircraft gun and an infantry, or two infantry. A transport cannot carry an industrial complex, an airbase, or a naval base. Land units on a transport are cargo; they cannot attack or defend while at sea and are destroyed if their transport is destroyed.

Land units belonging to friendly powers must load on their controller's turn, be carried on your turn, and offload on a later turn of their controller. This is true even if the transport remains in the same sea zone.

Loading onto and/or offloading from a transport counts as a land unit's entire move; it cannot move before loading or after offloading. Place the land units alongside the transport in the sea zone. If the transport moves in the Noncombat Move phase, any number of units aboard can offload into a single friendly territory.

Loading and Offloading: A transport can load cargo in friendly sea zones before, during, and after it moves. A transport can pick up cargo, move one sea zone, pick up more cargo, move one more sea zone, and offload the cargo at the end of its movement. It can also remain at sea with the cargo still aboard (but only if the cargo remaining aboard was loaded in a previous turn or was loaded this turn in the Noncombat Move phase).

Whenever a transport offloads, it cannot move again that turn. If a transport retreats, it cannot offload that turn. A transport cannot offload in two territories during a single turn, nor can it offload cargo onto another transport. A transport cannot load or offload while in a hostile sea zone. Remember that hostile sea zones contain enemy units, but that for purposes of determining the status of a sea zone, submarines and transports are ignored.

A transport can load and offload units without moving from the friendly sea zone it is in (this is known as "bridging"). Each such transport is still limited to its cargo capacity. It can offload in only one territory, and once it offloads, it cannot move, load, or offload again that turn.

Amphibious Assaults: A transport can take part in an amphibious assault step of the Conduct Combat phase. That is the only time a transport can offload into a hostile territory.

During an amphibious assault, a transport must either offload all units that were loaded during the Combat Move phase or retreat during sea combat. It can also offload any number of units owned by the transport's power that were already on board at the start of the turn.