



GERMANY

Turn Order: Germany, Russia, Japan, U.S., China, Great Britain, Italy, ANZAC/Canada, France.

War Start: France, United Kingdom, ANZAC/Canada

When Germany Is Not at War with the Soviet Union:

- 5 IPCs representing wheat and oil from the Soviet Union. **(W-BBR)**

When Germany Is at War with the Soviet Union:

- 5 IPCs per territory if Germany controls Leningrad, Stalingrad, and/or Moscow. **(W-BBR)**
- 5 IPCs **(3 IPC)** if an Axis power controls Caucasus. **(W-BBR)**

When Germany Is at War with the United Kingdom and France:

- 5 IPCs If Argentina and/or Chile become Pro-Axis **(BBR)**
- 5 IPCs Germany has at least 5 submarines on the map. **(BBR)**
- 5 IPCs If Germany controls London. **(BBR)**
- 2 IPCs Per territory if Germany controls Iraq, Iran, or Northwest Iran. **(W-BBR)**
- 5 IPCs if at least 1 German land unit in Egypt. **(W-BBR)**
- 5 IPCs If Germany controls both Denmark and Norway while Sweden is neither Pro-Allies nor allied controlled. **(W-BBR)**



When Germany is at War with Italy:

- 2 IPCs For each territory that Germany controls that was originally Italian. **(BBR)**

Germany Setup:

30 IPC

Germany: 11 Infantry, 3 AAA, 3 Artillery, 1 Tac Bomber, 2 Strategic Bomber, Major Industrial Complex

Western Germany: 3 Infantry, 4 Mech Infantry, 1 Artillery, 3 AAA, 2 Fighters, 3 Tac Bombers, Air Base, Naval base, Major Industrial Complex

Denmark: 2 Infantry

Norway: 3 Infantry, 1 Fighter

Holland/Belgium: 4 Infantry, 2 Artillery, 3 Tanks, 1 Fighter

Greater Southern Germany: 6 Infantry, 2 Artillery, 3 Tanks

Slovakia/Hungary: 2 Infantry, 1 Tank, 1 Fighter

Romania: 2 Infantry, 1 Tank

Poland: 3 Infantry, 1 Tank, 1 Tac Bomber

Sea Zone 103: 1 Submarine

Sea Zone 108: 1 Submarine

Sea Zone 113: 1 Battleship

Sea Zone 114: 1 Transport, 1 Cruiser

Sea Zone 117: 1 Submarine

Sea Zone 118: 1 Submarine

Sea Zone 124: 1 Submarine



<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
Carrier (Can carry any combo of 2 fighters/Tactical bombers, takes 2 hits to sink: Move and defend at 1 when damaged)	16	2	0	2
Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS



JAPAN

Turn Order: Germany, Russia, Japan, U.S., China, Great Britain, Italy, ANZAC/Canada, France.

War Start: China (If any Allied units move into China territory, it is a act of war against Japan)

When Japan is at War:

- 10 IPCs Not at war with United States, has not attacked French Indo-China, and has not made unprovoked attacks against United Kingdom or ANZAC. **(W-BBR)**
- 5 IPCs if Axis powers control all of the following territories: Guam, Midway, Wake Island, Gilbert Islands, and Solomon Islands.
- 5 IPCs Per territory if Axis control Calcutta, Sydney, Honolulu, and or San Francisco. **(W-BBR)**
- 5 IPCs If Axis powers control all the following territories: Sumatra, Java, Borneo, and Celebes. **(W-BBR)**
- 3 IPCs Per territory if Japan controls any of the following territories: Guam, Midway, Wake Island, Gilbert Islands, Solomon Islands, Line Island, Johnston Island, and or Aleutian Islands. **(BBR)**
- 5 IPCs If Japan controls Burma. **(BBR)**
- 10 IPCs Japan controls all Chinese Territories **(BBR)**
- 10 IPCs If Japan captures Calcutta, (one-time payment) **(BBR)**

Japan Setup:

26 IPC

Japan: 6 Infantry, 2 Artillery, 1 Tank, 3 AAA, 2 Fighters, 2 Tac Bombers, 2 Strategic Bombers, Air Base, Naval Base, Major Industrial Complex

Iwo Jima: 1 Infantry

Okinawa: 1 Infantry, 1 Fighter

Korea: 4 Infantry, 1 Fighter

Manchuria: 6 Infantry, 1 Mech Infantry, 1 Artillery, 1 AAA, 2 Fighters, 2 Tac Bombers, Japanese Control Marker

Jehol: 2 Infantry, 1 Artillery, Japanese Control Marker

Shantung: 3 Infantry, 1 Artillery, Japanese Control Marker

Kiangsu: 3 Infantry, 1 Artillery, 1 Fighter, 1 Tac Bomber, Japanese Control Marker

Kiangsi: 3 Infantry, 1 Artillery, Japanese Control Marker

Kwangsi: 3 Infantry, 1 Artillery, Japanese Control Marker

Siam: 2 Infantry

Formosa: 1 Fighter

Palau Island: 1 Infantry

Caroline Islands: 2 Infantry, 1 AAA, Air Base, Naval Base

Sea Zone 6: 1 Transport, 1 Submarine, 2 Destroyers, 1 Cruiser, 2 Aircraft Carriers, 2 Fighter, 2 Tac Bomber, 1 Battleship

Sea Zone 19: 1 Transport, 1 Submarine, 1 Destroyer, 1 Battleship

Sea Zone 20: 1 Transport, 1 Cruiser

Sea Zone 33: 1 Destroyer, 1 Aircraft Carrier, 1 Fighter, 1 Tac Bomber

Creator: Benjamin Bertrand



<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
Carrier (Can carry any combo of 2 fighters/Tactical bombers, takes 2 hits to sink: Move and defend at 1 when damaged)	16	2	0	2
Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS



RUSSIA

Turn Order: Germany, Russia, Japan, U.S., China, Great Britain, Italy, ANZAC/Canada, France.

War Start: None (can declare war on Japan on any turn, Cannot declare war on European Axis until turn 4, or if declared war upon, or if London falls)

When the Soviet Union Is at War in Europe:

- 3 IPCs For each territory that the Soviet Union controls that was originally German, Italian, or Pro Axis. **(W/BBR)**
- 5 IPCs Sea Zone 125 is free of enemy warships, Archangel is Soviet controlled, and no allied units in any Soviet Union territories.
- 10 IPCs The first time the Soviet Union controls Germany (Berlin) (Onetime payment)
- 3 IPCs Soviet Union controls Siberia, Urals, and Ukraine. **(BBR)**
- 5 IPCs If Soviet Union controls at least 3 of the following territories: Leningrad, Stalingrad, Baltic States, and Eastern Poland. **(BBR)**
- 10 IPCs If Soviet Union liberates Manchuria. (Onetime payment) **(BBR)**

Additional Soviet Union rules **(BBR)**:

- Minor factory mobility (See Rulebook or Player Cards for details) **(BBR)**
- Lend-Lease, when at war with Europe (See Rulebook or Player Cards for details) **(BBR)**
- Trans-Siberian Railway (See Rulebook or Player Cards for details) **(BBR)**

Russia Setup:

37 IPC

Russia City of Moscow: 1 Infantry, 1 Mech Infantry, 1 Artillery, 1 Tank, 2 AAA, 1 Fighter, 1 Tac Bomber, Air Base, Major Industrial Complex

Russia City of Archangel: 1 Infantry

Karelia: 2 Infantry

Russia City of Leningrad: 6 Infantry, 1 Artillery, 2 AAA, 1 Fighter, Air Base, Naval Base, Minor Industrial Complex

Vyborg: 3 Infantry

Baltic States: 3 Infantry

Eastern Poland: 2 Infantry

Belarus: 1 Infantry

Western Ukraine: 1 Infantry, 1 Artillery

Bessarabia: 2 Infantry

Ukraine: 3 Infantry, Minor Industrial Complex

Caucasus: 2 Infantry

Russia City of Stalingrad: 1 Mech Infantry, 1 Tank, Minor Industrial Complex

Amur: 6 Infantry

Sakha: 6 Infantry, 2 AAA

Buryatia: 6 Infantry

Sea Zone 115: 1 Submarine, 1 Cruiser

Sea Zone 127: 1 Submarine



<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
Carrier (Can carry any combo of 2 fighters/Tactical bombers, takes 2 hits to sink: Move and defend at 1 when damaged)	16	2	0	2
Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS



GREAT BRITAIN

Turn Order: Germany, Russia, Japan, U.S., China, Great Britain, Italy, ANZAC/Canada, France.

War Start: Italy, Germany

When the United Kingdom is at War in Europe:

- 5 IPCs if the UK controls all of its original territories in its European zone.
- 2 IPCs per territory if Allies control Iraq, Iran, or Northwest Iran (BBR)
- 5 IPCs United Kingdom controls Egypt, Trans-Jordan, and El Alamain. (BBR)

When the United Kingdom is at War with Japan:

- 5 IPCs if the United Kingdom controls both Kwangtung and Malaga. (W/BBR)

United Kingdom Setup:

38 IPC (BBR) 28 IPC

United Kingdom: 2 Infantry, 1 Mech Infantry, 4 Artillery, 2 Fighters, 1 Strategic Bomber, Air Base, Naval Base, Major Industrial Complex

Scotland: 2 Infantry, 1 Artillery, 1 Fighter, Air Base (Blue=Canadian setup, BBR)

France: 1 Artillery, 1 Tank

Iceland: Air Base

Gibraltar: 1 Fighter, Naval Base

Malta: 1 Infantry, 1 Artillery, 1 Fighter

Egypt City of El Alamain: 2 Infantry, 1 Artillery, 1 Tank

Egypt: 1 Infantry, 1 Mech Infantry, 1 Artillery, Naval Base

Anglo-Egyptian Sudan: 1 Infantry

Union of South Africa: 2 Infantry, Naval Base, Minor Industrial Complex

West India: 1 Infantry

Quebec: 1 Infantry, 1 Tank, Minor Industrial Complex (Blue=Canadian setup, BBR)

Ontario: 1 Infantry, 1 Artillery (Blue=Canadian setup, BBR)

New Brunswick/Nova Scotia: Naval Base

Sea Zone 71: 1 Destroyer

Sea Zone 91: 1 Cruiser

Sea Zone 98: 1 Transport, 1 Destroyer, 1 Cruiser, 1 Aircraft Carrier, 1 Tac Bomber

Sea Zone 109: 1 Transport, 1 Destroyer

Sea Zone 110: 1 Cruiser, 1 Battleship

Sea Zone 111: 1 Destroyer, 1 Cruiser, 1 Battleship

Sea Zone 106: 1 Transport, 1 Destroyer (Blue=Canadian setup, BBR)



Far East Command:

Shared IPC Income (BBR) 17 IPC

Additional Setup: Far East Command shares its zone with the United Kingdom however only up to 20 IPCs worth of units may be placed on the pacific side. Facilities are permitted. (BBR)

India: 6 Infantry, 1 Artillery, 3 Artillery, 1 Fighter, 1 Tac Bomber, Air Base, Naval Base, Major Industrial Complex

Burma: 2 Infantry, 1 Fighter

Malaga: 3 Infantry, Naval Base

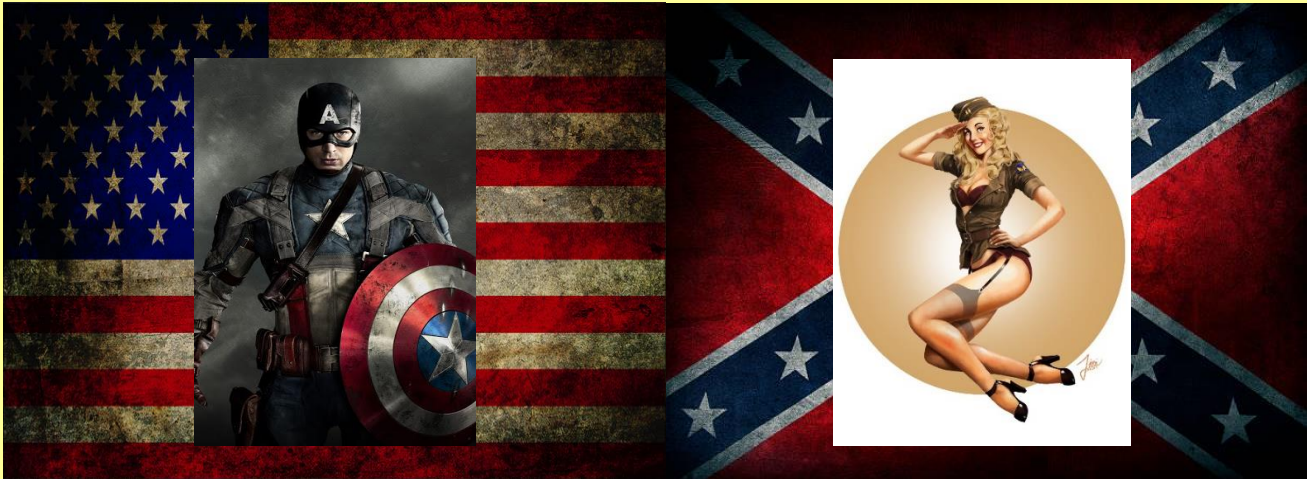
Kwangtung: 2 Infantry, Naval Base

Sea Zone 37: 1 Battleship

Sea Zone 39: 1 Transport, 1 Destroyer, 1 Cruiser

<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
Carrier (Can carry any combo of 2 fighters/Tactical bombers, takes 2 hits to sink: Move and defend at 1 when damaged)	16	2	0	2
Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS



United States of America/Confederate States of America

Turn Order: Germany, Russia, Japan, U.S., China, Great Britain, Italy, ANZAC/Canada, France.

War Start: None (Cannot declare war until turn 3 collect income phase, or declared war on)

When the United States Is at War:

- 5 IPCs If United States controls all the following: Alaska, Aleutian Islands, Hawaiian Islands, Johnston Island, and Line Island. **(W/BBR)**
- 5 IPCs if at least 1 U.S. land unit is in France. **(W/BBR)**
- 5 IPCs If United States controls all the following: Mexico, South Eastern Mexico, Central America, and West Indies. **(W/BBR)**
- 5 IPCs If United States controls the Philippines. **(W/BBR)**
- 10 IPCs If the United States controls all of the following: Eastern, Central, and Western United States.
- 5 IPCs Per territory if the United States places at least 2 units in Eastern United States, and Western United States on the place units phase. **(BBR)**

United States Setup:

52 IPCs

Eastern United States: 1 Infantry, 1 Artillery, 2 AAA, 1 Fighter, Air Base, Naval Base, Minor Industrial Complex

Central United States: 1 Infantry, 3 Mech Infantry, 1 Tank, 1 Strategic Bomber, Minor Industrial Complex

Western United States: 2 Infantry, 1 Mech Infantry, 1 Artillery, 2 AAA, 1 Fighter, Air Base, Naval Base, Minor Industrial Complex

Hawaiian Islands: 2 Infantry, 2 Fighters, Air Base, Naval Base

Midway: Air Base

Wake Island: Air Base

Guam: Air Base

Philippines: 2 Infantry, 1 Fighter, Air Base, Naval Base

Sea Zone 101: Transport, 1 Cruiser

Sea Zone 10: 1 Transport, 1 Destroyer, 1 Cruiser, 1 Aircraft Carrier, 1 Fighter, 1 Tac Bomber, 1 Battleship

Sea Zone 26: 1 Transport, 1 Submarine, 1 Destroyer, 1 Cruiser

Sea Zone 35: 1 Submarine, 1 Destroyer

Additional Setup: U.S. Mainland Minor IC's are automatically upgraded to Major's when U.S. is at war, or at the end of turn 3 collect income phase.

<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
Carrier (Can carry any combo of 2 fighters/Tactical bombers, takes 2 hits to sink: Move and defend at 1 when damaged)	16	2	0	2
Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS



ITALY

Turn Order: Germany, Russia, Japan, U.S., China, Great Britain, Italy, ANZAC Canada, France.

War Start: France, United Kingdom, and ANZAC/Canada

When Italy Is at War with the Allies:

- 1 IPC Per territory if Italy controls Ethiopia, Kenya, Anglo-Egyptian Sudan, Italian Somaliland, and or British Somaliland. **(BBR)**
- 2 IPCs Per territory if Italy controls Iraq, Iran, and or Northwest Iran. **(W/BBR)**
- 5 IPCs if no Allied Warships are in the Mediterranean Sea. (Sea Zones 92-99). **(W/BBR)**
- 5 IPCs If Axis control all the following territories: Morocco, Algeria, Tunisia, Libya, Tobruk, and El Alamein. **(W/BBR)**
- 5 IPCs If Axis control at least 3 of the following territories: Gibraltar, Southern France, Greece, and Egypt. **(W/BBR)**

When Italy is at War with the Axis **(BBR):**

- 2 IPCs For each territory that Italy controls that was originally German, or Pro-Axis. **(BBR)**
- 5 IPCs Italy controls all their original territories. **(BBR)**

Italy Setup:

10 IPCs

Southern Italy: 6 Infantry, 2 AAA, 2 Fighters, Air Base, Naval Base, Minor Industrial Complex

Northern Italy: 2 Infantry, 2 Artillery, 1 Tank, 2 AAA, 1 Strategic Bomber, Major Industrial Complex

Albania: 2 Infantry, 1 Tank

Italian Libya: 1 Infantry, 1 Artillery

Italian Libya City of Tobruk: 3 Infantry, 1 Mech Infantry, 1 Artillery, 1 Tank

Italian Somaliland: 1 Infantry

Ethiopia: 2 Infantry, 1 Artillery

Sea Zone 95: 1 Transport, 1 Submarine, 1 Destroyer, 1 Cruiser

Sea Zone 96: 1 Transport, 1 Destroyer

Sea Zone 97: 1 Transport, 1 Cruiser, 1 Battleship



<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
Carrier (Can carry any combo of 2 fighters/Tactical bombers, takes 2 hits to sink: Move and defend at 1 when damaged)	16	2	0	2
Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS



ANZAC

Turn Order: Germany, Russia, Japan, U.S./China, Great Britain, Italy, ANZAC/Canada, France.

War Start: Germany, Italy

When ANZAC Is at War with Japan:

- 5 IPCs If Allies (not Dutch) control Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands. **(W/BBR)**
- 5 IPCs If Allies control Malaya and ANZAC controls all their original territories. **(W/BBR)**

ANZAC Setup:

10 IPCs

New South Wales: 2 Infantry, 2 AAA, Naval Base, Minor Industrial Complex

Queensland: 2 Infantry, 1 Artillery, 1 Fighter, Air Base, Naval Base

New Zealand: 1 Infantry, 2 Fighters, Air Base, Naval Base

Malaya: 1 Infantry

Egypt: 2 Infantry

Sea Zone 62: 1 Transport, 1 Destroyer

Sea Zone 63: 1 Cruiser

Dutch Setup (BBR)

0 IPCs

Celebes: Air Base



<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
Carrier (Can carry any combo of 2 fighters/Tactical bombers, takes 2 hits to sink: Move and defend at 1 when damaged)	16	2	0	2
Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS



France

Turn Order: Germany, Russia, Japan, U.S./China, Great Britain, Italy, ANZAC/Canada, France.

War Start: Germany, Italy

Team Bonus:

- When France is liberated by the Allies, the player controlling France immediately places his or her choice of up to 12 IPCs worth of any French units on the territory France for Free. This happens only once per game.

France Setup:

19 IPCs

France: 6 Infantry, 1 Artillery, 1 Tank, 1 AAA, 1 Fighter, Air Base, Major Industrial Complex

United Kingdom: 2 Infantry, 1 Fighter

Normandy/Bordeaux: 1 Infantry, 1 Artillery, Naval Base, Minor Industrial Complex

Southern France: 1 Infantry, 1 Artillery, Naval Base, Minor Industrial Complex

French West Africa: 1 Infantry

Morocco: 1 Infantry

Algeria: 1 Infantry

Tunisia: 1 Infantry

Syria: 1 Infantry

Sea Zone 72: 1 Destroyer

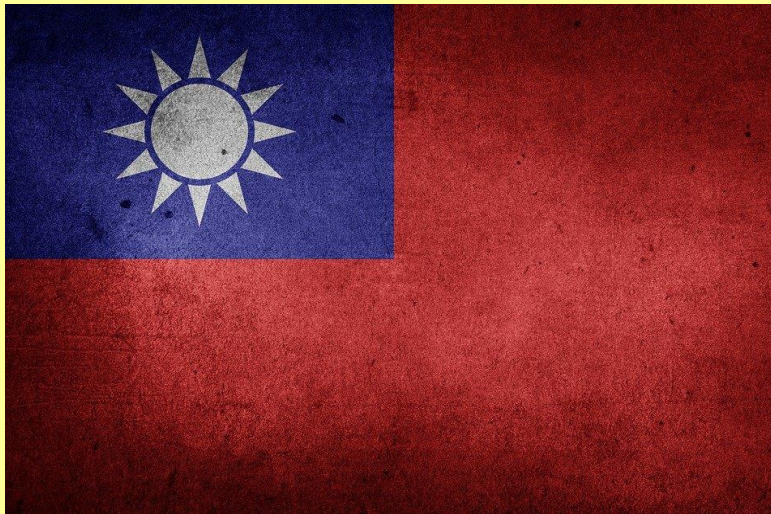
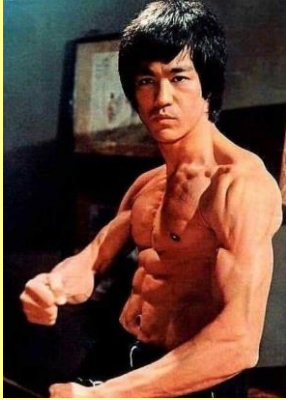
Sea Zone 93: 1 Destroyer, 1 Cruiser

Sea Zone 110: 1 Cruiser



<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
Carrier (Can carry any combo of 2 fighters/Tactical bombers, takes 2 hits to sink: Move and defend at 1 when damaged)	16	2	0	2
Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS



China

Turn Order: Germany, Russia, Japan, U.S./China, Great Britain, Italy, ANZAC/Canada, France.

War Start: Japan

When China is at War with Japan:

- 6 IPCs Burma Road is Allied Controlled

China Setup:

12 IPCs

Szechwan: 6 Infantry, 1 Fighter

Yunnan: 4 Infantry

Hunan: 2 Infantry

Kweichow: 2 Infantry

Shensi: 1 Infantry

Suiyuan: 2 Infantry

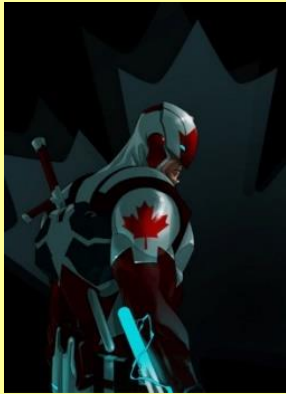
Additional setup: Artillery may be purchased and placed anywhere so long as the Burma Road is open. **(W-BBR)**

Additional Setup (BBR)

1. Place 3 Cavalry in any territory or territories that China begins the game with.
2. China may purchase Cavalry units at 4 IPC's. No more than 3 Cavalry may be in the game at any given time. May be placed with same restrictions as infantry. Cavalry move two, may blitz, and defend on one.
3. China may purchase 2 tanks per game for 5 IPC's each. Tanks may not be purchased at the same time, Burma Road must be open, once a tank is destroyed it may not purchase again. Tanks can only be placed in: Burma, Yunnan, or Szechwan.

<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
Carrier (Can carry any combo of 2 fighters/Tactical bombers, takes 2 hits to sink: Move and defend at 1 when damaged)	16	2	0	2
Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS



Canada

Turn Order: Germany, Russia, Japan, U.S./China, Great Britain, Italy, ANZAC/Canada, France.

War Start: Germany, Italy

When Canada is at war in Europe (BBR)

- 3 IPCs any unit stationed in an originally controlled French, Axis, or Pro-axis territory. **(BBR)**

Canada Setup **(BBR)**

7 IPCs

Quebec: 1 Infantry, 1 Tank, Minor Industrial Complex

Ontario: 1 Infantry, 1 Artillery

Scotland: 2 Infantry

New Brunswick/Nova Scotia: 1 Fighter, Air Base, Naval Base

Sea Zone 106: 1 Transport, 1 Destroyer

Additional Setup: If there is no specific "Canadian pieces"

ANZAC pieces are used to represent Canadian units.

European side ANZAC pieces are considered Canada forces

Pacific side are considered ANZAC units.



<u>Unit</u>	<u>Cost</u>	<u>Move</u>	<u>Atk</u>	<u>Def</u>
Infantry (CA - Artillery)	3	1	1	2
Artillery (CA – Infantry, Mechanized Infantry)	4	1	2	2
AAA Gun (Can only move during non-combat, 1 gun can fire on up to 3 aircraft)	5	1	0	1
Tank (Can Blitz, CA – TAC Bomber, Mechanized Infantry)	6	2	3	3
Mechanized Infantry (CA - Artillery, Tank)	4	2	1	2
Fighter (CA – TAC Bomber, Destroyer)	10	4	3	4
Tactical Bomber (CA – Tank, Fighter, Destroyer) (May Target Select)	11	4	3	3
Strategic Bomber (CA-Destroyer) (Only performs one round of combat) (Can be used as Transport plane or Cargo plane if Heavy Bomber) (Can only combat drop up to the number of ground units attacking territory) (Units moving in non-combat have to begin in territory transport plane begins in)	12	6	4	1
Transport (CA - Transport) (Can carry any combo of up to 2 land units, 1 must be Infantry)	7	2	0	0
Submarine (If Enemy Destroyers are not present: can First Strike, Submerge, or Target Select)	6	2	2	1
Destroyer (CA-All Aircraft) (Prevents Submarine abilities)	8	2	2	2
Cruiser (CA – Battleship) (Can also do Shore Bombardment for amphibious assault)	12	2	3	3
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Battleship (CA – Cruiser) (Can also do Shore Bombardment for amphibious assault, takes 2 hits to sink: Move at 1 and defend at 2 if damaged)	20	2	4	4
Naval Base (If any sea unit starts its move from a port, it may move 1 extra move)	15	0	0	0
Minor Factory (Can be upgraded to Major for 20 IPC if territory is worth 3 or more)	12	0	0	0
Major Factory (Major can produce capital ships regardless of shipyard icon)	30	0	0	0

CA – COMBINED ARMS

Bert's House Rules

- 1. Teams will be decided before setup.**
- 2. Each team is responsible for their own teams setup.**
- 3. If each team has checked their perspective setups and discover there is mistakes after the game has started then the game must be played out as is.**
- 4. Various chips colors can be used for different things, players may use any color chips for any reason however must announce their intentions:**

Example:

a) Japanese player uses two purple chips to signify a transport and what is loaded on it, one under a transport, and one next to a infantry and artillery off map. This is to clarify and save space on the map.

b) A pink chip is placed under a strategic bomber to indicate it is a transport plane.

c) Orange chips are placed under industrial factory or capitol ship to indicate damage.

5. Be respectful

6. 15 minutes is the max amount of time before a turn that can be used to strategize. (This can only be done two times per round for a team for a total of 30 minutes per round)

7. No Non-Com's are allowed until ALL combat is resolved.

8. Once a combat move is fully decided it may not be recalled. You may not come back and change it if you see something on the other side of the map you missed that changes your decision.

9. Be respectful with rules and players, If a player makes a move without knowledge of a rule that could change the outcome then inform the player regardless of team.

10. All players reserve the right to do a rule check.

11. Teams must be balanced. Meaning there should be a new or inexperienced player with at least one veteran player ratio. If this does not work with the draw then the teams must be redrawn starting with the Veterans and then inexperienced players.

12. It is not required but help with food is always appreciated.

13. Please clean up after yourself

14. Keep a cool head

15. Ask questions, Have a FUN TIME!!!