AGE 12+
2-5 PLAYERS

Axis & Allies®

RULEBOOK

1941

DESIGNER'S NOTES

This is not the first game of **Axis & Allies**® ever published (you'd have to go back a few decades to find that one). This is not even the biggest or most complicated version of **Axis & Allies**. You'd need to play the combined games of *Axis & Allies: Europe* and *Pacific 1940* for that. But, when it's all said and done, this might end up being the most-played version of the game ever published.

If you're an old veteran of the game, this particular version will delight you with its very special collection of plastic units. You'll also immediately recognize its simplicity: It has been stripped down to brass tacks and rendered lean and mean. You will realize how handy this game can be when introducing new players to the **Axis & Allies** line. You might also be surprised at how quickly World War II can be won or lost.

If this is your first time playing **Axis & Allies**, you are about to control one of the great powers of World War II. You can decide to experience the war from the Axis point of view by controlling either Japan or Germany. If that's the game you want to play, then you'd better be prepared to capture as many territories and control as many strategic resources as possible. Time is not on your side. Failure to tip the balance of power before the allies (the United Kingdom, the Soviet Union, and the United States) combine their forces and bring their massive industrial production against you will lead to your complete and unconditional surrender.

Whatever your experience, as a player of this game you'll be confronted by many of the same strategic and economic challenges that the actual leaders of that time and place did. Win or lose, you will walk away with a much deeper understanding of what World War II was all about.

—Larry Harris

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Game Components

Game Boards:

1 game board
(with National Production and Mobilization Zone charts)

1 battle strip

1 casualty strip

Rulebook
(including 5 national setup charts)

Die-Cut Pieces: 84 total

34 unit stacking counters
(22 gray, 8 green, 4 red)

50 national control markers
(10 for each power)

Plastic Miniatures:
160 total (32 for each power)

40 infantry

25 tanks

20 fighters

10 bombers

15 submarines

10 battleships

10 destroyers

20 transports

10 aircraft carriers

Dice: 4 total

Soviet Far East
Siberia
Mongolia
Manchuria
Northeastern China
U.S. Reported Chinese Forces
Szechwan
U.S. Reported Chinese Forces
Coastal China
Afghanistan
Himalaya
India
Southeast Asia
Western Canada
Western United States
Mexico
Japan
Okinawa
Iwo Jima
Midway
Hawaiian Islands
Wake Island
Caroline Islands
Philippine Islands
New Guinea
Solomon Islands
New Zealand
Borneo
Australia
East Indies
Casualty Zone
Casualty Zone
INFANTRY
AIRCRAFT CARRIER
SUBMARINE
DESTROYER
DEFENDER
ATTACKER
TANK
FIGHTER
BOMBER
BATTLESHIP

HOW THE WAR IS WON

Up to five people can play the **Axis & Allies®: 1941** game. Each player controls one or more world powers. 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 five national capitals: Washington DC, London, Moscow, Berlin, and Tokyo. The Allies begin the game controlling Washington, London, and Moscow. The Axis begin the game controlling Berlin and Tokyo.

Capture Two Enemy Capitals: If the Allies control Berlin and Tokyo at the end of the Japanese player's turn, they win the war. If the Axis control any two Allies capitals at the end of the United States player's turn, they win the war.

Optional Shorter Game

Capture One Enemy Capital: If the Allies control either Berlin or Tokyo at the end of the Japanese player's turn, they win the war. If the Axis controls either Washington or London at the end of the end of the United States player's turn, they win the war.

THE COMBATANTS

One or more players take the side of the Axis (Germany and Japan), and one or more play the Allies (Soviet Union, United Kingdom, and United States).

In a five-player game, each player controls one world power. If fewer people play, some will control more than one power. If a player controls more than one power, those powers must all be on the same side (Axis or Allies).

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), set up the game for play. It contains the following components.

Setup Charts

The back page of this rulebook shows setup charts for each power. Each shows the name of the power, its starting IPCs, its units' color, and its emblem. It also lists the starting numbers and locations on the game board for the power's units.

Sea units are listed along with their numbered sea zones.

Soviet Union Setup	7 IPCs
Russia 6 infantry, 1 tank, 1 fighter	
Archangel 3 infantry	
Karelia 3 infantry	
Caucasus 3 infantry, 1 tank	
Siberia 3 infantry	
Sea Zone 4 1 submarine	

Combat Forces

Take the plastic pieces that represent your power's combat units. Each power is color-coded as shown in the table at right, which also shows the power's starting income level and treasury in Industrial Production Credits (IPCs). Place all of your power's starting units on the game board as listed on your power's setup chart.

Power	Starting Income	Color
Soviet Union	7	Maroon
Germany	12	Gray
United Kingdom	12	Tan
Japan	9	Orange
United States	17	Green

Unit Stacking Counters

Use these cardboard counters to save space in overcrowded territories and sea zones. Gray counters represent 1 combat unit each, green counters represent 3 units each, and red counters represent 5 units each. For example, if you wanted to place 10 infantry on a space, you would stack up 1 red counter, 1 green counter, and 1 gray counter, with 1 infantry unit on top.

(If you do not have enough pieces to top off all your stacks, simply use any identifying item.) The number of stacks is not limited by the number of plastic miniatures and counters available.

Mobilization Zone

The Mobilization Zone, located on the game board, includes a chart that shows each unit's cost in IPCs, as well as its Move, Attack, and Defense values. Newly purchased units are placed here until they are mobilized.

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 (printed with its emblem).

National Production Chart

This chart tracks each power's national production level (income) during the game. It is located along the top edge of the game board. The level is based on the total of the 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 income (shown on the table on page 6). This is the power's starting national production level. Each player should keep track of his or her power's production level separately.

Industrial Production Credits

These units are the money of the game, representing capacity for military production. Each power has a beginning national production level, shown as Starting Income on the table on page 6. Each power also begins the game with that many IPCs in its treasury to spend on its first turn. During the game, each power will spend IPCs, on new units for example, and collect more IPCs as income from territories that it controls. Have one player act as a banker and track each power's current IPC treasury on a piece of paper, or use another means agreed upon by your group.

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. Resolve combat by rolling dice. Units chosen as casualties (that is, destroyed in combat) are moved behind the casualty strip.

Game Board

The game board is a map of the world, circa 1941. It is divided into spaces, either territories (on land) or sea zones, separated by border lines.

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 and emblem. (The "original controller" of a territory is the power whose emblem is printed on that territory.) All other spaces are neutral and are not aligned with any power.

Most territories have an income value ranging from 1 to 6. This is the number of IPCs they produce each turn for their controller. Many territories, such as Gibraltar, have no income value.

Units can move between adjacent spaces (those that share a common border). The game board "wraps" around horizontally. Territories and sea zones on the right edge of the board are adjacent to territories and sea zones on the left edge. The top and bottom edges of the board do not wrap around.

Adjacent Territories

Western Canada, Eastern Canada
Western United States, Eastern United States
Mexico, East Mexico

Adjacent Sea Zones

35, 21
36, 20
41, 19

Territories exist in one of three conditions: friendly, hostile, or neutral.

Friendly: Controlled by you or a friendly power (one on your side).
Hostile: Controlled by an enemy power (one on the opposing side).
Neutral: Not controlled by any power. Control of neutral territories never changes.

Sea zones are either friendly or hostile.

Friendly: Contains no enemy surface warships. (Surface warships do not include transports or submarines.)
Hostile: Contains enemy surface warships.

Neutral Territories

Neutral territories (such as Turkey, Mongolia, or Sahara) do not have any power's emblem printed on them. They represent areas that are impassable for political or geographical reasons. You cannot attack these territories, move through them, or move over them with air units. Neutral territories do not have income values.

Turkish Straits: In order to maintain its neutrality, Turkey closed the narrow straits linking the Black Sea and the Mediterranean, permitting no naval passage by any belligerent nation on either side. Sea units cannot move into or out of sea zone 18. However, air units can move over this sea zone freely.

Canals

The game board has two canals: artificial waterways that connect two larger bodies of water. The Panama Canal, located in Central America, connects the Pacific Ocean (sea zone 19) to the Atlantic Ocean (sea zone 12), while the Suez Canal connects the Mediterranean Sea (sea zone 17) to the Indian Ocean (sea zone 28). A canal is not considered a space, so it does not block land movement. Land units can move freely between Middle East and Anglo-Egypt Sudan. Central America, split by the Panama Canal, is one territory and requires no extra land movement to cross the canal.

If you want to move sea units through a canal, your side (but not necessarily your power) must control it at the start of your turn (that is, you cannot use it the turn it is captured). The side that controls Central America controls the Panama Canal. The side that controls both Anglo-Egypt Sudan and Middle East controls the Suez Canal. If one side controls Anglo-Egypt Sudan and the other controls Middle East, the Suez Canal is closed to sea units.

The movement of air units is unaffected by canals. They can pass between sea zones connected by the canal regardless of which side controls it.

Islands

An island or island group is a territory located entirely inside one sea zone. A sea zone can contain more than one island or island group, but each is considered one territory with its own name and national emblem. You cannot split up land-based units so that they are on different islands in the same group.

ORDER OF PLAY

Axis & Allies: 1941 is played in rounds. During a round, each power takes a turn, in order. At the end of each round, check to see if any side has won the game.

Order of Play

1. Soviet Union
2. Germany
3. United Kingdom
4. Japan
5. United States

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 your Collect Income phase, your turn is over. Play then passes to the next power in the turn order.

When every power has completed one turn, the round ends. If no side has won, a new round begins.

1. Purchase Units (page 10)
2. Combat Move (page 11)
3. Conduct Combat (page 14)
4. Noncombat Move (page 19)
5. Mobilize New Units (page 20)
6. Collect Income (page 21)

Phase 1: Purchase Units

In this phase, you can spend IPCs to purchase additional units for use in future turns. The Mobilization Zone printed on the game board lists the units available and their cost. You can also check "Unit Profiles" on page 22.

Purchase Units Sequence

1. Order units
2. Pay for units
3. Place units in Mobilization Zone

Step 1: Order Units

You can purchase as many units of any type as you can afford, but you must choose all the units you wish to purchase during this phase. You don't have to spend all of your IPCs.

Step 2. Pay for Units

Pay IPCs to the bank equal to the total cost of the units purchased (have the banker adjust the number of IPCs in your power's treasury).

Step 3: Place Units in the Mobilization Zone

Place the newly purchased units in the Mobilization Zone on the game board.

You cannot use these units right away. You will deploy them later in the turn (in the Mobilize New Units phase).

MOBILIZATION ZONE

UNIT STATS	Cost	Move	Attack	Defense
Land Units				
Infantry	3	1	1	2
Tank	6	2	3	3
Air Units				
Fighter	10	4	3	4
Bomber	12	6	4	1
Sea Units				
Submarine	6	2	2	1
Transport	7	2	—	—
Destroyer	8	2	2	2
Aircraft Carrier	12	2	1	2
Battleship	16	2	4	4

ORDER OF PLAY

Phase 2: Combat Move

The Axis & Allies: 1941 game has two distinct movement phases: combat and noncombat. During the Combat Move phase, all movement must end in a hostile space, with a few exceptions (see below). Movement into a hostile space counts as combat movement whether that space is occupied or not. Movement of units that does not end in a hostile space occurs in the Noncombat Move phase (phase 4). Remember, units cannot move into neutral territories.

At no time can an Allies power attack another Allies power, or an Axis power attack another Axis power.

In this phase, you can move any or all of your units into hostile spaces. Each unit can move a number of spaces up to its Move value. Units can move from more than one space to attack a single enemy space, as long as each unit is able to reach that space with a legal move.

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.

Units can move freely 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.

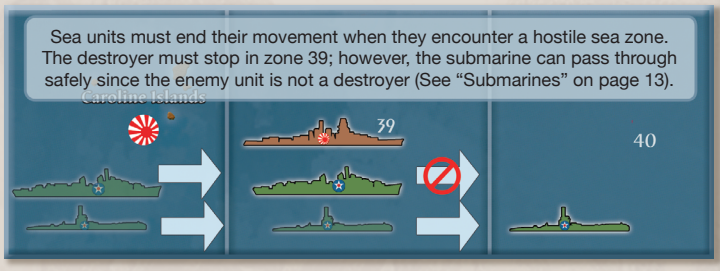
- Tanks that have blitzed through an unoccupied hostile space (see "Tanks and Blitzing" on page 13).
- Sea units that will be participating in an amphibious assault from an uncontested sea zone (see "Amphibious Assaults" on page 12).
- Units moving from a hostile sea zone to escape combat as their combat move (see "Sea Units Starting in Hostile Sea Zones" on page 12).
- 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.)

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 the 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 as long as both powers agree.

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 an amphibious assault that is preceded by a sea battle (see "Amphibious Assaults" on page 12), since the transported land units must offload after the sea battle is successfully completed. You cannot move additional units into an embattled space once an attack has begun.

Enemy submarines and/or transports do not block any of your units' movement, nor do they prevent loading or offloading in that sea zone (with one exception: see "Special Combat Movement: Transports" on page 13). 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 you choose to make such an attack with a unit, that unit must end its movement in that sea zone, and it must attack all such units present. In other words, you must either attack all enemy submarines and transports in the sea zone, or you must ignore all of them. You may not attack some enemy units and ignore others in the same sea zone. It is possible that some of your units stop to attack while others continue moving through the sea zone.



ORDER OF PLAY

Sea Units Starting in Hostile Sea Zones

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

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

- 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).
- Leave the sea zone and conduct no combat.

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

Air Units

Each air unit that moves in the Combat Move phase must generally reserve part of its Move value for the Noncombat Move phase, when it must return to a safe landing place using its remaining movement. See page 23 for examples.

An air unit's movement in any complete turn is limited to its total Move value. For example, a bomber has Move 6, but it cannot move 6 spaces to end its movement in a hostile space. It must save enough movement points to get to a friendly territory where it can land. A fighter can move up to its full Move value of 4 to attack in a sea zone, but only if a carrier could be there for it to land on by the end of the Mobilize New Units phase.

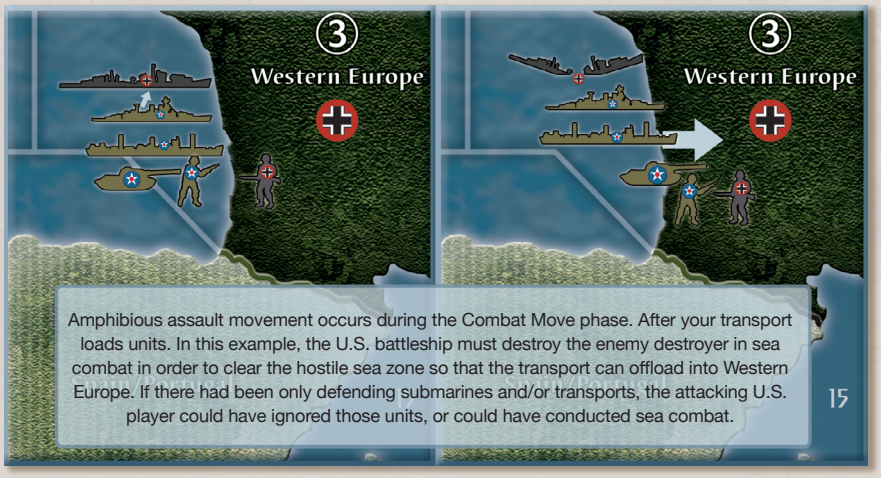
Amphibious Assaults

If you want to make any amphibious assaults, you must announce your intent to do so during the Combat Move phase. During the Conduct Combat phase, you can launch only those amphibious assaults that you announced during this phase.

An amphibious assault takes place when you attack a coastal territory (a territory bordering a sea zone) or island group from a sea zone by offloading land units from transports into that target territory (or make a joint attack with both offloading units and other units from one or more neighboring territories). The sea zone can be friendly or hostile, but if it is hostile, it must be made friendly through sea combat before the amphibious assault can commence.

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 there.

If an amphibious assault involves a sea combat and air units are involved, the attacker must assign each air unit to either the sea zone or the territory being attacked. During the Conduct Combat phase, those air units participate in combat only in the space to which they were assigned.



Special Combat Movement

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

Aircraft Carriers

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

Fighters belonging to a friendly power on board another power's carrier (guest fighters) must remain on board as cargo if the carrier moves. 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 to land on it in the sea zone where it finishes its move.

Submarines

Submarines are capable of moving undetected due to their ability to submerge and thus 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 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. Blitzing tanks must complete their move during the Combat Move phase.

The tank establishes control of the first territory before it moves to the next. Place your control marker on the first territory and adjust the national production levels as you blitz. A tank that encounters enemy units (including an industrial complex) in the first territory it enters must stop there and may not blitz.

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. It must stop in that sea zone 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 from which it can conduct the assault. It can also end its movement in a hostile sea zone that could become friendly as a result of sea combat. However, a transport cannot ignore enemy submarines to offload land units for an amphibious assault unless at least one warship belonging to the attacking power is also present in the sea zone at the end of the Combat Move phase.

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.

ORDER OF PLAY

Phase 3: Conduct Combat

In this phase, you fight out battles in all spaces that contain your units and enemy units.

You conduct certain kinds of combat in a specific sequence.

1. Amphibious assaults (below)
2. General combat (page 15)

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

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.)

Attacking: A multinational force cannot attack the same space together, because each power moves and attacks with its own units only on its own turn. In a sea zone where a battle occurs, any units that belong to a friendly power (other than cargo on an attacker's ship) cannot participate in the battle in any way. Such units cannot be chosen as casualties in the sea combat and have no effect on any defending submarines.

An attacking fighter can launch from an aircraft carrier owned by a friendly power, but that carrier cannot move until its owner's turn. Similarly, an attacking carrier can carry a friendly power's fighter as cargo, but that fighter cannot participate in an attack by that carrier.

An attacking land unit can assault a coastal territory from a friendly power's transport, but only on the turn of the attacking land unit's owner. All of the normal requirements for transports offloading in a sea zone must still be met by the attacking power (see "Special Combat Movement, Transports" on page 13)."

Defending: When a space containing a multinational force is attacked, all units in that space 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: Transports belonging to a friendly power can load and offload your land units. This is a three-step process:

- You load your land units aboard the friendly transport on your turn.
- The transport's owner moves it (or not) on that power's turn.
- You offload your land units on your next turn.

1. Amphibious Assaults

During this step you resolve each amphibious assault you announced during the Combat Move phase. If you did not announce any amphibious assaults, go to the general combat step (page 15).

Amphibious Assault Sequence

1. Sea combat
2. Land combat

Step 1. Sea Combat

If there are defending surface warships in the sea zone where you are offloading units from transports, sea combat occurs. If there are only defending submarines and/or transports, you can choose to ignore those units or conduct sea combat. (Destroying defenseless enemy transports counts as sea combat.)

If sea combat occurs, all attacking and defending sea and air units present must participate in the battle. Conduct the sea combat using the rules for general combat (page 15), then go to step 2 (land combat). If no sea combat occurs, go directly to step 2.

Step 2. Land Combat

Land combat can take place only if there was no sea battle or the sea zone has been cleared of all defending enemy units (except transports and submarines that submerged during the sea battle). If the attacker has surviving land units committed to assaulting that territory, move all attacking and defending land and air units to the battle strip and conduct combat using the general combat rules.

Attacking land units can come from transports (seaborne) as well as from other territories that are adjacent to the attacked territory (overland). A single transport can offload land units only into a single territory.

If no seaborne land units survived the sea combat, or if the attacking sea units retreated 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 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.

Retreats: Keep the attacking overland and seaborne land units separated on the battle strip. Attacking seaborne units cannot retreat. Attacking overland units and aircraft can retreat as normal at the end of any round of combat (see "Step 6: Press Attack or Retreat" on page 17). All attacking overland units must retreat together as a group, at the same time and to the same place. They can retreat only to a territory from which at least one of those units entered the contested territory.

Attacking air units, whether involved in the sea combat or the attack on the territory, can retreat as normal. Air units and overland units (if any) must retreat at the same time. However, the air units do not land until the Noncombat Move phase.

Air Units: Each attacking air unit can participate in either the sea battle or the land battle; it cannot do both. The attacking player must declare which air units are involved in each part of the attack during the Combat Move phase and cannot change their assignments later. 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 fight only in that territory. They cannot participate in the sea combat.

General Combat

In this step, you resolve combat in each space that contains your units and either contains enemy units or is enemy-controlled. Combat follows the general combat sequence described below. Combat in each space takes place at the same time, but you resolve combat in each affected territory or sea zone 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.

If you moved any land units into hostile territories that are unoccupied or that contain only industrial complexes, you do not resolve combat. Simply skip to step 7 (conclude combat) for each of these territories.

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

Combat takes place over a number of rounds. Each battle round consists of several steps.

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

ORDER OF PLAY

Step 1. Place Units along the Battle Strip

The battle strip has two sides, labeled "Attacker" and "Defender." Place all the attacking and defending units from the combat onto their respective sides, aligned with the numbered columns that contain those units' names. The number in a unit's column identifies that unit's Attack or Defense value. (Industrial complexes don't participate in combat.) An attacking or defending unit must roll its column's Attack or Defense value or lower to score a hit.

Transports have no combat value and are not represented on the battle strip. Place these units beside the battle strip, as they are still participants in the battle and may be taken as casualties.

In a sea battle involving transports or aircraft carriers, place any cargo (whether your own or a friendly power's) beside the sea unit that is carrying it. Cargo does not roll for hits, nor can it be chosen as a casualty. It is lost with the sea unit carrying it if that sea unit is destroyed.

If you are attacking in a sea zone that already contained friendly units, those friendly units are not placed along the battle strip. They 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 all other units fire and resolve casualties (steps 3–5), both attacking and defending submarines can choose to either make a Surprise Strike die roll or submerge. A player may choose to submerge all, some, or none of his or her submarines. However, if the opposing side has a destroyer in the battle, the attacking or defending submarines cannot submerge or make a Surprise Strike. Combat proceeds normally, and your submarines fire along with your other units in step 3 or 4.

Submerge: Attacking or defending submarines that choose to submerge are immediately removed from the battle strip and returned to the game board in the contested sea zone, removing them from the rest of that sea battle.

Players on both sides have to decide whether attacking and defending submarines will fire or submerge before either player rolls any dice.The attacking player decides first.

Surprise Strike: Each attacking submarine conducting a Surprise Strike rolls one die, scoring a hit on a roll of "2" or less. After the attacker has rolled for all attacking submarines, the defender chooses one sea unit for each hit scored and moves it behind the casualty strip. (Submarines cannot hit air units.) Then each defending submarine conducting a Surprise Strike rolls one die, scoring a hit on a roll of "1." After the defender has rolled for all defending submarines, the attacker chooses one sea unit for each hit scored and removes it from play.

Once all Surprise Strike rolls have been made, remove the defender's casualties. This step is over for this round of combat. Repeat this step during each round of combat as long as there are attacking and/or defending submarines and no opposing destroyers. Any hits made during this step that do not destroy units (such as battleships) remain in effect until the end of the combat.

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

Step 3. Attacking Units Fire

This step takes place in both land and sea battles.

The attacking player rolls 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, all units with Attack 3 roll together. 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. (Units behind the casualty strip will return fire in step 4.)

The defending player has to assign as many hits as possible. For example, if a destroyer and 2 submarines attack a destroyer and a carrier with a fighter and score 3 hits, the defender must assign the hit from the attacking destroyer to the fighter and the submarine hits to the ships. The defender cannot assign the destroyer hit to a ship because submarines cannot hit air units, so 1 hit from the submarine would be lost.

Step 4. Defending Units Fire

This step takes place in both land and sea battles.

As with attacking units, defending units roll one die for each unit with a Defense value that did not fire or submerge in step 2. These include units that were moved behind the casualty strip in step 3. 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 defender has rolled for all defending units with a Defense value, the attacker chooses one unit for each hit scored and removes it from play. As in step 3, the attacker must assign as many hits as possible.

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 that is friendly to the air units in the battle, and hits can be assigned to transports only if there are no other eligible units.

Step 5. Remove Defender's Casualties

This step takes place in both land and sea battles.

Remove from play any of the defender's units that are behind the casualty strip.

After casualties are removed, it might be necessary to reevaluate certain units' capabilities that depend on the presence or absence of other units. For example, submarines might no longer have their abilities canceled by enemy destroyers that have been destroyed. Any such changes will take effect in the following combat round.

Step 6. Press Attack or Retreat

Continue fighting combat rounds (steps 2 through 5) until one of the following two conditions occurs (in this order).

Condition A—Attacker and/or Defender Loses All Units

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

If a power has combat units remaining along the battle strip, that power wins the combat. Players who 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, if possible (see Condition B below).

Condition B—Attacker Retreats

The attacker (never the defender) can retreat during this step.

Land and Sea Units: Move all attacking land and sea units in that combat that are along the battle strip to a single adjacent friendly space from or through which at least one of the original 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 space, regardless of where they came from.

Air Units: Retreating air units remain in the contested space temporarily. They complete their retreat movement during the Noncombat Move phase using the same rules as air units 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 don't 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 can't hit each other, so the transports are defenseless. At this point, the 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 can't retreat, they are treated the same as defending transports.

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 (capture) it. Otherwise, it remains under the defender's control. (If all units on both sides were destroyed, the territory remains under the defender's control.)

Sea units cannot capture a territory; they must stay at sea.

Air units cannot capture a territory. If your attack force has only air units remaining, they 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 in the space where they fought.

If you have captured the 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.

An industrial complex located in the captured territory now belongs to your side (see "Liberating a Territory," below). If you capture an industrial complex, you cannot mobilize new units there until your next turn.

Liberating a Territory

If you capture a territory that was originally controlled by another power on your side, you "liberate" the territory. You do not take control of it; instead, the original controller regains the territory and adjusts that power's national production level accordingly. Any industrial complex in that territory reverts to the original controller of the territory.

If the original controller's capital is in enemy hands at the end of the turn in which you would otherwise have liberated the territory, you capture the territory instead. You adjust your national production level instead of that power's, and you can use any industrial complex there until the original controller's capital is liberated.

Capturing and Liberating Capitals

If you capture a territory containing an enemy capital (Washington, Moscow, London, Berlin, or Tokyo), follow the same rules as for capturing a territory above. Add the captured territory's income value to your national production level.

In addition, you collect all unspent IPCs from the treasury of the original controller of the captured capital. For example, if Germany captures Moscow while the Soviet Union's player is holding 6 IPCs, those IPCs are immediately transferred to Germany's player. You collect these IPCs even if your own capital is in enemy hands.

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 purchase new units. The player skips all but the Combat Move, Conduct Combat, and Noncombat Move phases of the turn until that capital is liberated. If that power or one on its side liberates the capital, the original controller can once again collect income, including from territories reverting control to that power.

If a capital is liberated, ownership of the industrial complex in that capital's territory reverts to the original controller. Other territories and industrial complexes that were originally controlled by the newly liberated capital's controller but are currently in the hands of friendly powers also revert control immediately.

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

ORDER OF PLAY

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 now 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.

Just as in the Combat Move phase, each of your land and sea units can move a number of spaces up to its Move value. Each of your air units can move a number of spaces up to its Move value, less the number of spaces it moved during the Combat Move phase (if any). Air units that did not move at all during the Combat Move phase can use their entire movement allowance in this phase.

Stranded Defending Fighters: Stranded defending fighters also have to land during this phase. These are carrier-based fighters whose aircraft carrier has been destroyed in combat. They are allowed to move up to 1 space to find a friendly territory or carrier on which to land. If no landing space is available, they are removed from play. This movement occurs before the acting player makes any noncombat moves.

Where Units Can Move

Certain restrictions apply to where various kinds of units can move during this phase. In general, units cannot move through or into hostile spaces during noncombat movement. Air units and submarines can move through hostile spaces during this phase, however.

Land Units

A land unit can move into any friendly territory, including those that were captured in the current turn. It cannot move into or through a hostile territory (not even one that contains no combat units but is enemy-controlled).

Air Units

An air unit must end its move in an eligible safe landing place. Bombers and fighters can land in any territory that was friendly at the start of the current turn. (A territory you just captured this turn isn't eligible for landing.)

Air units that cannot move to a safe landing place by the end of the Noncombat Move phase are destroyed. This includes stranded defending fighters (see above).

Carrier Landings

Only fighters can land in a sea zone, and only if a friendly aircraft carrier is present. The carrier must have available space for the fighter to land. Bombers can never land on carriers. A few other rules apply to this situation.

- A fighter can land in a sea zone (even a hostile one) that is adjacent to an industrial complex you control, but only 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 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 that would end it noncombat movement in a sea zone. You cannot deliberately move an air unit out of range of a potential safe landing space.

Sea Units

A sea unit can move through any friendly sea zone. It cannot enter a hostile sea zone during this phase.

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

Transports: Transports can move to friendly coastal territories and load or offload cargo. However, they cannot do so if they loaded, moved, offloaded, or were involved in combat during the Combat Move or Conduct Combat phase.

Aircraft Carriers: Carriers can move to sea zones to allow friendly fighters 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 safe landing place for the fighters. An aircraft carrier and a fighter must both end their moves in the same sea zone in order for the fighter to land on the carrier.

Phase 5: Mobilize New Units

In this phase, you must move all units that you purchased from the Mobilization Zone on the game board to eligible spaces.

An eligible industrial complex is one that you have controlled since the start of your turn. You cannot use industrial complexes that you captured this turn. You can never use an industrial complex controlled by a friendly power.

Each eligible industrial complex can mobilize only as many units as the IPC value of the territory containing it. This limit includes units mobilized in sea zones adjacent to the industrial complex. For example, the industrial complex in Germany can mobilize up to 4 units, either in that territory or in sea zone 5.

Restrictions on Placement

Place new land units and bombers only in territories containing eligible industrial complexes. Land units cannot enter play on transports.

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.

Place fighters either in territories containing eligible industrial complexes, or on your aircraft carriers in sea zones (even hostile ones) adjacent to such territories. You can even place new fighters on an aircraft carrier currently being mobilized. However, you cannot place a new fighter on a carrier owned by a friendly power.

If you declared your intention to mobilize a new carrier in a specific sea zone to provide a safe landing place for a fighter, you must do so unless the fighter has landed safely elsewhere or has been destroyed.

In the event that you purchased more units than you can actually mobilize due to production limitations, you must return the excess units of your choice to the box. The cost of the excess units is reimbursed to you.

ORDER OF PLAY

Phase 6: Collect Income

In this phase, you earn 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. This is the amount of IPC income you have generated. Collect that number of IPCs from the bank by having the banker add it to the total number of IPCs in your power's treasury.

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.

WINNING THE GAME

If the Axis controls any two Allied capitals (London, Moscow, or Washington) at the end of the United States player's turn, they win the war.

If the Allies control Berlin and Tokyo at the end of the Japanese player's turn, they win the war.

If all players agreed to use the optional shorter game rules at the start of the game, the following victory conditions apply.

If the Axis controls either Washington or London at the end of the end of the United States player's turn, they win the war.
If the Allies control either Berlin or Tokyo at the end of the Japanese player's turn, they win the war.

UNIT PROFILES

This section provides detailed information for each unit in the game. Each entry includes the unit's name, its silhouette, a brief description, and a quick statistical reference for the unit: its cost in IPCs, its Attack and Defense values, and its Move value. Each unit type also has unit characteristics, which are summarized below its statistics.

INDUSTRIAL COMPLEXES (Silhouette printed on map)

Cost: —

Attack: —

Defense: —

Move: —

Unit Characteristics

Factories: Industrial complexes are the point of entry for all purchased land, air, and sea units. Each industrial complex can produce a number of combat (land, air, or sea) units each turn up to the IPC value of the territory that contains it.

Cannot Attack, Defend, or Move: An industrial complex cannot attack, defend, or move.

Subject to Capture: If a territory is captured, an industrial complex there is also captured. The capturing player can use it on the turn after it is captured.

LAND UNITS

Infantry and tanks are land units.

Land units can attack and defend only in territories. They can capture hostile territories, and can be carried by transports.

Infantry

Cost: 3

Attack: 1

Defense: 2

Move: 1

Unit Characteristics

A low-cost basic land unit, infantry is particularly effective on defense.

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 2-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 cannot blitz through a territory that contains an enemy unit, even if the unit is an industrial complex.

UNIT PROFILES

Air Units

Fighters and bombers are air units. Both can attack and defend in territories, and both can attack in sea zones. Fighters stationed on carriers can defend in sea zones.

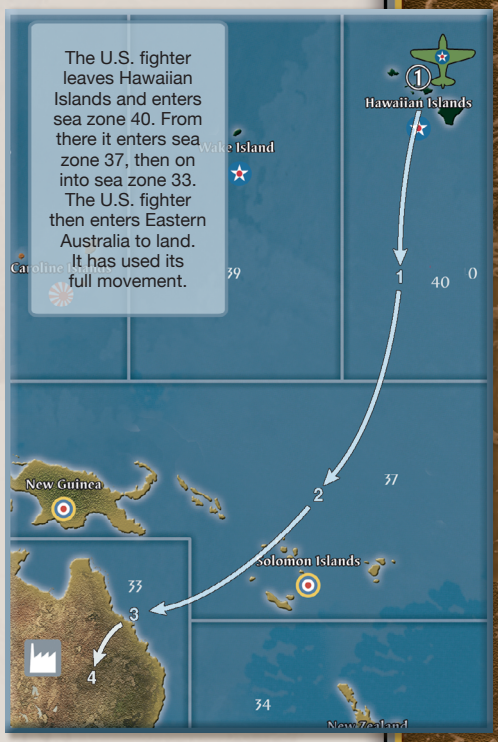
Air units can move through hostile territories and sea zones as if they were friendly.

Air units can land only in friendly territories or (in the case of fighters) 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 hit submarines only if a friendly destroyer is participating in the combat.

Air units can move during both the Combat Move and the Noncombat Move phases, up to a combined total of their Move value.

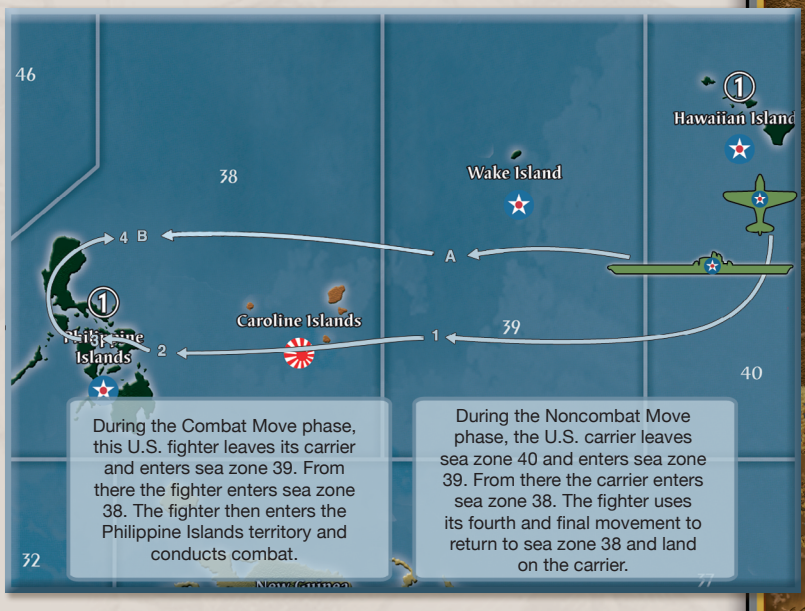
Flying Range: To determine range, count each space your air unit enters "after takeoff." When moving over water from a coastal territory or an island group, count the first sea zone entered as 1 space. When flying to an island group, count the surrounding sea zone and the island group itself as 1 space each. (An island is considered a territory within a sea zone; air units based on an island cannot defend the surrounding sea zone.) When moving a fighter from a carrier, do not count the carrier's sea zone as the first space—your fighter 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 1 movement point. To participate in combat, a fighter must take off from its carrier before the carrier moves; otherwise it is cargo.



You cannot deliberately move air units into combat situations that place them out of range of a potential safe landing place. During the Combat Move phase, before conducting any combat, you must demonstrate 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 or the mobilization of a new carrier. (If it does include a noncombat move by a carrier, then the carrier cannot move in the Combat Move phase.)

For the purpose of this demonstration, you can assume that all of your attacking rolls will be hits and all defending rolls will be misses. You **cannot**, however, use a planned retreat of any carrier to demonstrate a possible safe landing place for any fighter. Once you have demonstrated possible safe landing places, you have no obligation to guarantee they will exist after combat begins. For example, aircraft carriers can freely retreat or be chosen as casualties, even if doing so leaves fighters with no place to land after combat (such fighters will be destroyed at the end of the Noncombat Move phase). However, during the Noncombat Move and Mobilize New Units phases, you must provide for safe landing of as many surviving air units as possible.

If you declared that a carrier will move during the Noncombat Move phase to provide a safe landing place for a fighter moved in the Combat Move phase, you **must** follow through and move the carrier to its planned location in the Noncombat Move phase. The only exceptions are if the fighter has landed safely elsewhere or has been destroyed before then, or a combat required to clear an intervening sea zone failed to do so. Likewise, if you declared that a new carrier will be mobilized to provide a safe landing place for a fighter, it must be mobilized in that sea zone unless the fighter has landed safely elsewhere or has been destroyed.



UNIT PROFILES

Fighters

Cost: 10

Attack: 3

Defense: 4

Move: 4

Unit Characteristics

Land on Aircraft Carriers: Fighters can be carried by aircraft carriers. Up to 2 fighters can be on a friendly aircraft carrier at a time. A fighter must be launched from the carrier's initial position to participate in combat this turn. However, it can land on a carrier in the Noncombat Move phase (even if retreating) or during any other noncombat move. A fighter cannot land on a carrier during the carrier's movement. Your aircraft carrier can move to a sea zone where one of your fighters has ended its move (and in fact, it must do so if it is able) but cannot move any farther that turn.

A fighter based on a defending carrier must land on the same carrier if possible after the battle. If that carrier is destroyed in combat, the fighter must try to land elsewhere. It must land on a different friendly carrier in the same sea zone, move 1 space to a friendly territory, island, or aircraft carrier, or be destroyed. This movement occurs during the Noncombat Move phase, before the acting player makes any noncombat moves. Carrier-based fighters are always considered to be defending in the air, even if only submarines are attacking and the fighters cannot hit them because there is no defending destroyer.

Each of your fighters based on your attacking carrier launches before combat (even if it is not participating in combat) and can retreat to a friendly territory, island, or carrier within range if it survives combat. If any fighter is not in a safe landing place by the end of the Noncombat Move phase, it is destroyed. (A safe landing place can include a sea zone in which a new carrier will be placed in the Mobilize New Units phase, as long as there is space available on it.)

Bombers

Cost: 12

Attack: 4

Defense: 1

Move: 6

Unit Characteristics

These are powerful long-range units with low defensive capability.

UNIT PROFILES

SEA UNITS

Battleships, aircraft carriers, destroyers, submarines, and transports are all sea units. They all move, attack, and defend in sea zones. They cannot move into territories.

For the purpose of these rules, the following are surface warships: battleships, carriers, and destroyers. Submarines are warships, but they are not surface warships. Transports are not warships.

All sea units can move up to 2 sea zones. They cannot move through hostile sea zones; as soon as they move into a hostile sea zone, they must end their movement and conduct combat. Submarines are an exception: They can pass through a hostile sea zone without stopping, unless there is an enemy destroyer present (see page 26).

Some sea units can carry other units. Transports can carry only land units. Aircraft carriers can carry only fighters.

Battleships

Cost: 16

Attack: 4

Defense: 4

Move: 2

Unit Characteristics

Two Hits to Destroy: Attacking and defending battleships require 2 hits to destroy. If a battleship is hit once, even by a submarine's Surprise Strike, turn it on its side to mark its damaged status. In the case of an attacking battleship, do not remove it from play unless it takes a second hit in the same combat. In the case of a defending battleship, do not move it behind the casualty strip unless it takes a second hit in the same combat. If a battleship survives a combat after taking 1 hit, return it upright to the game board.

UNIT PROFILES

Aircraft Carriers

Cost: 12

Attack: 1

Defense: 2

Move: 2

Unit Characteristics

Carry Fighters: An aircraft carrier can carry up to 2 fighters, including those belonging to friendly powers. Fighters belonging to friendly powers on attacking carriers are always treated as cargo, because it is not their turn. (Fighters from friendly powers can take off from and land on your carriers, but only during that power's turn.)

Any fighters belonging to the aircraft carrier's owner move independently of the carrier. These fighters can make a combat move from the carrier's original sea zone, or they can remain in the original sea zone until the Noncombat Move phase. Your aircraft carrier can move to or remain in a sea zone where one of your fighters will end its noncombat move (and in fact, it must do so if it is able).

Fighter Defense: Whenever a carrier is attacked, its fighters (even those belonging to friendly powers) are considered to be defending in the air and fight normally, even if only submarines are attacking and the fighters cannot hit them because there is no defending destroyer. (However, a fighter cannot be chosen as a casualty from a submarine hit, because submarines can attack only sea units.)

Destroyers

Cost: 8

Attack: 2

Defense: 2

Move: 2

Unit Characteristics

Anti-Submarine: Destroyers are specially equipped for anti-submarine warfare. As a result, they can cancel 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. 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*. However, destroyers belonging to a power friendly to the attacker that happen to be in the same sea zone do not participate in the battle; therefore, they do not cancel any of these characteristics of defending submarines.

UNIT PROFILES

Submarines

Cost: 6

Attack: 2

Defense: 1

Move: 2

Unit Characteristics

Most unit characteristics of submarines are canceled by the presence of an enemy destroyer.

Surprise Strike: Both attacking and defending submarines can make a Surprise Strike, firing before any other units fire in a sea battle. As detailed in step 2 of the general combat sequence (page 16), submarines make their rolls before any other units, unless an enemy destroyer is present in the battle. If neither side is 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 instead of taking part in the sea combat. It can do this anytime it would otherwise make a Surprise Strike. As detailed in step 2 of the general combat sequence (page 16), the decision is made before any dice are rolled by either side (the attacker decides first) and takes effect immediately. When a submarine submerges, it's immediately removed from the battle strip and returned to the contested sea zone. As a result, it can no longer fire or take hits in that combat. However, a submarine can't submerge if an enemy destroyer is present in the battle.

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: Any sea zone that contains only enemy submarines does not stop the movement of sea units. Sea units ending their combat movement in a sea zone containing only enemy submarines can choose to attack the submarines or not. Sea units can also end their noncombat movement in a sea zone containing only enemy submarines.

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

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

UNIT PROFILES

Transports

Cost: 7

Attack: 0

Defense: 0

Move: 2

Unit Characteristics

No Combat Value: A transport can attack or defend in combat, either alone or with other units, but it has Attack and Defense values of 0. This means that it cannot fire in the attacking or the defending units' fire step. Transports cannot attack in a sea battle unless they are accompanied by at least one unit with an Attack value.

Does Not Block Enemy Movement: Any sea zone that contains only enemy transports does not stop the movement of sea units. Air or sea units other than transports ending their combat movement in a sea zone containing only enemy transports automatically destroy those transports. (Destroying enemy transports 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.

Chosen Last: Transports can be chosen as casualties only if there are no other eligible units. Normally this happens when only transports are left, but it can also occur under other circumstances. For example, if fighters attack a group containing only transports and submarines, the transports must take any hits because the submarines cannot be hit without an attacking destroyer present.

Carry Land Units: A transport can carry land units belonging to you or to friendly powers. Its capacity is any 1 land unit, plus 1 additional infantry. Thus, a full transport can carry a tank and an infantry or 2 infantry. Land units on a transport are cargo; they cannot attack or defend while at sea and are destroyed if their transport is destroyed.

Loading and Offloading: A transport can load cargo from one or two territories in or adjacent to friendly sea zones that it occupies before, during, and after it moves, then offload the cargo at the end of its movement. For example, it could pick up 1 land unit, move 1 sea zone, pick up another land unit, move 1 more sea zone, and finally offload both land units. A transport can also remain at sea with cargo still aboard. In that case, the cargo remaining aboard must have been loaded in a previous turn, loaded this turn in the Noncombat Move phase, or loaded this turn for an amphibious assault from which the transport retreated.

Loading onto 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.

UNIT PROFILES

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

Once a transport offloads, it cannot move again on that turn. If a transport retreats, it cannot offload that turn. A transport cannot offload units into 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 submarines and transports are ignored when determining whether a sea zone is hostile.)

A transport can load and offload units without moving from the friendly sea zone it is in. Moving land units across a sea zone in this way is called "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 during the Conduct Combat phase. Doing so is the only situation in which a transport can offload cargo 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 attacking power that were already on board at the start of the turn.

Notes:

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CE

Axis & Allies®

Soviet Union Setup — 7 IPCs

Russia 6 infantry, 1 tank, 1 fighter
Archangel 3 infantry
Karelia 3 infantry
Caucasus 3 infantry, 1 tank
Siberia 3 infantry
Sea Zone 4 1 submarine

Germany Setup — 12 IPCs

Germany 3 infantry, 1 fighter, 1 bomber
Western Europe 2 infantry, 1 tank, 1 fighter
Southern Europe 2 infantry, 1 fighter
Eastern Europe 4 infantry, 2 tanks
Norway/Finland 2 infantry
Ukraine 3 infantry, 2 tanks
West Russia 3 infantry
North Africa 1 tank
Sea Zone 5 1 battleship, 1 submarine
Sea Zone 9 1 submarine
Sea Zone 16 1 destroyer, 1 submarine, 1 transport

United Kingdom Setup — 12 IPCs

United Kingdom 1 infantry, 1 fighter, 1 bomber
Anglo-Egypt Sudan 2 infantry, 1 tank
India 2 infantry, 1 fighter
Australia 1 infantry
Eastern Canada 1 tank
Union of South Africa 1 infantry
Sea Zone 8 1 battleship, 1 submarine
Sea Zone 10 1 destroyer, 1 transport
Sea Zone 14 1 fighter, 1 aircraft carrier
Sea Zone 29 1 destroyer, 1 transport
Sea Zone 33 1 submarine, 1 transport

Japan Setup — 9 IPCs

Japan 4 infantry, 1 tank, 1 fighter, 1 bomber
Manchuria 2 infantry
Coastal China 2 infantry
Southeast Asia 2 infantry
Sea Zone 31 1 destroyer, 1 submarine
Sea Zone 45 2 fighters, 1 battleship, 1 aircraft carrier, 1 transport
Sea Zone 46 1 fighter, 1 aircraft carrier, 1 destroyer, 1 transport

United States Setup — 17 IPCs

Eastern U.S. 2 infantry, 1 tank, 1 fighter, 1 bomber
Western U.S. 2 infantry, 1 tank
Hawaiian Islands 1 infantry
Philippine Islands 1 infantry
Northwestern China 1 infantry
Szechwan 2 infantry
Sea Zone 11 1 destroyer, 1 transport
Sea Zone 40 1 battleship
Sea zone 42 1 aircraft carrier (carrying 2 fighters), 1 submarine, 1 transport