

INTRODUCTION

Victory is a "sandbox" game. You build and command ground, naval, and air units, over maps that can be joined together in a variety of ways. Combat is resolved by a unique, interactive system that simulates the complexities of combined arms with tense and exciting battles.

Unlike many games of this type, you are not constrained by history. If you think legions of armor, or a powerful bomber force is the right strategy, you can pursue it. You will find that the ideal mix of forces depends on the scenario and maps in play but, as all generals know, nothing much gets done without the infantry.

1.0 GAME SET-UP

1.1 CHOOSING MAPS

Players choose one map each and arrange as desired. Four map games are not recommended for your first game.

1.2 PRODUCTION CITIES

Maps contain cities which have production values of 1, 2, 3, or 4 and total production of 10PP. A player usually starts the game controlling all cities on one map.

1.3 PICKING A SCENARIO

Scenarios are given in 10.0. Play the **Quick Start** scenario for your first game.

1.4 DEPLOYING UNITS

Each scenario gives starting Forces. Deploy them upright. Starting locations are restricted to **Cities** and **Towns**, subject to **Stacking Limits**.

IMPORTANT: At least two (2) units must be deployed in each city.

2.0 GAME TURNS

The major change with this edition of *VICTORY* is with Sequence of Play. The original IGO-UGO game has been converted to the Move-Move-Battle system found in *Pacific Victory* and *Victory in Europe*. Among other improvements, this system is superior for multi-player games.

GAME TURN

[1] INITIATIVE (4.1)

Each player rolls **2d6**. The player with the *highest* total wins the *Initiative*, moves first, and is called *Player 1*. Roll again to break ties for highest total.

[2] MOVE PHASE (4.2)

All players take turns to move *clockwise* from Player 1 and are called Player 2, Player 3, etc. In turn, a player may move any/all friendly blocks up to their movement allowance. Blocks only move **once** per turn, except to *Retreat* or *Regroup*. Blocks entering an enemy-occupied hex are attacking and must stop and fight in the **COMBAT PHASE**. See also **Pinning**, 5.1.

NOTE: A player's *Strategic Moves* must all be completed before regular movement starts.

[3] COMBAT PHASE (5.0)

After all players have moved, battles are fought one at a time. Start with battles where Player 1 is the Attacker, then fight those where Player 2 is the attacker, etc.

[4] SUPPLY & VICTORY CHECK

Check supply of your units. See 7.0.

Determine if any player has won the scenario (10.0). If none, go to **PRODUCTION**.

[5] PRODUCTION PHASE (8.0)

Players simultaneously spend their Production Points (PP) to build new blocks or to add steps to existing blocks. This can only be done in supplied **Cities**. See 8.0.

After Production, a new **GAME TURN** begins with an initiative die-roll.

Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, and suggestions to help you understand and enjoy *Victory*.

The sidebars also contain a number of **Optional Rules**, each identified with a checkbox symbol. These rules should not be used until you are familiar with the game.

Game Scale

Unit types are based on WW2 technology. Ground units are Corps, each step a Division. Air units are Wings, each step a Group of 100 planes. Naval units are Divisions, each step one Battleship, or one Carrier, two Cruisers, or three Submarines. Surface ships are assumed to have an escort of destroyers. Map scale is 60 miles (100km) per hex.

Geomorphic Maps

The four maps included with this game are **geomorphic**, meaning they can be arranged in dozens of different configurations and the terrain will link together. The two most common map layouts are shown below.



2-Maps

4-Maps

2-Map game, use a die roll to decide who gets first map choice. Player-2 has the final map adjustment.

4-Map game, Player-1 chooses first and fourth maps and gets the final map adjustments. Player-2 has the second and third map choices.

A clear plastic sheet of **Mylar**, 24" x 36", to cover the maps is a useful purchase. This keeps the maps fixed in position, gives a smooth playing surface, and protects against accidental spills.

Fog of War

Fog of War is one of the most exciting aspects of *Victory*. Except when fighting a battle, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy unit. Just like all successful generals, you must be bold and decisive in an atmosphere of doubt and deception.

For additional fog of war during set up, 1 player deploys 3 units as desired, then player 2 deploys 3 units, etc. Continue until all players have deployed all their units.

TOM DALGLIESH

Kickstarter
Edition

3.0 TERRAIN

The maps have a hexagonal grid (hexes) to regulate movement and the location of units. Terrain features in **hexes** affect stacking, movement, and combat.

Hexsides (5.3) often have different terrain to that of a hex, an important distinction for movement into combat. Two types of terrain may appear in the same hex or hexside, but one type usually dominates; if ambiguous assume the most restrictive terrain. In coastal hexes the dominant **land** terrain determines the terrain of the hex. Half-hexes are fully playable.

3.1 TERRAIN TYPES

Not all terrain types are present on each map, and some only appear on the **expansion** maps available.



CLEAR: Ground stacking Limit of 4 units, and Hexside Limit of 2 units.



DESERT: Ground stacking of 3 units, and Hexside Limit of 2 units.



FOREST: Ground stacking of 3 units, and Hexside Limit of 1 unit. Ground units must stop upon entering a Forest hex.



MARSH: Ground stacking of 2 units, and Hexside Limit of 1 unit. Ground units must stop upon entering a Marsh hex.



MOUNTAIN: Ground stacking of 2 units, and Hexside Limit of 1 unit. Ground units must stop upon entering a Mountain hex.



ALPINE: Hexside only. Alpine **hexsides** are impassable to **Supply Lines** and all ground units except via a Road.



RIVERS: Hexside terrain only. Hexside Limit is 1 unit. Ground units must stop after crossing a River hexside, except at **Bridges**.

Ground units attacking **across** a river or bridge hexside forfeit their Combat Turn in round 1. Rivers are not navigable. Rivers are impassable to Ground movement and supply from the mouth of the river to the first bridge upstream.



CANALS: Naval units can move along Canal hexes by Strategic Movement (only). Ground units (unless at Sea) must stop when they enter a Canal hex.



SEA: An “all-water” hex. Stacking Limit is 4 **naval** units. Hexside Limit is 2 **naval** units. Lakes are navigable.



COASTAL: Any land hex with at **least** one SEA hexside, including an island hex. Coastal **hexes** have a **Naval** stacking limit of 2 units **plus** Ground unit stacking for the land terrain type. Coastal **hexsides** have a Hexside Limit of 1 Naval unit, **plus** 1 or 2 Ground units depending on land terrain.



SHOAL: Hexes or hexsides with extensive shoals or reefs. They are **impassable** to Naval units.

3.2 CITIES & TOWNS

Maps have a variable number of Cities and Towns. These are features inside hexes, not types of hexes. Stacking and hexside limits in city/town hexes are governed by the underlying terrain.

CITIES: All cities have production values of

1 1PP, 2PP, 3PP, or 4PP. Control of cities determines victory.

Settlements with no production value are **TOWNS**. Both cities and towns serve as Airbases (5.51).

PORTS: All Cities and Towns in **coastal** hexes are ports. Ground units employing Sea Movement must embark and disembark at **friendly** ports, and Supply lines can be traced through such ports.

3.3 ROADS



The red lines on the maps are roads. They function as **Supply Lines** and have the following three movement effects:

- Ground units moving entirely on roads through any terrain may continue without stopping, but cannot leave the road. They may attack.
- Road **hexsides** are treated as “**Clear**” regardless of actual terrain: they always have a Hexside Limit of 2 except at Bridges, where the limit remains 1.
- Roads allow **Ground** units to make a **Strategic Move** of six (6) hexes provided they start on a road, move only along a road, and do not attack.

TERRAIN EFFECTS

TERRAIN TYPE	STACKING LIMIT	HEXSIDE LIMIT
Clear	4	2
Desert	3	2
Forest ¹	3	1
Marsh ²	2	1
Mountain ²	2	1
Alpine ³	•	Impassable
River ⁴	•	1
Bridge	•	1
Sea ⁵	4	2
Coastal ⁵	2	1
Shoal	0	Impassable
Canal ⁵	2	1

¹ Ground units must **stop** unless moving entirely along a road.

² Ground units must **stop** unless moving entirely along a road. Defending **Ground** units have **Double Defense**.

³ Alpine **hexsides** are **impassable** to ground units. There are no Alpine hexes.

⁴ Ground units must **stop** after crossing, except at bridges. Attacking units forfeit their Combat Turn in Round 1 (except Engineers).

⁵ Data applies to Naval units, but remember that Ground units at sea are naval units.

Stacking Limits

Stacking is the maximum number of **blocks** you may have in a hex; their actual strength is **not** relevant. See: 5.2.

Hexside Limits

Hexside Limit is the **maximum** number of blocks that may cross **a** hexside **into a battle** – the limit is ignored for non-combat movement. Depending on **hexside** terrain, the limit is either one or two Ground units, and one or two naval units. Air units always ignore Hexside Limits.

NOTE: *Stacking Limits cannot be exceeded even if Hexside Limits would allow it. That is, when attacking into a Clear terrain hex via three Clear terrain hexsides, the Stacking Limit of four cannot be exceeded although six units could theoretically cross the three hexsides to get there. Conversely, Hexside Limits cannot be exceeded even if Stacking Limits would allow it. That is, if there is only one available Clear hexside into a Clear hex, only two units could Attack although the hex Stacking Limit is four. Hexsides often have different terrain to that of a hex – a Clear hex, for example, may have some forest or river hexsides.*

4.0 UNIT TYPES

Military units are represented by blocks which provide simple game mechanics for *Fog of War* and *Step Reduction*. A unit's current strength is shown by the number on the **top edge** when the block is standing **upright**, label facing the owning player.

4.1 AIR UNITS



Fighters (FA)

[A] level, giving them first fire in combat.



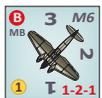
Dive Bombers (DB)

[B] level, move 3 hexes and more deadly than fighters against ground and naval targets.



Torpedo Bombers (TB)

Slow with no G firepower, but deadly against naval units.



Medium Bombers (MB)

Classic compromise, long range but not deadly. They can load on to CVs in port hexes and can fly from them, but cannot land on them.



Heavy Bombers (HB)

Long range threat bomber, but vulnerable to defending fighters. They cannot use CVs.

4.2 NAVAL UNITS

Naval units are restricted to Sea or Coastal hexes.

Submarine (SS)



Submarines can move through enemy occupied hexes. They do **not** control the land area of a coastal hex they occupy.



Aircraft Carrier (CV)

Carrier cost does NOT include aircraft. Each carrier can hold two Air units (not Heavy Bombers) whose total strength cannot exceed the strength of the carrier. That is, a 2-STEP carrier can hold a maximum of 2 Air **steps**, but those could be two 1-STEP units. Aircraft on carriers do not count for Sea Stacking. Carriers can move and then launch/recover aircraft, but not with a Strategic Move. They cannot launch/recover in **canal** hexes.



Battleship (BB)

BBs move 3 hexes, and have A1 (flak), N3, and G2 (shore bombardment) firepowers.



Cruiser (CA)

Move 4 hexes. **Light Cruisers** (not shown) have superior flak, but lighter naval guns.

4.3 GROUND UNITS

Ground units are restricted to land or coastal hexes, but can move via sea transport between two **friendly** ports.



Infantry (IN)

Infantry have G3 firepower when defending Cities (not Towns). Those with an anchor symbol are amphibious infantry (**Amphib**) that move and invade like Marines.



Marines (MA)

Marines (and amphib) have the unique ability to make **Sea Invasions** (6.7). They move two hexes across sea or land, but can never cross an **all-land hexside**.



Airborne (AB)

3-step unit with the unique ability to make **Paradrops** after an air move of four (4) hexes. On the ground they move 2 hexes. See 6.6.



Mountain (MT)

3-step unit with G3 when attacking or defending in Mountain hexes.



Engineers (EN)

Engineers do not have to stop when crossing a river and may fire in Round 1 when attacking across a river. Engineers build Mulberries and Airfields.



Artillery (ART)

Artillery have good firepower against all target types.



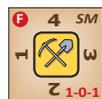
Armor (AR)

Armor has the same firepower as infantry, but first fire as a [D] unit. Elite tanks have G3.



Mechanized (MK)

Motorized troops with armed transport and light tanks.



Resources (RE)

Some maps have Resource hexes. One step of a resource block is automatically "mined" in a resource hex each PRODUCTION PHASE. Move the block only via SM to a city/factory and convert to PPs (of the factory type). Resource blocks yield PPs equal to their steps multiplied by city (or factory) value.

Example: a Resource 4 block that has been moved to a City-3, yields 12PP.

Extra Units

Six new units were added to the game as *Kickstarter* stretch goals. See 11.0.

UNIT DATA CHART

TURN	UNIT	MOVE	A-N-G
A	Fighter ¹	3	2-0-1
B	Dive Bomber	3	1-2-2
B	Torpedo Bomber	2	1-3-0
B	Medium Bomber	6	1-2-1
B	Heavy Bomber	8	1-0-2
B	Submarines	2	0-2-0
C	Carriers ²	4	1-1-0
C	Battleships ³	3	1-3-2
C	Cruisers	4	1-2-1
C	Light Cruiser	4	2-1-1
C	Artillery	1	2-1-3
D	Armor	3	1-0-2
D	Airborne ⁴	4/2	0-0-2
E	Infantry ⁵	2	1-1-2
E	Marines ⁶	2	1-1-2
E	Mechanized	3	1-0-2
E	Mountain ⁷	2	1-0-2
E	Engineer ⁸	2	1-0-1
F	Resource	SM	1-0-1

¹ Elite Fighters have higher firepowers.

² Carrier firepowers do not include aircraft.

³ Elite Battleships have higher firepowers.

⁴ Airborne paradrop 4 hexes. Ground move 2.

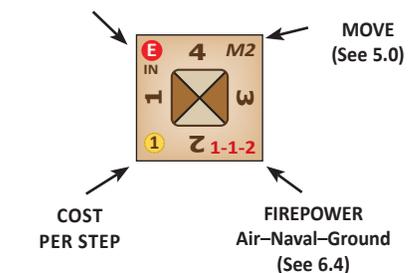
⁵ Infantry defend Cities (not Towns) at G3.

⁶ Marines can do Sea Invasions.

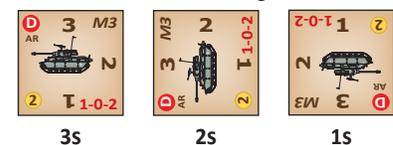
⁷ Attack/Defend mountain hexes at G3.

⁸ Engineers have no river crossing penalties, build airfields and ports, etc.

COMBAT TURN (A to F) See: 6.3



Step Reduction: The strength of a block can vary between 1 and 4. For each hit taken in combat, strength is reduced by rotating the block 90 degrees **counter-clockwise**. The diagram below shows an Armor unit at strength 3, 2, and 1.



5.0 MOVEMENT

During the MOVE PHASE. Each player takes a turn moving blocks. Battles are fought afterward in the COMBAT PHASE.

Players take turns to move *clockwise* from Player 1 and are called Player 2, Player 3, etc. Each player, in turn, moves any/all friendly blocks up to their movement allowance. Blocks move **once** per turn, except to *Retreat* (5.5) or *Regroup* (5.6).

Blocks entering an enemy-occupied hex must stop and fight in the COMBAT PHASE.

EXCEPTION: *Air units may move over enemy blocks without stopping.*

5.1 PINNING

Attacking units (any type) prevent an equal number of defending units from moving. Excess units, Defender choice, can move out of a battle hex normally, but not strategically. Hexside limits apply.

5.2 STACKING LIMITS

Ground stacking varies from 2-4 units with terrain type, and is not reduced for partial hexes or coastal hexes. Naval Stacking is 4 units in *Sea* hexes, but just 2 units in *Coastal* hexes (plus any Ground units subject to terrain). Air Stacking is 2 units **extra** regardless of terrain. Stacking applies after all movement is completed.

NOTE: *In Battle Hexes, stacking limits apply to each player separately, but maximum of 4 players' forces per battle.*

5.3 HEXSIDE LIMITS

The maximum number of blocks that may cross **each hexside** into a battle is restricted by hexside terrain. The same limit applies when retreating out of a Battle Hex. Hexside Limits are always **ignored** by **Air** units, and by all other units which are moving but not attacking.

5.4 HEX CONTROL

Each hex is either *Friendly*, *Neutral*, or *Enemy* controlled. Battle hexes are **not** friendly to any player. **Ground** units control land and coastal hexes. **Air** units control an Airbase, except when enemy Ground units are present. **Naval** units control coastal hexes unless enemy Ground is present, but see **Blockade 6.8**.

Vacant hexes are **Neutral**, except a player controls all Cities and Towns on his own map(s) unless enemy occupied.

IMPORTANT: Hex control changes take effect **immediately**.

5.41 Hexside Control

If 2 or more players use the same hexside to enter a battle, the **last** player to enter controls that hexside and can use it to retreat.

5.5 AIR MOVEMENT

Moving air units ignore ground terrain, Hexside Limits, and **all** enemy units.

5.51 Airbases

Friendly Cities, Towns, and Carriers are **Airbases**. Each Airbase can hold a maximum of two (2) Air units of any type or strength. Air units in combat must land in a **friendly** airbase **immediately** after their battle is resolved. Air units which cannot land are eliminated.

IMPORTANT: *Air steps cannot exceed Carrier steps; excess Air steps are lost.*

5.52 Air Stacking

A maximum of two (2) air units may fight in any battle. Air Stacking is in **addition** to Ground stacking. Hence, there can be four Ground units defending a Clear hex, **plus** two Air units. Other air units (owner's choice) in the hex are grounded.

Air units aboard Carriers do **not** count for Naval Stacking.

Airborne units count for Air Stacking before landing **and** Ground stacking after landing.

5.53 Air Range

Air units fly 2 to 6 hexes depending on type, engage in combat, and then return to **any friendly** Airbase. Hence, a Fighter can fly 3 hexes, engage in combat, and then fly up to 3 hexes to land. Air units can also move strategically (5.9).

5.6 NAVAL MOVEMENT

Naval units move 2, 3, or 4 hexes depending on type and are restricted to Sea and Coastal hexes. Naval units must obey Hexside Limits for Sea or Coastal hexes and stop when entering an enemy-occupied hex. In coastal hexes, naval stacking (2 units) is in **addition** to Ground and Air units present. Ships can also move strategically (5.9).

5.7 GROUND MOVEMENT

Ground units move 1 to 4 hexes depending on type. They are normally restricted to Land and Coastal hexes, but can move by sea (5.91). Ground units must obey Hexside Limits and stop when entering an enemy-occupied hex.

Moving Tip

After moving each unit, turn it face-down towards you. This identifies the unit cannot move again this turn. Once all movement has been completed, turn units upright to show you have completed the Movement Phase.

Hex Control

Hex control affects Strategic Movement, Production, Supply, and Victory Conditions. Each hex is either *Friendly*, *Neutral*, or *Enemy* controlled. *Friendly* hexes are those occupied by your units. *Vacant* hexes are *Neutral*, except a player controls all Cities and Towns on his own map(s) unless enemy occupied. *Enemy* hexes are hexes that are *friendly* to your opponent.

A captured City or Town on the enemy map(s), reverts to enemy control if you vacate that hex. In short, enemy Cities and Towns must always be garrisoned with at least one unit (any type) to remain under your control.

Naval units control a coastal hex, and any City or Town therein, when no Ground or Air units are present. This means a naval unit can capture a **vacant** enemy coastal town, and thereby cut supply lines along coastal roads.

Air Stacking Example

Air stacking allows two (2) **extra** units to attack or defend any hex. For example, up to 3 Ground units plus 2 Air units may attack a Forest hex.

Naval Stacking Example

Naval stacking allows up to two **extra** units to attack or defend a coastal hex. For example, up to 3 Ground units, plus 2 Air units, plus 2 Naval units may attack a coastal Forest hex.

Pinning Example

The Defender has 2 units in a hex under attack by 1 unit. One defending unit is "pinned" and must defend the Battle Hex, but the other unit can move normally, except not strategically.

Grounded Air Units

In some cases, such as with large carrier fleets at sea, or when a carrier is in a port hex, more than two air units can be located in a hex. If this hex is attacked, only two air units (owner choice) can defend. Additional air units are grounded, meaning they cannot participate in combat. Grounded air can take hits from "G" firepower and can never retreat. If a carrier with "grounded air" aboard is attacked, Grounded air units on a carrier cannot take hits. Hits on the naval target group go on the carrier normally, and aircraft aboard are adjusted after the battle.

NOTE: *air units aboard carriers an retreat with their ship.*

Multi-Player Battles

If units of a third (or fourth) player enter a battle, they must join **either** the Attacker or the Defender. The decision must be declared during the MOVEMENT PHASE, although the units will not arrive until Combat Round 2.

5.8 RESPONSE MOVEMENT

Blocks that move to a Battle Hex started earlier in the turn do not arrive in Combat Round 1.

Responding blocks are revealed at the beginning of Round 2, even if **all** other friendly blocks have been eliminated (or have retreated). In this case the Attacker is now the defender for further combat.

5.9 STRATEGIC MOVEMENT

All units may make a **Strategic Move** of up to **six (6)** hexes provided they do not **attack, nor otherwise move** that PLAYER TURN. Some restrictions apply:

Strategic Moves must all be made **before** any other movement is done this PLAYER TURN.

Air units (including Airborne) must fly from one friendly Airbase to another.

Naval units may move into/through Friendly, or Neutral Sea or Coastal hexes, but not enemy cities/towns, even if vacant. They must **end** their move on a **friendly port**.

Ground units must start and move along a continuous path of friendly or neutral **road** hexes. For sea movement of Ground units, see 5.91.

5.91 Sea Transport

Ground units can make a **Strategic Move** of six hexes into/through Sea or Coastal hexes, but must start and end their move at **friendly** ports. Ground units located at friendly ports are assumed to be ashore. Units cannot combine Sea Movement with any other move.

Marine and Amphib units at sea are naval units and count as naval units for stacking purposes. They have no firepower, but take hits from enemy fire like other naval units.

EXCEPTION: *Marines have Air Firepower even when at sea.*

5.92 Port Capacity

A maximum of two (2) Ground **units** can embark or disembark at each port per turn: two units can enter, **or** two can leave, **or** one of each.

Beachheads (6.71) have a lower Port Capacity of one unit in **or** one unit out.

Port Capacities are NOT affected by **Naval Stacking**. If a port hex is fully stacked with naval units, Ground units can still embark or disembark there, subject to Ground stacking.

☐ Air Range (optional)

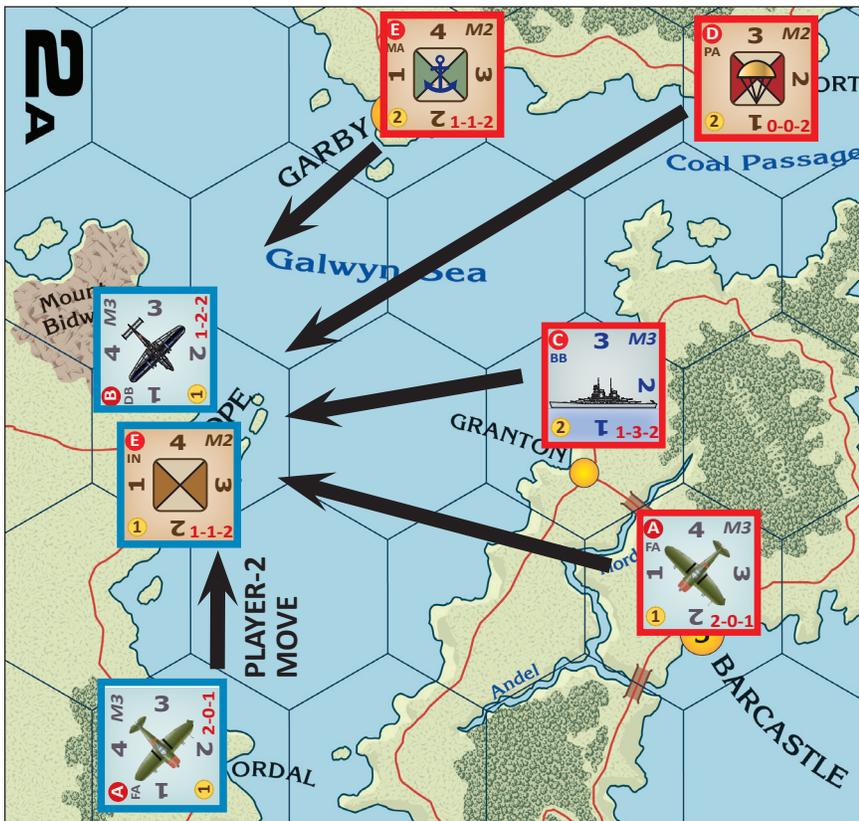
Air units **can** exceed their attack move in exchange for a shorter landing move (or vice-versa). Hence a unit with M3, can fly 4, fight, then land 1 or 2 hexes. This option requires tracking of available remaining movement.

Initiative

Initiative die rolls may give enemy players two consecutive moves before you move. That is, a player may move after you in one GAME TURN and then before you in the next GAME TURN. What may seem like a secure front or supply line may soon vanish. You can never be assured that an opponent will patiently await your attack; he may attack you first, or move away and frustrate your plans.

Neutral Cities & Towns

Cities and Towns which begin the game neutral may be captured with normal movement only (not strategic). They must be garrisoned (any unit) to maintain control. You may not build new units (but you may build steps on existing units) in controlled Neutral Cities.



MOVEMENT EXAMPLE

A marine and airborne attack against the city of Hope, where two units are defending, an Infantry-4 and Dive-Bomber-3.

During the movement phase, the Attacker's forces converge on the city. The Fighter-4 moves 3 hexes to attack from Barcastle. The Airborne-3 moves 4 hexes (maximum paradrop range) from Port Alex. The Marine-4 moves two hexes (maximum invasion range) from Garby. The Battleship-3 moves 2 hexes from Granton. Player 1 Movement is complete.

Player 2 moves the Fighter-3 at Ordal in response to the attack into Hope. This fighter will not arrive to the battle until the start of Round 2.

NOTE: *Blocks are shown with the current strength on the top.*

This resulting battle is resolved in the next page sidebar.

6.0 COMBAT

All players must complete movement before starting the COMBAT PHASE.

6.1 BATTLE HEXES

Combat occurs when opposing units occupy the **same** hex. Battles are fought one by one; all combat in a battle is resolved before proceeding to the next. Battles where Player 1 is the attacker are fought first (in the order determined by Player 1) then battles where Player 2 is the attacker are resolved (in the order determined by Player 2), etc. Reveal blocks in the current battle by tipping them forward to maintain current *Strength*. Reserves are not revealed until round 2.

6.2 UNIT STRENGTH

Most units have a maximum strength of 4, but a few only 3. The current strength of a unit is the number on the top edge of the label from the owner's point of view.

6.3 COMBAT ROUNDS

Battles are fought for a *maximum* of three (3) combat rounds. A Combat Round involves firing, passing, or retreating **each** unit in a battle hex in their Combat Turn. Repeat for the 2nd and 3rd rounds. If the attacking units do not defeat the defending forces by the end of the 3rd round, they must retreat, except naval units can *Blockade* (6.8).

6.31 Combat Turns

Per combat round, each unit has a battle turn in A, B, C, D, E, F order with Defender going **first** if the same letter. Each Combat Turn, a unit may **fire**, **pass**, or **retreat**. See sidebar for *Battle Example*.

6.4 FIRING UNITS

Current strength is the number on the **top** edge of a unit from the owner's point of view. To fire, roll dice equal to current strength (a 3-step unit rolls 3 dice). A hit is scored for **each** die roll **equal to or lower** than the unit's applicable Firepower.

6.41 Firepower

Units are rated for "A" (Air), "N" (Naval), and "G" (Ground) firepowers:

A1/N1/G1: 1's are hits

A2/N2/G2: 1's & 2's are hits

A3/N3/G3: 1's, 2's & 3's are hit

6.42 Target Groups

Enemy units cannot be targeted individually. Firing is done on a declared target group. There are three target groups: Air, Naval, or Ground units.

Some units have only one firepower type and can only fire on that target group. For example, a Submarine (N2) can only fire on naval units.

Some units can fire at two or three target groups. Dive Bombers, for example, can fire at Air units (A1), or at Naval units (N2), or at Ground units (G2). Such units must declare their target group before firing, and this can change from unit to unit and round to round. If no declaration is made, the target group is assumed to be their own type, meaning a Dive Bomber targets enemy air units (if present) unless it declares otherwise.

A single unit can never **divide** its fire between two or more target groups. That is, a Battleship-3 **cannot** roll two dice to attack Naval units and one die for Air.

6.43 Hit Allocation

Hits are distributed among all units of the target group, on the **strongest** units first. When two or more units share the highest strength, the owner chooses which to reduce.

Ground units can be reduced to Step-1, but are immune to further loss except from enemy Ground units, or Supply Attrition. Ground units "at Sea" or "in the Air" **can** be eliminated by Air or Naval fire.

6.44 Ship to Shore Combat

Naval units use their "G" Firepower to attack Ground units, subject to friendly fire (6.48). Shore Bombardment **cannot** be done if **any** enemy naval units are present, nor can it eliminate the last step of any ground unit.

Ground units may use their "N" firepower on naval units, but **only** if they have been bombarded by ships in **that** round; hits are only distributed among the naval units which bombarded.

6.45 Air to Surface combat

Air units use their "G" firepower to attack Ground units, subject to friendly fire (6.48), or their "N" Firepower to attack Naval units. Air to surface combat may occur even when enemy air units are present. Air units can eliminate the last step of any naval or air target, but **not** the last step of a Ground unit.

6.46 Surface to Air (Flak)

Naval and Ground units use their Air firepower to "flak" air units, but **only** if they have been attacked from the air in that same **combat round**; hits are distributed only among the air units which attacked.

BATTLE EXAMPLE

Resolving the battle created by the Movement example. In the city of Hope, two Blue units are defending: Dive-Bomber-3 and Infantry-4. Four Red units are attacking: Fighter-4, Airborne-3, Marine-4, and Battleship-3. Blue Fighter-3 responds, arriving 1 round late.



NOTE: Red blocks are shown with the current strength on the top; Blue blocks' current strength is on the bottom, facing the enemy.

Round 1: Blue FA cannot fire this round. Red FA-4 fires on the Infantry-3 at G1 but misses. Next the Blue DB-3 attacks the Red Naval group at N2, scoring two hits, one taken on the MA-4 (still at sea) and one on the BB-3. Next, the Red BB-2 (having no naval target) fires (G2) scoring one hit on the Blue IN-4. The AB-3 paradrops, but cannot fire on the turn it lands. The Blue IN-3 fires (G3) on the AB-3 and scores one hit. The MA-3 lands, but also does not fire this round.

Round 2: Responding Blue FA-3 arrives in the battle at the start of round 2. It fires (A2) and scores one hit, applied to the Red FA-4. The Red FA-3 fires (A2) and scores two hits both taken on blue FA-3. The Blue DB-3 fires (G2) and scores one hit which is must be taken on the Red MA-3. The Red BB-2 fires (G2) scoring one hit on the Blue IN-3. The Red AB-2 fires (G2) but misses. The Blue IN-2 fires (G3 defending city) scores one hit on the MA-2. The MA-1 fires (G2) and scores one hit on the Blue IN-2.

Round 3: The Blue FA-1 fires (G1) and misses. The Red FA-3 fires (A2) scoring two hits on the blue DB-3. The Blue DB-1 fires (G2) scoring one hit, which is taken on the Red AB-2. The Red BB-2 cannot fire at the Infantry (Ground units at strength 1 are immune to further damage from Air or Naval units). The Red BB also cannot use Flak since no air units attacked with naval firepower this round. Thus the Red BB can only pass or retreat. The Red AB-1 fires (G2) but misses. The Blue IN-1 fires (G3) and misses. The Red MA-1 fires (G2) and scores one hit to **eliminate** the Blue Infantry.

If the Red MA-1 had missed, the Defender would have won, and all red units would have been required to retreat. However, the battle ends with a Red victory since the city is now captured by the Red Ground units. The Blue FA-1 and DB-1 must retreat to a friendly airbase (Ordal is the only option). The Red FA-3 lands at Hope which has just been captured.

6.47 Double Defense

In Marsh and Mountain hexes, Ground units have **Double Defense**; they only lose one step for every two hits. Record one hit with a small rotation of the strongest unit, but firepower is not affected until the second hit is taken. A unit with a "half-hit" must take the next Ground hit. A half-hit is recovered if the unit wins the battle, but is lost if the unit retreats.

6.48 Friendly Fire

When air/naval units use "G" firepower in a battle that includes friendly ground units, each 6 rolled is a hit on a **friendly** ground unit. Double Defense never applies; apply friendly hits normally.

6.5 RETREATS

Units can retreat (instead of firing or passing) in any Combat Round.

Retreating units must obey Stacking Limits and Hexside limits each Combat Round. Units cannot retreat to another Battle or Blockade hex. If a battle is not won at the end of the 3rd Combat Round, the **Attacker** must retreat all units.

EXCEPTION: *If there are no friendly Ground units, defending Naval/Air must retreat from attacking Ground units.*

Units that cannot retreat when required are eliminated.

6.51 Ground Unit Retreats

Ground units retreat to **adjacent** land hexes. The **Attacker** may **only** retreat via hexsides used to **enter** the Battle Hex. See 5.41 Hexside control for additional details.

The **Defender** may retreat via hexsides unavailable to the Attacker.

NOTE: *Resource blocks cannot retreat.*

6.52 Amphibious Retreats

Marines and Amphib can retreat to adjacent vacant or friendly Sea hexes. They can only retreat to Sea if there are no enemy naval units in the battle.

6.53 Naval Retreats

Naval units retreat to **any** friendly or neutral **adjacent** Sea or Coastal hex, obeying naval stacking and hexside limits.

6.54 Air Retreats

Air units retreat to any **friendly** (at the instant of retreat) Airbase within their **landing** move.

6.6 AIRBORNE LANDINGS

Airborne units may "fly" up to four (4) hexes from an Airbase and paradrop into any land or coastal hex, even a battle.

Airborne units count for **Air Stacking** until they land and Ground stacking afterward. They take hits as Air units until they paradrop, which **must** be done in their **first** Combat Turn or abort and return to base. They cannot fire until their **next** Combat Turn. Airborne landings into a vacant hex must be revealed. Once dropped, they can only retreat like Ground units.

IMPORTANT: Airborne units check supply normally. However, if the Airborne is unsupplied, it is eliminated, regardless of current strength.

6.7 AMPHIBIOUS INVASIONS

Marine or **Amphib** units at sea or in a coastal hex may conduct an Amphibious Invasion into a vacant coastal hex or a battle, provided they do not exceed a move of two hexes. Amphibious Invasions into a vacant hex must be revealed.

In Battle Hexes, invading units use their Combat Turn to **Land** and cannot fire until their next Combat Turn. They cannot land until **all** enemy Naval units in the Battle Hex have been eliminated or have retreated. Until they land, invading units are subject to hits as naval units.

IMPORTANT: *Invading units count for Naval until they land and Ground stacking afterward. See 6.52, retreats.*

6.71 Beachheads (BH)

A **Marine** or **amphibious infantry** unit in a friendly coastal hex may function as a Beachhead. Turn the unit **face-up** in the **Supply Phase** to indicate a BH. Maximum 1 BH per hex.

Sea Supply can be traced to a BH immediately, but they **only** supply units in the **same or adjacent** hexes. The BH unit can fight or move normally. A BH allows 1 Ground unit to embark **or** disembark by **Sea Movement**.

6.8 BLOCKADE

Attacking Naval units can declare a Blockade of a port, BH, or Mulberry (instead of retreating) provided no enemy **Naval** or **Air** units are present at that time. Blockading units must remain face-up in the port hex. They do **not** change control of the hex, but **Sea Supply (7.4)** and **Sea Movement (5.91)** cannot be made in/out of a blockaded port. Production **cannot** be used and Ground and Air units are **unsupplied** unless a road connection to another city exists.

Every COMBAT PHASE, any player may activate a battle in a blockade. The player who initiates the battle is the **Attacker**. A blockade can only be activated for combat **once** per COMBAT PHASE.

Airborne

Airdrops into battles are risky. They are best employed to get an extra unit into a battle where hexsides are restrictive. Surprise drops behind the lines are only possible if a supply line can be established before the Supply Turn or the entire unit is eliminated. Dropping into an enemy City does not ensure supply; the City must be connected to another Friendly City by road or sea. Because port cities are easier to supply, they must be guarded carefully from Airborne attack.

Marines & Amphibious Infantry

Marine and Amphib are the only Ground units that can be "at sea" on a non-port, coastal hex. Since they cannot cross all-land hexes, they effectively can move only into coastal hexes. They are considered to be "ashore" as a BH when face-up.

Beachheads

BHs simulate temporary minor ports established to land and supply troops after an amphibious invasion. They can only be established by Marine and Amphib units, and exist only while the unit remains "ashore" in that hex. A BH allows **one (1)** Ground unit to embark or disembark (not both) by **Sea Movement** at that hex each PLAYER TURN, and allows **adjacent** units to trace supply to that hex (unless Blockaded). See also: **Mulberries, 9.5.**

Blockade

Blockade hexes are unique; one player controls the land, one the water, but the player controlling the land has overall control of the hex. A naval unit blockading a port hex, does not control the **entire** hex, but it does prevent all Sea Movement and Sea Supply involving that port. Blockade battles are optional in existing blockades. Player 1 can activate the battle at any time during the sequence of player 1 battles. If not activated by player 1, player 2 can activate a blockade during player 2 battles, and so on, but only one activation per Game Turn is allowed.

Friendly Fire

Friendly fire applies only to Ground units that are on land. It does not apply to Ground units at sea or Airborne that have not landed.
Note: Double Defense never applies.

Mandatory 1st Round (optional)

Units cannot retreat in Combat Round 1. In Rounds 2 and 3, retreats are normal.

Pursuit Combat Round (optional)

Combat Rounds are extended to four. In the fourth round, the Attacker **must** retreat units in their normal Combat Turn. Defending units fire in their combat turn as normal. This may give the Defender an extra fire with some units, simulating "pursuit".

Regroups (optional)

When a battle ends, the **Victor** may **Regroup**, meaning (at the instant of victory) **move any/all** units from the victory hex to **adjacent friendly or neutral** hexes. Hexside and stacking limits apply. Ground units cannot Regroup by Sea unless they attacked by Sea Invasion.

7.0 SUPPLY

Ground and Air units require **supply**. They are in supply if they are located on, or are **adjacent** to, a valid **Supply Line**.

7.1 Supply Attrition

In the Supply Phase, all players check to see if any of their own units are out of supply. Each unsupplied Air or Ground unit loses 1-step, elimination possible. Unsupplied units may move and fight normally.

Remember that Airborne units are eliminated if unsupplied.

IMPORTANT: *No unit can cut enemy supply when it is itself out of supply.*

7.2 Supply Lines

A Supply Line is a continuous path of Friendly or Neutral **road** hexes leading to a friendly **Supply Base**. A Supply Line can be any length, but cannot traverse Enemy controlled hexes.

7.3 Supply Bases

Any friendly **City** (not Town) functions as a Supply Base. Captured cities can be supply bases, but must be garrisoned by at least one unit to remain friendly.

IMPORTANT: *A City must have a Supply Line to another Friendly City to be a Supply Base.*

7.4 Sea Supply

Supply Lines may extend across Friendly or Neutral sea hexes when traced between Friendly ports (unless blockaded). Road and Sea supply lines **may** be combined.

EXCEPTION: *a Beachhead can only supply units in adjacent land hexes and does not link up with roads.*

7.5 Naval Unit Supply

Naval units (including Air aboard Carriers and Ground units at sea) do **not** require supply. Be aware that naval units cut **sea supply** in hexes they occupy, and (except Submarines) also cut **land supply** lines in coastal hexes they occupy.

Ground units at sea are naval units for all combat and supply purposes.

8.0 PRODUCTION

Each GAME TURN ends with a **PRODUCTION PHASE** during which new units can be built and steps can be added to existing units.

8.1 PRODUCTION POINTS (PP)

Each city has a production value of 1PP, 2PP, 3PP, OR 4PP. Each map has six (6) cities for a total production value of 10PP.

8.2 BUILDING UNITS

New units can only be built in **supplied** cities and steps can only be added to existing units in **supplied** cities. Players are constrained by the PPs available in a city. Any unused PPs are forfeit; they cannot be saved for the next PRODUCTION PHASE or transferred to another city.

Naval units, including Marines and Amphib, can only be built in coastal cities that are not blockaded.

8.21 Merging: The steps of a unit can be combined with another unit of the **exact** same type in the same hex during the PRODUCTION PHASE. Units can also be divided into two or more units subject to stacking.

8.22 Disbanding: Units can be disbanded (voluntarily eliminated) in a PRODUCTION PHASE, to be built elsewhere immediately.

8.3 UNIT COSTS

Most units cost **1PP** per step, but some units cost **2PP** or **3PP** per step.

Unit cost (per step) is shown in the lower-left corner of the blocks.

8.4 CAPTURED CITIES

A city occupied by one or more friendly units is **controlled**. Steps may be added to existing units / factories in captured cities but new units / factories can only be built in cities held from the beginning of the game.

Building Units Example

In a 3PP city a player has three production points which must all be spent at that location. The 3PP can be used to add steps to one or more units, such as three steps to a 1PP unit, or one step to a 2PP unit and one step to a 1PP unit.

Wasted PPs

There may be instances when PPs are wasted because a city is already fully stacked and no new units can be added. When factories (optional) are in play, production of units is further restricted by the need to match unit type with factory type. Wasted PPs cannot be saved. Players must plan their production carefully to avoid waste.

Supply

Players must guard their supply lines with care or risk catastrophe to supply attrition. Pay attention to the following:

- Initiative die rolls may give enemy players two consecutive moves before you move. What may seem like a secure Supply Line may soon vanish. Guard your flanks or risk disaster.
- Naval units do NOT require supply, but can cut **land** supply lines. Ground units at sea are naval units and do **not** require supply.

Merging Units

An Infantry-1 and Infantry-2 can be merged into one Infantry-3 unit. The disbanded unit can be rebuilt elsewhere immediately.

Building Cadres (optional)

When building a **new** unit, it can only be raised to Cadre (first step). On subsequent Productions, multiple steps may be added as City PPs allow.

Submarine Control (optional)

Submarines in a coastal hex must be turned **face-up** to clarify they do **not** control a coastal hex, or cut **land** supply lines through that hex.

9.0 ADVANCED RULES

The logistics set adds factories, airfields, and mulberries to the game. A storm marker is also included. Logistic units are a sub-class of ground units and must be **targeted** separately.

9.1 Factories



Specific Air, Navy and Ground Factories *replace* Production Points. Factories can only produce like units. That is, an Air Factory can only produce Air units.



Factories may only be placed in Cities. They start play allocated by their owner to match City PP values. The City size is the *maximum* total value of



Factories that may be placed there. That is a 3PP City could have a 3PP Air Factory, or a 2PP Air Factory and a 1PP Ground Factory, and so on. Naval Factories must be located in *coastal* cities.

FACTORY CONVERSION: Provided production is **not** done this turn, players can convert any factory to a -1PP factory of a different type.

EXAMPLES: a 2PP Naval Factory can convert to a 1PP Air Factory. A 0PP factory may convert to another 0PP factory.

FACTORY COMBAT: Factories have no firepower. They only take hits in combat if **targeted**.

RETREAT & CAPTURE: Factories cannot move or retreat; they are captured instantly at their current strength if alone with enemy **Ground** units.

BUILDING FACTORIES: Provided a city does **not** produce this turn, a damaged factory there can be increased by one step per Production.

EXAMPLE: If a 3PP Factory has been reduced to 1PP, it can rebuild to 2PP IN one Production, then to 3PP in the next Production.

RESOURCES may be converted to PPs in Factories normally, but apply to the factory type(s).

EXAMPLE: given a 3PP city, with Naval 2 and Air 1 factories. Resource 2 converts to an extra Naval 4PP and Air 2PP for a total of Naval 6PP and Air 3PP.

9.2 Storms



The Storm counter represents weather conditions serious enough to disrupt local military activities.

The Storm area is the hex it occupies **plus** all adjacent hexes (7 hexes total). Units *within* the storm area cannot move and should be turned face down while they are affected. Units outside the area cannot move into or through the storm area, except units may retreat into a storm subject to an automatic 1-step loss.

Production in a city within a storm area continues as normal.

A storm that lands *directly* on a Mulberry destroys it. If the storm is *adjacent* to a Mulberry, it is non-functional for that GAME TURN.

The storm moves randomly. It starts in the center of the game map (unless a scenario defines otherwise). After each Initiative die roll, Player 1 rolls 2 dice separately. The first number moves the storm, using the number on the marker for direction. The second number indicates the distance in hexes the storm moves. If a Storm moves off-map, remove it from play.

9.3 Destruction Markers



Bridges and Canals (but not roads) are possible targets with "G" firepower. They can be attacked by any enemy unit(s) located in a hex at either end of the bridge.

Two (2) hits total in the **same battle** by one or more units are required to destroy a Bridge or Canal; a Destruction marker is used to indicate this status. Destroyed Bridges and Canals cannot be used for movement or supply.

During a Production Phase, Engineer units may rebuild destroyed Bridges from either adjacent hex but only if **both adjacent** hexes are Friendly. Reduce the Engineer unit by 1-step and remove the Destruction marker.

Engineers located on a canal hex can also repair a destroyed canal. Reduce the Engineer unit by 1-step and remove the Destruction marker.

9.4 Airfields



Minor Airfield



Major Airfield

Engineer units can construct Airfields in the PRODUCTION PHASE. Reduce an Engineer by **1-step** and place a **Minor** Airfield marker in the same hex. In a **later** Production, another Engineer step may convert an **existing** Minor Airfield into a Major Airfield; turn over the marker. One (1) Air unit can operate from a Minor Airfield, and two (2) Air units from a Major Airfield.

Airfields may be built in **any** type of terrain (including Mountain, Marsh and Forest), but not in City or Town hexes. They do **not** count towards the stacking limit.

Major Airfields are ground units that may be **targeted** by any unit with "G" firepower. Two (2) hits in the same battle reduces them to Minor Airfields, but they cannot be entirely destroyed. An airfield is captured instantly if alone with an enemy Ground unit.

Airfields do not drop a step if unsupplied, but air units located on such Airfields are subject to normal supply attrition.

9.5 Mulberries



A mulberry is a temporary port established in a Coastal hex by an Engineer during a Production Turn. Reduce the Engineer 1-step and place a Mulberry marker in the hex. Mulberries are equivalent to a Port with capacity 2. Supply may be traced to an adjacent hex and thence by road normally.

Mulberries are ground units that may be **targeted** by any unit with "G" firepower. Two (2) hits in the same battle **destroys** a Mulberry. They are captured if alone with an enemy Ground/Navy unit, but may not function as a port for the captor until the **next** turn.

10.0 SCENARIOS

Victory conditions are the same for Scenarios 10.1, 10.2, 10.4. In a two map (2M) game, a player wins by controlling 15PP of cities at the **end** of any **GAME TURN**. In a four map (4M) game, control of 30PPs in cities wins.

Except for 10.4, starting forces assume 2M games; double them for 4M games. For all scenarios, always deploy forces only in friendly **cities** and **towns**.

10.1 QUICK START (2 MAP)

Each player begins with 20 random units. Deploy units at full strength.

10.2 CUSTOM FORCES (2 MAP)

Each player begins with 100PP to build whatever forces desired. Units need not start at full strength.

10.3 SLEEPING GIANT (2 MAP)

This scenario gives Player A an advantage in starting forces, but a disadvantage in production. Player A must win early or face certain defeat by the "sleeping giant".

Player A starts with 20 random units at full strength or 100PP of forces customized as desired. Production is normal.

Player B starts with 12 random units at full strength, or 60PP of forces customized as desired. Production for **Home Cities** (starting cities) is +1 meaning a 2PP City is worth 3PP. Player [A] does **not** get the +1PP bonus from captured cities of Player B.

10.4 TWO FRONT WAR (3 MAP)

Three maps are used as shown. Player A has the center map and starts with 20 random units at full strength, or 80PP of customized forces. Player B has the two outer maps and starts with 10 random units at full strength, or 40PP of customized forces, on **each** outer map. Player B gets the production of both outer maps. Player A must control any 20PP of cities to win. Player B must control any 25PP of cities to win. This scenario is an excellent 3-Player game where two allied players, each controlling one of the two outer maps, seek to defeat the other player.



10.5 COMMANDERS (4 MAP+)

A multi-player team game. Each side is composed of three players, one **General**, one **Admiral**, and one **Air Marshal**. Players on a team command their respective arms, cooperate to win the war, and each has one vote to resolve policy disputes.

If a fourth player per side is available, this player is the **Politician**, and he controls all **Production**. The Politician has two (2) votes in war councils, and can therefore influence strategy with the support of one military commander. But the politician can be removed from office (a military coup) by unanimous vote of the other three players.

With more maps in play, and more players, this scenario can be expanded to include command of specific east and west fronts, or by having a Submarine commander, Bomber commander, etc. Each team can in fact organize themselves as they wish. This type of game makes an interesting tournament event.

10.6 TIME LIMIT GAMES

All scenarios **can** have a fixed number of GAME TURNS, such as ten. If neither player has won by this time, the winner is the player controlling the most PP.

NOTE: A two map, 10 turn game takes 2-3 hours to play; four map games take 4-6 hours. A Sudden Death victory may come sooner.

10.7 MORE SCENARIOS

There are many additional scenarios online at www.columbiagames.com.

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11.0 STRETCH-GOAL UNITS

Six extra unit types were added to the **KickStarter** version of the game. They are described below.



Atom Bomb

Special air bomber that moves by SM up to 8 hexes. The unit may attack on its own or participate in a battle (counts for Air Stacking).

This unit has a B+ rating which means it attacks **before** any other "B" units activate. Roll 1 die: on 1-5, **every** unit (friendly or enemy) in the battle hex takes 1 hit. A roll of 6 means the bomb is a dud (no effect). The unit is eliminated after use.

NOTE: Atom bombs are powerful but they must be built in a City-3 (**Air-3** if factories are in play). Scenario design should not allow excessive use.



Jet Fighter (FA)

Powerful fighters with an A+ combat turn. They fire **before** any other "A" units.



Cavalry

Mounted troops with fast movement. Cavalry do **not** have to stop when entering a forest, marsh, or mountain hex.



Commando

Small, elite amphibious units with G3 firepower and the ability to make a Naval Invasion (range 2).



Recon

Fast, light tanks for long range patrolling.



Rocket

Moves by SM. G4 Firepower. Launch range: 4 hexes. The Triangle symbol indicates that rocket strikes are resolved **first** in their battle, even before A+. Rockets cannot respond to an existing battle. Rocket is eliminated when it fires. Defender losses are applied normally to Ground units but they are not revealed.

Rockets fired into battles risk friendly fire. See 6.48.

VICTORY™

HISTORICAL UNITS

A new series of historical armies is available for VICTORY. The first three armies are noted below. Additional armies for WW2 and for other historical time periods are planned, including Greek, Roman, Medieval, Napoléonic, American Civil War, and World War 1.

WW2 German Blockset		
Mix	ID	Unit
4	FA	Me-109
2	FA	FW-190
4	DB	STUKA
3	MB	He-111
2	HB	FW-200 Condor
3	UB	U VII
1	CV	Graf Zeppelin
2	BB	Bismarck
2	BC	Graf Spee
2	CA	Cruiser
2	AT	88mm
2	PZ	PZ IVf
1	PZ	PZ V Panther
2	PG	Mech
7	IN	Infantry
1	AM	Amphib
1	AB	Airborne
1	MT	Mountain
2	EN	Engineer
1	SS	SS Panther
1	SS	SS Tiger 1
2	SS	SS Infantry
2	RS	Resource

WW2 USA Blockset		
Mix	ID	Unit
3	FA	P-47 Thunder
3	FA	P-51 Mustang
2	DB	SBD Dauntless
1	TB	Avenger
1	NB	PBY-5 Catalina
2	MB	B-26
1	HB	B-24
2	HB	B-17
3	SS	Submarine
1	CV	Ranger
3	CV	Essex
2	BB	South Dakota
1	BB	Iowa
3	CA	Baltimore
2	CL	Cleveland
2	AT	Artillery 105
1	TK	Stuart
3	TK	Sherman
2	EN	Engineer
2	AB	Airborne
2	MA	Marine
6	IN	Infantry
1	AM	Amphib
2	RS	Resource

WW2 Soviet Blockset		
Mix	ID	Unit
3	FA	I-16
3	FA	YAK-1
3	DB	IL-2
2	MB	IL-4
2	MB	TU-2
3	SS	Submarine
1	BB	Sevastopol
2	CA	Kirov
2	TK	BT-7
2	TK	T-34
1	TK	KV-1
1	TK	IS-2
2	AB	Airborne
1	MT	Mountain
2	MA	Marine
7	IN	Infantry
3	GD	Guard
2	MK	Mech
2	EN	Engineer
2	SK	Shock
2	Cav	Cavalry
2	RS	Resource

VICTORY™
WORLD WAR II

GERMAN BLOCKSET

This is not a complete game!
Victory base game (#3501)
is required to play!

COLUMBIA GAMES INC.
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VICTORY™
WORLD WAR II

U.S. BLOCKSET

This is not a complete game!
Victory base game (#3501)
is required to play!

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VICTORY™
WORLD WAR II

SOVIET BLOCKSET

This is not a complete game!
Victory base game (#3501)
is required to play!

COLUMBIA GAMES INC.
#3543

SEQUENCE OF PLAY

- [1] **INITIATIVE:** Each player rolls 2d6. Highest total becomes **PLAYER TURN 1** for this **GAME TURN**. Roll again to break ties for highest roll.
- [2] **MOVE PHASE:** All players move, starting with **Player-1**, then *clockwise* in sequence. In turn, a player may move any/all *unpinned* units, but must make **Strategic Moves (5.9)** first. Hex control changes *immediately*.
- [3] **COMBAT PHASE:** Each battle where **Player-1** is the **Attacker** is fought to a conclusion in any sequence chosen by **Player-1**. Then resolve all battles where **Player-2** is the **Attacker**, and so on. Reveal blocks only when a battle is fought. Aircraft involved in a battle, land after their battle ends.
- [4] **SUPPLY & VICTORY CHECK: (Simultaneous)**
- Check Supply of your units (See 7.0). Unsupplied Ground/Air Units immediately lose 1 step. Naval units ignore supply.
 - Determine if the game has been won by any player. Otherwise go to step [5].
- [5] **PRODUCTION PHASE (Simultaneous)**
Build with available PPs in *supplied* cities.

TERRAIN EFFECTS		
TERRAIN TYPE	STACKING LIMIT	HEXSIDE LIMIT
Clear	4	2
Desert	3	2
Forest ¹	3	1
Marsh ²	2	1
Mountain ²	2	1
Alpine ³	•	Impassable
River ⁴	•	1
Bridge	•	1
Sea ⁵	4	2
Coastal ⁵	2	1
Shoal	0	Impassable
Canal ⁵	2	1

¹ Ground units must **stop** unless moving entirely along a road.

² Ground units must **stop** unless moving entirely along a road. Defending **Ground** units have **Double Defense**.

³ Alpine *hexsides* are **impassable** to ground units. There are no Alpine hexes.

⁴ Ground units must **stop** after crossing, except at bridges. Attacking units forfeit their **Combat Turn** in Round 1 (except Engineers).

⁵ Data applies to Naval units, but remember that Ground units at sea **are** naval units.

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Battle Hexes	6.1	Ports	3.2
Double Defense	6.47	Mulberries	9.3
Firing Units	6.4	Port Capacity	5.92
Hit Allocation	6.43	Production	8.0
Shore Bombardment	6.44	Building Units	8.2
Strength	6.2	Production Points	8.1
Target Groups	6.42	Unit Costs	8.3
Destruction Markers	9.3	Captured Cities	8.4
Disbanding Units	8.22	Retreats	6.5
Factories	9.1	Roads	3.3, 5.9
Flak	6.46	Sea Movement	5.91
Game Set-Up	1.0	Shore Bombardment	6.44
Game Turns	2.0	Stacking Limits	5.2
Ground Units	4.3	Air Stacking	5.52
Ground Movement	5.7	Ground Stacking	5.2
Ground Stacking	5.2	Naval Stacking	5.6
Sea Movement	5.91	Strategic Movement	5.9
Hex Control	5.4	Supply	7.0
Hexside Limits	5.3	Supply Lines	7.2
Merging Units	8.21	Storms	9.2
		Target Groups	6.42
		Terrain	3.0
		Towns	3.2, 5.51
		Unit Costs	8.3