

VICTORY

WORLD WAR II TM



INTRODUCTION

Victory is an exciting, fast-paced wargame. You command a variable force of army, navy, 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, and involves players in tense and exciting battles. Be sure to read all the rules once before playing your first game.

Unlike many games of this type, players are not constrained by history. You can choose from 10 different unit types. If you think legions of armor, an armada of submarines, or a powerful bomber force is the right strategy, you can pursue it. You will discover that the ideal mix of forces depends on the maps in play but, as all generals know, nothing much gets done without the infantry.

GAME TURNS

Victory is played in a series of Game Turns. Each Game Turn has five steps:

[1] INITIATIVE ROLL

Both players roll two (2) dice. The player with the higher total has the first *Player Turn*. Resolve ties with another die-roll. The player moving is called the *Attacker*; the opponent is the *Defender*.

[2] PLAYER TURN 1

• Attacker Movement

The *Attacker* can move any/all units. Every unit has a fixed movement rate which is the number of hexes it may move. Each unit may only move once per turn. Movement **into** an enemy occupied hex initiates a battle.

• Air Response Movement

Subject to Air Stacking, the *Defender* has response movement with **Air** units to join a battle but cannot start a new battle. Responding air units can only move one or two hexes.

• Combat Resolution

Combat occurs when opposing units occupy the **same hex**. Such hexes are called *Battle Hexes*. Combat is resolved in one Battle Hex before proceeding to another, in any order chosen by the Attacker.

Units fire or retreat in a *Combat Sequence*, starting with Fighters and ending with Infantry. Defender fires first with like units. Some units (like

Battleships) can fire at Air, Naval, or Army targets; some units (like Submarines) can only fire at Naval targets. Each unit fires by rolling a number of dice equal to its combat value (cv). A hit is scored for each die roll that is equal to or less than the unit's Firepower, which can vary depending on whether the target is Air (A), Naval (N), or Ground (G).

• Hex Control & Supply

Note any changes in Hex Control and **then** check Enemy Supply.

[3] PLAYER TURN 2

The Defender now becomes the Attacker and repeats step 2.

[4] VICTORY CHECK

Players now determine if either has won the game. **See 8.0.**

[5] PRODUCTION

Both players now use available Production Points (PPs) to build new units or add steps to existing units. This can only be done **in** Cities. **See 6.0.**

Following production a new Game Turn begins with an initiative die-roll.

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

Each map contains six (6) cities which have production values of 1, 2, or 3 and total production of 10PP. A player starts the game controlling all six cities.

1.3 PICKING A SCENARIO

Scenarios are noted in rule section 8.0. We recommend the **Quick Start** scenario for your first game.

1.4 DEPLOYING UNITS

Each scenario gives starting Forces. Place them in hexes, standing upright at their proper strength. Starting locations are restricted to **Cities** and **Towns**, subject to *Stacking Limits*. At least **two (2)** units must be deployed in **each city**. Players may alternate placing three (3) units until all have been deployed.

Now, determine *Initiative* and begin play.

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

Army 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, or three Submarines. Surface ships are assumed to have an escort of destroyers. Unit types are based on WW2 technology. Map scale is 60 miles (100Km) per hex. A turn is about 2 weeks.

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

In a two map game, use a die roll to decide who gets first map choice. The player picking second has the final map adjustment.

In a four map game, the player choosing first map gets the fourth map and the final map adjustment. The opponent has the second and third map choices.

A 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.

Initiative

Because the player moving first in each Game Turn is randomly determined, be aware that your opponent may get two turns in a row. That is, the player moving second in a Game Turn may get to move first in the *next* Game Turn. 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.

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.

2.0 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** (4.2) 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.

2.1 TERRAIN TYPES

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

 **CLEAR:** Army Stacking Limit of 4 units, and Hexside Limit of 2 units.

 **DESERT:** Army Stacking Limit of 3 units, and Hexside Limit of 2 units.

 **FOREST:** Army Stacking Limit of 3 units, and Hexside Limit of 1 unit. Army units must **stop** upon entering a Forest hex.

 **MARSH:** Army Stacking Limit of 2 units, and Hexside Limit of 1 unit. Army units must **stop** upon entering a Marsh hex.

 **MOUNTAIN:** Army Stacking Limit of 2 units, and Hexside Limit of 1 unit. Army units must **stop** upon entering a Mtn. hex.

 **ALPINE:** Hexside terrain only. Impassable to Army units, and to Supply Lines.

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

Bridges. Army units attacking *across* a river or bridge hexside forfeit their Combat Turn in round.1. Rivers are not navigable. **Rivers are impassable to army 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). Army 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** Army unit stacking for the land terrain type. Coastal **hexsides** (those with both land and sea) have a Hexside Limit of 1 Naval unit, *plus* 1 or 2 Army units depending on land terrain.

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

2.2 CITIES & TOWNS

Each map contains six (6) Cities and a variable number of Towns. These are features inside hexes, not types of hexes.

 **CITIES:** All cities have production values of 1, 2, or 3PP. Control of cities determines victory. Air units (maximum 2) may land in Cities.

 **TOWNS:** Settlements with no production or victory value. Air units (maximum 2) may land in Towns.

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

2.3 ROADS

The red lines on the maps are roads.

 They function as *Supply Lines* and have the following three movement effects:

- Roads allow *Army* units to make a *Strategic Move* of six (6) hexes provided they start on a road, their entire move is along a road, and they do not attack.
- Army units moving entirely on roads through Forests, Mountains, and Marshes may continue without stopping, but cannot leave the road. They may attack unless making a *Strategic Move*.
- 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.

Terrain Effects Chart

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	•	Impassable
River ³	•	1
Bridge	•	1
Sea ⁴	4	2
Coastal ⁵	2	1
Shoal ⁶	0	Impassable

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

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

³ Army units must **stop** after crossing, except at bridges. Attacking units forfeit their Combat Turn in Round 1.

⁴ Data applies to Naval units. Army units at sea **are** naval units.

⁵ Data applies to Naval units. Army units ashore are extra and determined by land terrain.

⁶ Shoals are *impassable* to Naval units.

Stacking Limits

Stacking is the maximum number of blocks you may have in a hex (their strength is **not** relevant). See: 4.1.

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 Army 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. Note that hexsides often have different terrain to that of a hex – a Clear hex may have, for example, one or more forest or river hexsides.*

3.0 UNIT TYPES

Military units are represented by blocks which provide simple game mechanics for *Fog of War* and *Step Reduction*. All units have four steps, and a maximum strength of 4cv. A unit's current strength is shown by the number on the top *edge* when the block is standing upright with the label facing the owning player. The enemy player sees the blank face and cannot tell a unit's type or strength. See sidebar for a summary of unit data.

3.1 AIR UNITS



Fighters (FA)

Fighters move 3 hexes and have A2 and G1 firepowers.



Dive Bombers (DB)

Dive Bombers move 3 hexes and have A1, N2, and G2 firepowers.



Bombers (HB)

Bombers move 6 hexes and have A1, N1, and G2 firepowers.

3.2 NAVAL UNITS

Naval units are restricted to Sea or Coastal hexes.



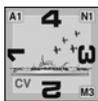
Submarine (SS)

Submarines move 2 hexes, and have N2 firepower.



Battleship (BB)

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

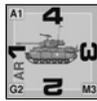


Carrier (CV)

Carriers move 3 hexes, and have A1 (flak) and N1 firepowers. They act as floating airbases, but their 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 2cv carrier can hold a maximum of 2cv but they could be two 1cv units. The Air unit moves with its ship, but does not count for Sea Stacking. Carriers **can** move and then launch/recover aircraft (or vice-versa), but not if they (or the aircraft) make a Strategic Move. Carriers cannot launch/recover aircraft in *port* or *canal* hexes.

3.3 ARMY UNITS

Army units are normally restricted to land or coastal hexes, but can move through sea hexes (simulating sea transport) between *friendly* ports.



Armor (AR)

Armor move 3 hexes, and have A1 (flak) and G2 firepowers.



Airborne (AB)

Airborne units have the unique ability to make Paradrops (see: 5.6) with an air move of 4

hexes. On the ground, they move 2 hexes and have G1 firepower.



Marines (MA)

Marines have the unique ability to make Sea Invasions (5.7), but are restricted to Sea or

Coastal hexes and may not cross all land hexsides. On the ground, they move 2 hexes and have G2 firepower.



Infantry (IN)

Infantry move 2 hexes and have A1 (flak) and G2 firepowers, but have G3

firepower when defending Cities (not Towns).

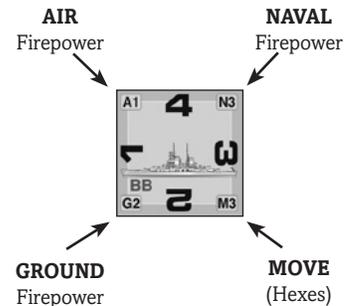
Unit Data Chart

UNIT	MOVE	A-N-G
Fighters	3	2-0-1
Dive-Bombers	3	1-2-2
Bombers	6	1-1-2
Submarines	2	0-2-0
Battleships	3	1-3-2
Carriers	3	1-1-0
Armor	3	1-0-2
Airborne	2	0-0-1
Marines	2	0-0-2
Infantry	2	1-0-2

Combat Sequence: Units are listed, top to bottom, in the order of their Combat Turn.

Firepowers (A-N-G)

Units may have rated firepowers for Air (A), Naval (N), and Ground (G) combat. Firepower and Move ratings are noted at the four corners of each unit label:



Combat Value (CV)

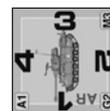
CV is a measure of a unit's strength. Units fire by rolling dice equal to their current CV, meaning a 3cv unit fires 3 dice. The current CV of a block is the number on the top edge of the block label from the owner's point of view. Do not confuse this term with the abbreviation for a Carrier which is also CV.

Step Reduction

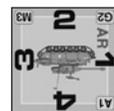
The strength of a block can vary between 1cv and 4cv. For each hit taken in combat, strength is reduced by rotating the block 90 degrees *counter-clockwise*. The diagram below shows the *same* Armor unit at 4cv, 3cv, and 2cv.



4cv



3cv



2cv

4.0 MOVEMENT

The Attacker can move any/all friendly units. Each unit has a fixed movement rate which is the *maximum* number of hexes it can move in one turn. Half-hexes are fully playable. Each unit can only move *once* per turn.

4.1 STACKING LIMITS

Army stacking varies from 2-4 units with terrain type, and is not reduced for partial hexes or coastal hexes. Naval Stacking in Coastal hexes (2 units) is in addition to Army units. Air Stacking is 2 units *extra* regardless of terrain. Stacking applies after all movement is completed; you may overstack during movement.

NOTE: *In Battle Hexes, stacking limits apply to each player. A Clear coastal Battle Hex may have eight Army units (four per side), plus four Air units (two per side), plus four Naval units (two per side).*

4.2 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.

4.3 HEX CONTROL

All units control the hex they occupy. Enemy units must halt and give battle when they enter such hexes. *Vacant* hexes are **Neutral**, except a player controls all Cities and Towns on his own map(s) unless enemy occupied.

Army units control land and coastal hexes. **Air** units control an Airbase, except when enemy Army units are present. **Naval** units control Sea hexes, and coastal hexes unless enemy Army or Air units are present.

Important: *Hex control changes at the end of a Player Turn, before the supply check.*

4.4 AIR MOVEMENT

Air units ignore ground terrain, Hexside Limits, and all enemy units (even enemy air) when moving.

4.41 Airbases

Friendly Cities, Towns, and Carriers are *Airbases*. Each Airbase can hold a maximum of two (2) Air units (any type or strength), except Carriers are limited by their CV and cannot hold Heavy Bombers. Air units in combat must always land **immediately** after their

battle is resolved, but may **not** land at an Airbase captured this turn. Air units which cannot land are eliminated. **If landing on a Carrier, any excess Air Unit steps are eliminated.**

4.42 Air Stacking

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

Airborne units count for Air Stacking in the air, **and** for Army Stacking on the ground. Air units aboard Carriers do **not** count for Naval Stacking.

4.43 Air Range

Air units fly 3 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 3 hexes to land.

Air units **cannot** exceed their attack move in exchange for a shorter landing move (or vice-versa). That is, a Fighter may not fly 2+4 or 5+1 sorties.

4.44 Air Response

After the Attacker has completed all movement, **but before units are revealed**, the Defender has the **option** to respond with **air units** to join any/all battles. Regardless of air unit type, the maximum response range is two (2) hexes. The landing move is normal for their type.

Responding units can **never** start a **new** battle, nor respond **out** of a Battle Hex, even a battle created by Army or Naval units. The latter means that air units can be "pinned", preventing air response, but still defend their own hex.

4.5 NAVAL MOVEMENT

Naval units move two (2) or three (3) 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 Army and Air units present.

4.6 ARMY MOVEMENT

Army units move two (2) or three (3) hexes depending on type. They are normally restricted to Land and Coastal hexes, but can move by sea (4.71). Army 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 (at the end of your turn) 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 Army or Air units are present. Note that this means a naval unit can capture a vacant enemy coastal town, and does cut supply lines along coastal roads.

The order of priority for establishing control of a hex is Army, Air, Naval. That is Naval units must retreat (after three rounds) from Air units that control a hex, and both of them from Army units controlling a hex, although naval units can blockade. See 5.8.

Air Stacking Example

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

Maximum Stacking

A coastal City hex could contain, or be attacked by, as many as eight (8) units: 4 Army units, 2 Air units, and 2 Naval units.

Air Pinning Example

The Defender has 2 Bombers in a hex under attack by 1 fighter. Both defending Bombers are "pinned"; they cannot air respond and must defend the Battle Hex (but can retreat, as normal, on their Combat Turn).

Grounded Air Units

In some cases, such as with large carrier fleets or when a carrier is in a port hex, more than two air units can be in a hex. If this hex is attacked, additional air units are grounded, meaning they cannot fly away, participate in combat, and are eliminated if the hex is captured. If "grounded" on a carrier, the carrier can retreat as normal taking the planes with it.

VICTORY™

4.7 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:

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

Naval units may move into/through Sea and/or Coastal hexes, but may never end their move on Coastal hexes except at **friendly ports**.

Army units must start and move along a continuous path of friendly or neutral *road* hexes. Also see 4.71.

A unit can **never** combine a normal move with a Strategic Move.

4.71 Sea Movement

Army units can make a *Strategic Move* of six hexes into/through Sea or Coastal hexes, but must embark and/or disembark at *friendly* ports. Army units moving by sea may end their move on Sea hexes, but **never** on Coastal hexes,

except friendly ports (where they are assumed to be ashore). Army units cannot combine Sea Movement with any other move.

Army units at sea have no firepower, but take hits from enemy fire like any other naval unit. **They count as a naval unit for stacking purposes.**

4.72 Port Capacity

A maximum of two (2) Army units can embark or disembark at each port per turn: two units can enter, or two can leave, or one of each. *Beachheads* (5.71) have a Port Capacity of one unit in or one unit out.

Port Capacities are NOT affected by *Naval Stacking*, but are affected by *Army Stacking*. That is, if a port hex is fully stacked with naval units, Army units can still embark or disembark there, but cannot disembark when the port is fully stacked with other Army units.

MOVEMENT EXAMPLE

The example below shows an amphibious and airborne attack against the city of Hope, where two units are defending.

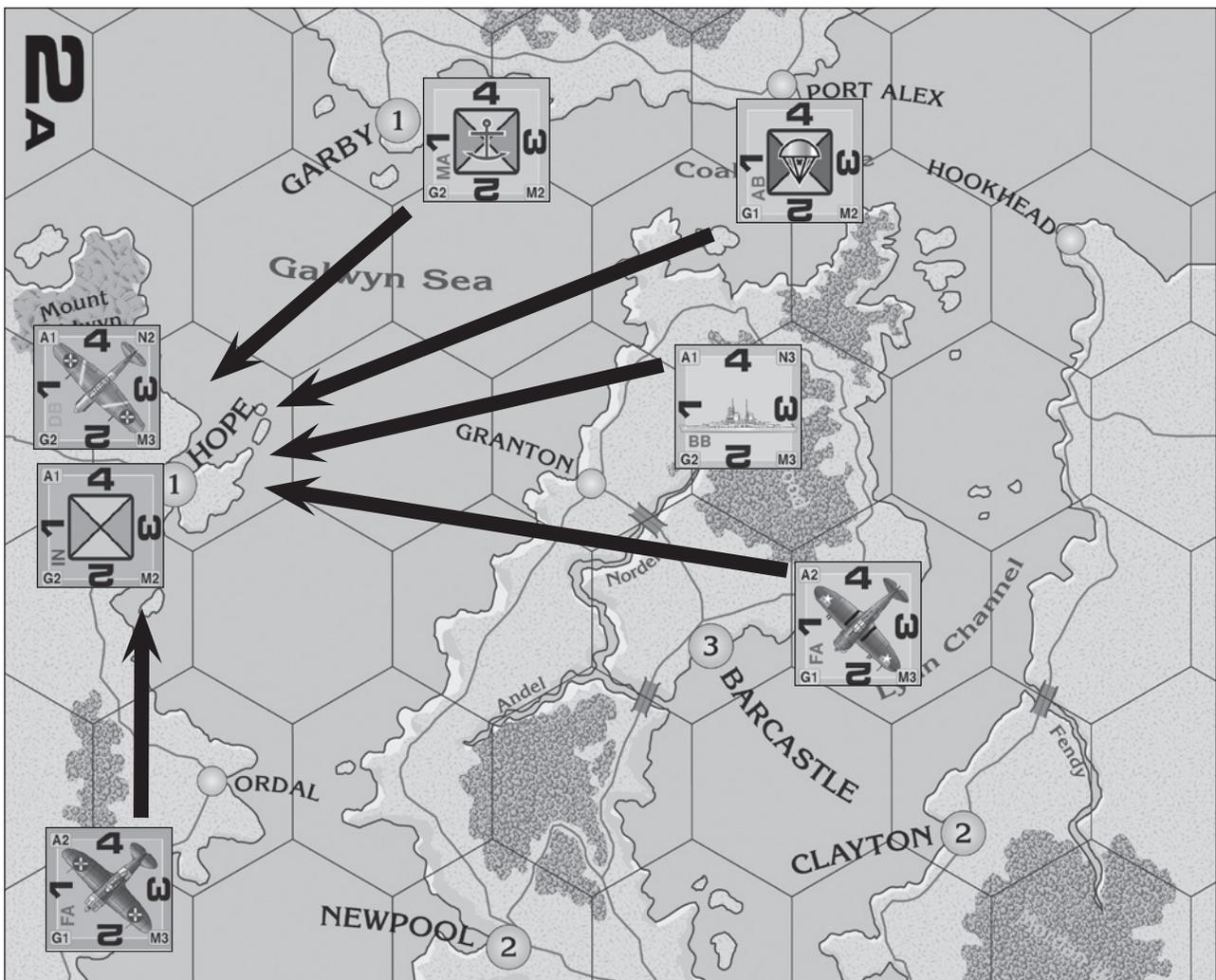
During the movement phase, the Attacker's forces (1 Fighter, 1 Airborne, 1 Marine, and 1 Battleship) converge on the city. The Fighter moves 3 hexes to attack from Barcastle. The Airborne moves 4 hexes (maximum airdrop range) from Port Alex. The Marine moves two hexes (maximum invasion range) from Garby.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

During the Air Response phase, the Defender moves the fighter unit at Ordal into the battle.

Combat begins with the defending (responding) Fighter (see example, next page).

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.



5.0 COMBAT

All movement and air response must be completed before starting Combat.

5.1 BATTLE HEXES

Combat occurs when opposing units occupy the **same** hex. The Attacker chooses the sequence of battles by revealing (face-up) all units in **one** Battle Hex. Combat in this Battle Hex is then resolved before proceeding to the next.

5.2 COMBAT VALUE (CV)

CV is a measure of a unit's strength. All units have a maximum strength of 4cv. The current CV of a unit is the number on the top edge of the label from the owner's point of view.

5.3 COMBAT SEQUENCE

All units have a *Combat Turn* in which they *Fire* (5.4) **OR** *Retreat* (5.5).

- Air Units:**
1. Fighters
 2. Dive-Bombers
 3. Bombers
- Naval Units:**
4. Submarines
 5. Battleships
 6. Carriers
- Army Units:**
7. Armor
 8. Airborne
 9. Marines
 10. Infantry

With **like** units the *Defender* fires (or retreats) first. Hence, defending Fighters fire before attacking Fighters, and defending Armor before attacking Armor.

5.31 Combat Rounds

Battles are fought for a *maximum* of three (3) combat rounds. A Combat Round is a *Combat Turn* (fire or retreat) for **each** unit in the Battle Hex in the Combat Sequence. After each unit has a Combat Turn, repeat the sequence for the second and third rounds as necessary.

5.4 FIRING UNITS

To fire a unit, roll dice equal to its cv (a 3cv unit rolls 3 dice). A hit is scored for **each** die roll **equal to or lower** than the unit's Firepower. For example, to fire a 3cv Submarine, roll 3 dice. Subs have N2, meaning all rolls of 1 or 2 are hits. Rolls of 3, 4, 5, & 6 are misses.

5.41 Firepower

Units can be 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 hits

5.42 Target Groups

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

Some units have only one firepower type and can only fire on the same 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 Army 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 3cv Battleship **cannot** fire 2cv at Naval units, and 1cv at Air units.

5.43 Shore Bombardment

Naval units use their "**G**" Firepower (if any) to attack Army units in the same Battle Hex. Shore Bombardment **cannot** be done if **any** enemy naval units are still defending the Battle Hex.

Only *one round* of Shore Bombardment is permitted unless Friendly Army Units are also ashore.

5.44 Air to Surface combat

Air units use their "**G**" firepower to attack Army units, or their "**N**" Firepower to attack Naval units.

5.45 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. That is, if a player fires on naval targets, then naval flak is allowed - otherwise not.

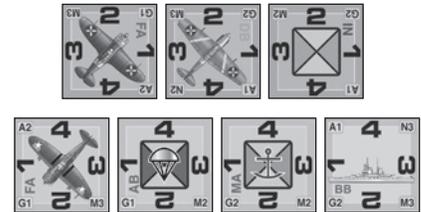
5.46 Hit Allocation

Hits are distributed among all units of the target group. **Each** hit is applied to the **strongest** unit. When two or more units share the highest strength, the owner chooses which to reduce.

Army units cannot be *eliminated* by Air or Naval fire. They can be reduced to 1cv, but are immune to further loss except from enemy Army units or Supply Attrition. Army units "at Sea" can be eliminated by Air or Naval fire.

COMBAT EXAMPLE

In the city of Hope, three Blue units are defending: 1 Fighter, 1 Dive-Bomber, and 1 Infantry. Four Red units converge on the hex: 1 Fighter, 1 Airborne, 1 Marine, and 1 Battleship. All units are full strength.



Round 1: The Blue (defending) Fighter (first combat turn) fires and scores two hits, one taken on the Red Fighter and the other on the Red Airborne. The Red Fighter (now 3cv) fires, scoring one hit which the Blue player elects to take on his Fighter. Next the Blue Dive Bomber (4cv) attacks the Red Naval group at N2, scoring two hits, one taken on the Marine (still at sea) and one on the Battleship. Next, the 3cv Red Battleship (having no naval target) fires G2 scoring one hit on the Blue Infantry. The Airborne unit lands next, but does not fire this round. The Marine unit then lands, but also does not fire this round. The Blue Infantry (3cv) fires next (G3 defending cities) scoring two hits. One is applied to the Marine and the other to the Airborne.

Round 2: The Blue Fighter (3cv) fires (A2) and scores one hit, applied to the Red Fighter since the Red Airborne has landed and is no longer an Air unit. The Red Fighter (2cv) fires (A2) and misses. The Blue Dive Bomber (4cv) elects to attack the red Army targets at G2 and scores one hit which is taken on the Red Airborne. The Red Battleship (3cv) now fires (G2) scoring one hit on the Blue Infantry. The Red Airborne unit (1cv) fires (G1) but misses. The Marine unit (2cv) fires (G2) and scores one hit on the Blue Infantry. The Blue Infantry (1cv) fires G3 but misses.

Round 3: The Blue Fighter (3cv) fires (G1) and misses. The Red Fighter fires (2cv) fires (A2) but misses. The Blue Dive Bomber (4cv) fires (G2) scoring one hit, which is taken on the Red Marine (now 1cv). The Red Battleship (3cv), cannot fire at the Infantry (1cv Army units are immune to further damage from Air or Naval units). **The Red Battleship cannot use Flak since no air units attacked with naval firepower this round. Thus the Red Battleship can only pass or retreat.** The Red Airborne (1cv) fires (G1) but misses. The Red Marine (1cv) fires (G2) and scores one hit to eliminate the Blue Infantry. The battle ends with a Red victory (no Blue Army units left) The Blue Fighter and Dive Bomber must retreat three hexes to a friendly airbase (Ordal is the only option). The Red Fighter lands at Garby (cannot land at Hope this turn).

Three of the Attacker's original units have been reduced to 1cv. - a costly Victory!

5.47 Double Defense

In Marsh and Mountain hexes, Army units have *Double Defense*; they only lose one step for every two hits. Record one hit with a one eighth 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 Army hit. Half-hits remain until a unit Retreats or a battle ends, but are then recovered.

5.5 RETREATS

Units can retreat (instead of firing) in any Combat Round. If a battle is not won at the end of the 3rd Combat Round, the **Attacker** must retreat.

EXCEPTION: *Defending Naval and Air must retreat (after the 3rd Round) if the Attacker has Army units present and the Defender does not.*

Retreating units **must obey** Stacking and Hexside limits, but the latter applies to **each** Combat round. Units **cannot** retreat to another *Battle Hex*. Units that cannot retreat are eliminated.

5.51 Army Retreats

Army units retreat to **adjacent** land hexes. The *Attacker* may **only** retreat via hexsides used to **enter** the Battle Hex. The *Defender* may retreat via any hexsides unavailable to the Attacker.

5.52 Amphibious Retreats

Army units, except Marines, can never retreat to Sea. If invading, Marines *can only* retreat to an adjacent Sea hex. If defending, Marines can retreat like other Army units, or to Sea except when the Battle Hex contains enemy naval units.

5.53 Naval Retreats

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

5.54 Air Retreats

Air units retreat to a friendly Airbase within their **landing** move.

5.6 AIRBORNE LANDINGS

Airborne units may “fly” up to four (4) hexes from an Airbase and paratroop into *Clear* or *Desert* hexes. Airborne units are Air units (and take hits like Air units) until they paratroop. Airborne units **must** drop (or abort and return to base) in their *Combat Turn* in the **first** Combat Round, but cannot fire until their next Combat Turn. Airborne landings into a vacant hex must be revealed.

IMPORTANT: A special hex control and supply check is made for a friendly Airborne unit at the end of the player-turn it dropped; if the unit is unsupplied it is eliminated.

Important: *Airborne units count for both Air and (if they land) Army stacking. Once dropped, they cannot retreat by air, and could only retreat to an adjacent Friendly (not Neutral) land hex.*

5.7 AMPHIBIOUS INVASIONS

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

If the invaded hex is a Battle Hex, Marine units must 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, Marine units are subject to hits as naval units.

Important: *Marine units count for both Naval and (if they land) Ground stacking. See 5.52 for Marine retreat options.*

5.71 Beachheads (BH)

A *Marine* unit in a friendly *Clear* or *Desert* coastal hex may function as a Beachhead. Turn the unit *face-up* at the **end** of the current Player Turn to indicate a BH. There is a maximum of **one** BH per hex. On subsequent turns, a BH allows one (1) Army unit to embark or disembark by *Sea Movement*. Sea Supply can be traced into a BH, but can **only** supply units in the **same or adjacent** hexes. A Marine acting as a BH fights normally, but cannot move. A BH terminates if the Marine moves but can be reformed at the **end** of the current Player Turn.

5.8 BLOCKADE

Attacking Naval units can declare a Blockade of a port or BH (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 (7.3)* and *Sea Movement (4.71)* cannot be made in/out of a blockaded port. Production **cannot** be used and Army units are unsupplied unless a road connection to another city exists.

Either player may activate a battle in a blockade. Combat is resolved normally. Players **cannot** retreat to a blockade hex.

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 immediately 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.

Players must guard Port Cities carefully from Airborne attack.

Marines

Marine units are the only Army units that can be “at sea” on a non-port, coastal hex. They are considered to be “ashore” as a BH when *face-up*, otherwise they are “at sea”. Remember that Marines are restricted to Sea or Coastal hexes.

Beachheads

BHs simulate temporary minor ports established to land and supply troops after an amphibious invasion. They can only be established by Marine units, and can only exist while the Marine unit remains “ashore” in that hex. A BH allows **one (1)** Army 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).

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. For example, a submarine and an infantry unit in the same hex cannot attack each other, but the submarine may remain in the enemy hex and blockade it. The submarine does not control the hex (the infantry unit does) but it does prevent all *Sea Movement* and *Sea Supply* involving that port.

❑ 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”.

6.0 PRODUCTION

Each Game Turn (two Player Turns) is followed by a *simultaneous* **Production Turn** during which new units can be built and steps can be added to existing units.

6.1 PRODUCTION POINTS (PP)

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

6.2 BUILDING UNITS

New units can only be built in cities and steps can only be added to existing units when they are located in cities. Players are constrained by the PPs available in a city, and by the unit mix. Any unused PPs are forfeit; they cannot be saved for the next Production Turn.

Naval units (and Marines) can only be built in coastal cities (not blockaded).

The CV of a unit cannot be transferred to another unit, even if they are of the same type in the same hex.

Units can *never* be disbanded (voluntarily eliminated) to be built elsewhere.

6.3 UNIT COSTS

Each unit has a cost **per step** of 1PP.

6.4 CAPTURED CITIES

The production value of *controlled* (occupied by one or more friendly units) enemy cities may be freely used to add steps to *existing* friendly units located there, but *never* to build *new* units.

7.0 SUPPLY

Army 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 Lines

A Supply Line is a continuous path of 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.

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

7.2 Supply Bases

Any friendly **City** (not Town), including a controlled enemy City, functions as a Supply Base. However, enemy Cities must be garrisoned by at least one unit to remain controlled.

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

7.3 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.

7.4 Supply Attrition

At the end of each Player Turn, **after hex control changes occur**, check if any **enemy** units are out of supply. Each unsupplied Air or Army unit loses one step. 1cv units **are** eliminated by Supply Attrition. Unsupplied units move and fight normally.

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

7.5 Naval Unit Supply

Naval units (including Naval Air aboard Carriers and Army units at sea) do not require supply. Be aware that naval units **can cut land** supply lines.

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 three steps to one unit located there, or two steps to one unit and one step to another unit, or one step to each of three different units.

Wasted PPs

There may be instances when the PPs of a City are wasted because a city is already fully stacked with each unit type.

Supply

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

- Because the enemy player can get two consecutive turns from Initiative die rolls, 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. Army units at Sea do **not** require supply.

Building Cadres 1 (optional)

When building a new unit, it can only be raised to Cadre (1cv) level. On subsequent Production Turns, multiple steps may be added as City PPs allow.

Building Cadres 2 (optional)

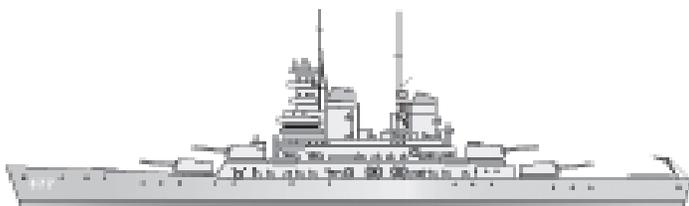
When building a new unit, the *first* step always costs **2PP**. Note that this means that cadres cannot be built in 1PP cities, although additional steps can be added in such cities.

Merging Units (optional)

Two units of the same type, located in the same hex, can be merged into one unit during the *Production Turn*. The extra unit may be rebuilt (immediately, if desired) in another city. That is, a 1cv and 2cv Infantry can be merged into one 3cv Infantry unit. Units can never be split up into two or more units, nor can the CV of units be transferred without merging.

Submarine Control (optional)

Submarines have no ability to control the land portion of a coastal hex. This means they cannot control an enemy town, nor cut road supply lines, but still cut Sea Supply.



8.0 SCENARIOS

Victory conditions are the same for Scenarios 8.1, 8.2, 8.3. 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 8.4, starting forces assume 2M games; double them for 4M games. For all scenarios, always deploy forces only in friendly **cities** and **towns**.

8.1 QUICK START (2M)

Each player begins with 20 units of their choice. Deploy units at full strength.

8.2 CUSTOM FORCES (2M)

Each player begins with 80PP to build whatever forces they desire. Players can have more than 20 units to start, although not all will be at full strength.

8.3 SLEEPING GIANT (2M)

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 units at full strength, or 80PP of forces customized as desired. Production is normal.

Player B starts with 12 units at full strength, or 48PP of forces customized as desired. Production for *Home Cities* (starting cities) is +1 meaning a 2PP City is worth 3PP and so on. Player A gets the benefit of this extra production for all controlled Home cities of Player B.

8.4 TWO FRONT WAR (3M)

Three maps are used as shown. Player A has the center map and starts with



20 units at full strength, or 80PP of customized forces. Player B has the two

outer maps and starts with 10 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.

8.5 COMMANDERS (4M+)

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* and has two (2) votes in war councils. The Politician can replace or transfer military commanders “for cause” but 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 specific geographical fronts, or by having a Submarine commander, Bomber commander, and so on. Each team can organize themselves as they wish.

8.6 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. Sudden victory can, of course, come sooner than this.

9.0 TOURNAMENT RULES

Victory events at gaming conventions with 8+ players can be sanctioned. Contact Columbia Games for more details.

CREDITS

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INDEX

Air Units	3.1
Air Bases	4.41
Air Movement	4.4
Air Range	4.43
Air Response	4.44
Air Stacking	4.42
Air to Surface Combat	5.44
Airborne Landings	5.6
Amphibious Invasions	5.7
Army Units	3.3
Army Movement	4.6
Army Stacking	4.1
Sea Movement	4.71
Battle Hexes	5.1
BeachHeads	5.71
Cities	2.2, 4.41, 6.2
Combat	5.0
Combat Sequence	5.3
Combat Turn	5.3
Air to Surface Combat	5.44
Battle Hexes	5.1
Combat Rounds	5.31
Combat Value (CV)	5.2
Double Defense	5.47
Firepower	5.41
Firing Units	5.4
Flak	5.45
Hit Allocation	5.46
Shore Bombardment	5.43
Target Groups	5.42
Flak	5.45
Game Set-Up	1.0
Hex Control	4.3
Hexside Limits	4.2
Movement	4.0
Air Movement	4.4
Army Movement	4.6
Naval Movement	4.5
Sea Movement	4.71
Strategic Movement	4.7
Naval Units	3.2
Blockade	5.8
Naval Movement	4.5
Naval Stacking	4.5
Naval Supply	7.5
Neutral Hexes	4.3
Ports	2.2
Port Capacity	4.72
Production	6.0
Building Units	6.2
Production Points	6.1
Unit Costs	6.3
Captured Cities	6.4
Retreats	5.5
Roads	2.3, 4.7
Sea Movement	4.71
Shore Bombardment	5.43
Stacking Limits	4.1
Air Stacking	4.42
Naval Stacking	4.5
Strategic Movement	4.7
Supply	7.0
Target Groups	5.42
Terrain	2.0
Towns	2.2, 4.41
Unit Costs	6.3
Victory Conditions	8.0

VICTORY™

NOTES

UNIT DATA

	MIX	UNIT	MOVE	COMBAT
				A-N-G
AIR	8	 Fighter	3+3	2-0-1
	4	 Dive-Bomber	3+3	1-2-2
	4	 Bomber	6+6	1-1-2
NAVAL	4	 Submarine	2	0-2-0
	4	 Battleship	3	1-3-2
	4	 Carrier	3	1-1-0
ARMY	4	 Armor	3	1-0-2
	2	 Airborne	2	0-0-1
	4	 Marine	2	0-0-2
	12	 Infantry	2	1-0-2*

*G3 DEFENDING 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	•	Impassable
River ³	•	1
Bridge	•	1
Sea ⁴	4	2
Coastal ⁵	2	1
Shoal ⁶	0	Impassable

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

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

³ Army units must **stop** after crossing, except at bridges. Attacking units forfeit their Combat Turn in Round 1.

⁴ Data applies to Naval units. Army units at sea **are** naval units.

⁵ Data applies to Naval units. Army units ashore are *extra* and determined by land terrain.

⁶ Shoals are *impassable* to Naval units.

SEQUENCE OF PLAY

[1] INITIATIVE

Roll 2d6. High score wins Player Turn 1

[2] PLAYER TURN 1

- Attacker Movement
- Defender Air Response Movement
- Combat Resolution
- Hex Control
- Supply Check

[3] PLAYER TURN 2

Opponent repeats Player Turn 1

[4] VICTORY CHECK

[5] PRODUCTION (Simultaneous)

Determine Supply Status of Enemy Units

Unsupplied Army/Air Units immediately lose 1 step.

Build with PPs in each *controlled* city