



WAR ROOM

A LARRY HARRIS GAME

PREMISE

Officially, the war started back in September of 1939. Thirty-three long months later, it continues...

“ATTENTION...” is barked out as you enter the confines of your War Room for the first time. You notice an envelope on the table in front of your chair. It’s from your nation’s Head of State and marked “Personal”. It’s opened and read:

General,

It is with great pleasure and confidence that you have been appointed to the position of Supreme Commander of all our Nation’s military forces. At this moment, as you take the mantle of command, the world has been at war for almost 3 years, and yet the struggle continues.

I herewith leave this manual – call it a “How to Book”– that has served both me and your predecessor well. We call it the *War Room Rule-Book*. It is my wish that you read it carefully. Your continued, but enhanced duties – indeed, your responsibilities – will require you to lead our military forces to, and beyond, the guarded gates of our enemies’ capital cities. Only with a full understanding of these chapters can you hope to accomplish this mission. Under your supervision, and with the products of our nation’s industry – the ships, planes, artillery, tanks and our brave soldiers – we will not only prevail, but we will triumph. You have our complete confidence that our forces will be transported in proper numbers, and in a timely manner, to the many front lines of this century’s Second World War.

A word of advice: It is important that along with being a great commander of men and machines, you must also be a logistical wizard and an effective diplomat when dealing with our heroic allies. With all these qualities having already been demonstrated, I’m confident that your appointment to the position of Chief of Staff will bring us total victory. As demonstrated during your past performance, you must continue to anticipate our enemy’s intentions, and disrupt his battlefield ambitions. Through your cunning and dash, we are certain that you will meet the enemy with overwhelming forces at every opportunity. Take the battle to him. Deny him the ability to wage war by taking control of his resource-rich territories and assure the final and complete destruction of his armed forces and leadership. ONWARD TO VICTORY!

Good Luck,

OBJECTIVE

Seven Nations struggle to control key territories and critical resources before the stress and devastation of war drains them of their ability to wage war. Unless otherwise stated in the chosen game scenario, The Allied Forces must control both *Greater Germany* and *Imperial Japan* to win. The Tripartite Pact Alliance (AKA, The Axis) must control 2 of the following to win: *Eastern United States*, *Great Britain*, or *Moscow*.

GAME COMPONENTS



1 Rulebook: This is a “must read” for all commanders!

10 Unit Storage Trays: These hold Units and other game components.

7 Nation Storage Trays: Each holds a Nation’s supply of **Command Tokens**, **National Flags** and non-resource **Territory Cards**.

7 Resource Charts: Each resource OIL, IRON, and OSR (Other Strategic Resources) has a channel. Insert 3 pegs (one per channel) to keep track of each Nation’s accumulated resources.

1 World Map: This is the game board. Note the **Turn Order Track** and **Homeland Status Track** near the polar area.

1 Morale Board: During *Phase 4: Combat Operations*, **Medals** and **Stress Tokens** are placed on either side of the respective flag for each Nation. Also, eliminated Units from battle will be placed on the Casualty List and incur Stress to be calculated during *Phase 6: Morale*. The front side has Stress Threshold numbers for the **Global** and **Eastern Front** scenarios, while the reverse side has Stress Threshold numbers for the **War in Europe** and **War in the Pacific** scenarios (see pages 26-30).

2 Battle Status Boards: One side is for land/air battles and the reverse side is for sea/air battles. Depending on space and the number of players, the second board may be used so players don’t need to flip the boards or may optionally conduct a second battle simultaneously (see page 29).

7 Pads of Operations and Production (O&P) Charts: Every round, each Nation will secretly write orders for movement and purchasing new Units on a new **O&P Chart**. Order more charts at www.nightingale-games.com, or make copies.

131 Territory Cards: These double-sided cards will be exchanged when territories are captured, and they are also used to calculate resource income. The reverse side shows an “Embattled” state with reduced resource income. Starting forces for game setup are also shown on each card.

9 Card Holders: These are slotted to hold a Nation’s **Territory Cards** that have resource income. Keep cards for other territories (without resources) in the Storage Trays with spare Command Tokens. Besides having one Card Holder for each Nation, there are two extra blank Card Holders for any Nation that needs more slots.

2 Reference Mats: These show rules references and phase reminders. There is a World Map reference on the back, useful for secret discussions.

10 Dice: Use the dodecahedron dice (d12) to resolve combat. Each die has the following sides: 1 red, 1 white, 1 black, 2 green, 3 blue, and 4 yellow.



GAME COMPONENTS



China



British Commonwealth



Soviet Union



United States



Germany



Italy



Imperial Japan

National Flags: These markers are used for the following:

- **Territories** (to show control other than as originally shown on the World Map by color)
- **Turn Order Track** (one for each Nation participating in the scenario is required)
- **Homeland Status Track** (one for each Nation participating in the scenario is required)
- **Trans-Ocean Convoy** (to show control other than as originally shown on the World Map by flag)
- **Carrier Fighters** (to show which Nation controls the fighter, if needed)
- **Battle Status Board** (to show which unit is which amongst allies, if needed)



Command Tokens: These tokens rest atop stacks of Units, thereby identifying ownership of the Units below and allowing for specific orders. These are “piece-limited”, but may be recycled as needed.

- Land Commands (square)
- Air Commands (circle)
- Sea Commands (elongated hexagon)

COMMAND ID: The National Flag symbol and a number code specify a particular Nation’s Command. The small region ID code and the small colored shape silhouettes are used for Rapid Setup (*see page 7*).

COMMAND STACK: A stack of Units is capped by a Command Token. There is a limit of 8 stacked Units per Command. Command Tokens are not Units.

Land Units: These represent various land forces.



150 INFANTRY



80 ARTILLERY



55 ARMOR

Air Units: These represent various air forces.

Carrier Fighter Tokens: These special Units don’t require Command Tokens, nor written orders and launch in a special step.



8 ALLIED CARRIER FIGHTER TOKENS



8 AXIS CARRIER FIGHTER TOKENS



80 FIGHTERS



25 BOMBERS

Naval Units: These represent various naval forces.



25 SUBMARINES



35 CRUISERS



15 AIRCRAFT CARRIERS



15 BATTLESHIPS

Multiplier Units: Units are not piece-limited.

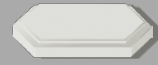
Use these white tokens to represent 3 of whatever Unit Type is directly below it in the stack.



5 LAND UNIT MULTIPLIERS



5 AIR UNIT MULTIPLIERS



5 NAVAL UNIT MULTIPLIERS

FRONT BACK



30 Hotspot Markers: During *Phase 3: Movement Operations* these markers will be placed on any region that requires a resolution later on during *Phase 4: Combat Operations*. After combat, use the flip side to indicate a resolved, yet still Embattled region. Also use Hotspots during raids and on the Battle Status Board as counters.

20 Medals/Civilian Goods: Medals represents battle achievements, and are used on the Morale Board. The reverse side denotes Civilian Goods which are purchased with resources and can be used to cancel Stress.

25 Bomb Tokens/Industry Tokens: The bomb side is used in territories to show infrastructure damage due to strategic bombing. Use the industry side to mark units under construction.

20 Landing Tags: These are used to indicate that an Air Command must land during the Landing Step in *Phase 5: Refit and Deploy*. The red side is for the Axis and the blue side is for the Allied Forces.

20 Stress Tokens: These tokens, in denominations of 1 and 3, are used on the Morale Board to represent the punishing effects of war on Nations.



WORLD MAP FEATURES



WORLD MAP FEATURES

- **SEA REGION:** These are blue regions with an ID code in large light blue text (e.g. A-5).
- **COASTAL CONVOY:** Coastal Convoys are linked to a particular territory. These convoys can be raided. There are also Trans-Ocean Convoys. (*See Convoy Raids on p. 17.*)
- **NARROW PASSAGE:** These narrow sea channels have rules restricting passage of ships. (*See Narrow Passages below.*)
- **TERRITORY:** These are land regions that feature an Information Bar, including islands (e.g. G1).
- **ISLAND:** For movement purposes, everything inside the island's circle is considered land (i.e., a territory). Any island without an ID code may not be entered. The tiny flags clarify original control.
- **IMPASSABLE REGIONS:** Land Commands can't move into the Sahara (in Africa) nor the Himalayas (in Asia). Air Commands may fly over these regions, but not land in them.
- **ADJACENCY:** Corners are not adjacent. *For example, U3 is NOT adjacent to P-4 and R16 is NOT adjacent to P-2.*



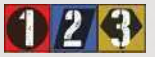
INFORMATION BAR: This is a strip of codes for each territory including: Region ID, a Strategic Value (SV), and Resources produced. A National Flag on the left side of an Information Bar indicates a capital territory.



REGION ID: An ID code is shown in a black box for territories and in light blue lettering for sea regions. For example, Greater Germany is G1, and the Baltic Sea region north of Greater Germany is A-5.



STRATEGIC VALUE: Strategic Value (SV) is shown in a white box on the World Map and Territory Cards. The greater the SV the more important the territory, as this value conveys Stress gained when the territory is lost.



RESOURCES: Most territories provide resources as income. Red= Oil, Blue= Iron, Yellow= OSR. The numbers show how many of each resource is provided.



INDUSTRIES: These icons show where new Land, Naval and Air Units can be manufactured.



MOBILIZATION ICON: China has special rules allowing for infantry mobilization in certain territories if controlled. (*See China's Restrictions on page 8.*)



PORTS: Undamaged Ports provide Port Advantage (*see page 15*) in sea battles. Additionally, newly manufactured Naval Units can only be launched into a sea region adjacent to a Port that is part of a territory with Industries.



RAILS: Undamaged rails allow for rapid land movement across connected territories.



TRADE ICON: Some Neutral territories (*see page 20*) offer a resource type in trade as shown by a round resource icon. (*See Trade with Neutrals on page 24.*)

THE WORLD'S NARROW SEA PASSAGES

Narrow Sea Passages restrict naval movement (Naval Commands and Troop Transports) and are presented as red (with white dots) sea region border lines and canals (Suez and Panama canals). Friendly Nations may pass freely. You or an ally must:

- Control (or be aligned with) **Central America** (the territory) to pass through the Panama Canal (A-12, P-7).
- Control **Egypt** to pass through the Suez Canal (M-3, M-5).
- Control both **Denmark** and **Norway** to pass through the Danish Straits (A-5, A-6).
- Control **Gibraltar** to pass through the Strait of Gibraltar (A-15, M-1).
- Control **Malaya** to pass through the Strait of Malacca (I-9, P-15).
- Control **Turkey** to pass through the Turkish Straits (M-3, M-4). Note: Turkey is Neutral; if it becomes controlled by one of the two Alliances, only that Alliance can pass through.



SETTING UP

World Map • Position the World Map such that all players have access.

Choose a Scenario • Choose a scenario to play. (See *Scenarios on page 25-28.*)

Homeland Status Track • Each participating Nation places 1 National Flag on the White (Start) Zone of the Homeland Status Track.



Turn Order Track • Each participating Nation places 1 National Flag on the Turn Order Track. These flags will be sequenced at the end of *Phase 2: Strategic Planning.*



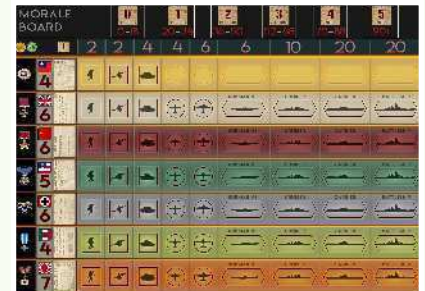
O&P CHART

Each Nation takes a corresponding O&P Chart and writes the Round number in the indicated space with a pencil.



RESOURCE CHARTS

Each Nation places each of the 3 pegs for oil, iron, and OSR (Other Strategic Resources) into the "0" row of its respective column on that Nation's Resource Chart.



BOARDS

Place the **Battle Status Board** and **Morale Board** next to each other.



DICE

Place the 10 dice near the Battle Status Board.



COMMON TOKENS AND UNIT STORAGE

Place the supply of common tokens and Unit Storage nearby. Common Tokens include: **Hotspot Markers, Bomb/Industry Tokens, Landing Tags, Medals/Civilian Goods, and Stress Tokens.**



RULES AND REFERENCE

Keep the **Rulebook** and **Reference Mats** handy.



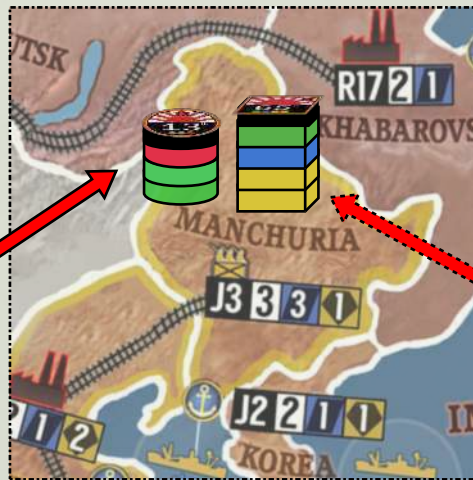
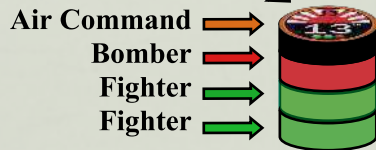
SETTING UP

Nation Components • Each player claims the relevant Nation's Storage Tray of components which include **Command Tokens**, **National Flags**, and starting **Territory Cards**. Insert Territory Cards with resource icons into the slotted Card Holder (non-Embattled side up) for convenience in adding up income during *Phase 1: Direct National Economy*.



Place Command Tokens • Referring to the Territory Cards or the Command Tokens, place Command Tokens on the World Map as indicated on the Command Token (in the upper right) or on the Territory Card according to its region ID. Command Tokens without a region ID are not placed during setup, but may be used later.

Place Units • Units may be set up now or players may opt to wait, thereby using the Rapid Setup method. If using Rapid Setup, then players need position units beneath Commands only after a given Command Stack enters battle or needs to be split or merged. If not using the Rapid Setup method, place Land and Air units of the designated Type beneath the Command Token to form a Command Stack now. Place Naval Units beneath the Command Tokens in the indicated sea regions. Place the Storage Trays of remaining Units nearby. Note: Some Territory Cards call for Units from two Nations. For example, the territory of Great Britain starts the game with both British forces and U.S. Forces.



THE PHASES AND OFFICERS

Choose a player to be the Scheduling Officer. This is someone who keeps the game moving along. For more regulated play, *see Officer Roles on page 29*. Each round of play has 7 phases:

- PHASE 1: DIRECT NATIONAL ECONOMY
- PHASE 2: STRATEGIC PLANNING
- PHASE 3: MOVEMENT OPERATIONS
- PHASE 4: COMBAT OPERATIONS
- PHASE 5: REFIT & DEPLOY
- PHASE 6: MORALE
- PHASE 7: PRODUCTION



PHASE 1: DIRECT NATIONAL ECONOMY

IMPORTANT TERMS


TERRITORY CONTROL: A Nation which owns the Territory Card has “control” of the territory. Sea regions are never controlled.


ALLIANCE: Alliance refers to which side you are on. The Allied Forces Nations or the Axis.

FRIENDLY: Friendly Nations are part of the same Alliance and can never attack each other or themselves. The term “Friendly” can apply to both territories and Units, if they belong to you or a Friendly Nation.

UNIT CATEGORY: Unit Category refers to the Unit’s shape (land, air, or sea).

UNIT TYPE: Unit Type refers to a specific color within its category (for example: green armor, blue artillery, yellow infantry).

 **ACTIVE REGION:** This refers to any region that has a conflict in need of resolution. This could be due to opposing forces sharing a territory, a convoy raid, or even an invasion of an empty territory (*see Garrison on page 15*). A Hotspot Marker is placed in the region during *Phase 3: Movement Operations* and flipped or removed when it is addressed during *Phase 4: Combat Operations*. There should be no Hotspots showing by the end of *Phase 4: Combat Operations*.

 **EMBATTLED REGION:** If opposing commands still share a sea region or territory after a battle has occurred, it becomes “Embattled”. During Battle Debrief (*see page 19*) flip the Hotspot Marker to its blue and red Embattled side and also (if relevant) flip the Embattled Territory Card to its back showing red and white stripes. Embattled regions become Active regions at the beginning of *Phase 3: Movement Operations* in order to indicate another battle needs to occur, so a region that is Active is also Embattled. The Territory Card will remain flipped to its Embattled side until the territory is no longer in conflict. Air Commands can land during *Phase 5: Refit & Deploy* in an Embattled Territory if the territory is Friendly.

STEP 1. CHECK TERRITORY CARD FACING

Check to make sure Territory Cards are facing the correct way. After a battle, the owner of an Embattled territory maintains control of the Territory Card and continues to receive the region’s resources according to its Embattled status. The flipped Embattled side reduces income by one resource. Anytime a territory is no longer Embattled its card should be restored face-up. If so, remove the corresponding Hotspot Marker from the World Map.



CHINA’S RESTRICTIONS

China can not gain nor spend oil during the game (including trading). China can make artillery Units if it gains control of an industrial territory such as *Peiping*. China may not trade at all. China may not enter sea regions with Land Commands. China may not capture Naval or Air Units.



STEP 2. TALLY INCOME

Each Nation now counts up each type of resource (OIL, IRON, OSR) as shown on the Territory Cards and adjusts its respective Resource Chart accordingly by moving pegs upwards in each column, adding to the previous amount. Note: If any Nation exceeds the maximum shown on its Resource Track add an additional peg (leaving the original at the 20 spot). The standard initial income will be based on the scenario being played.



PHASE 2: STRATEGIC PLANNING

STEP 1. WRITE ORDERS AND TURN ORDER BIDS

WRITING MOVEMENT ORDERS

All players simultaneously write TOP SECRET orders on their O&P Charts. Discussion among allies is encouraged. Players may agree to a time limit. If a player is controlling multiple Nations they will need a separate O&P Chart for each Nation. Players may write one movement operation in each of the 9 boxes on the left side of the O&P chart. To plot an order, write the Command ID of the chosen Stack above the arrow and the destination Region ID below the arrow. **Never assign multiple orders to the same Command in the same round.** Each Nation may have no more than 9 written orders for any given round. China and Italy may write only 6 orders.

BIDDING OIL FOR TURN ORDER

Each Nation may bid oil for improved Turn Order Rank. There is no bidding limit (except by how much oil that Nation currently owns). A Nation may bid zero.

Once this step is completed, players may not change any written orders or bids.

STEP 2. REVEAL BIDS AND ESTABLISH TURN ORDER

Once all players are finished writing orders, each Nation announces its bid for Turn Order Rank. The Nation that bid the most oil (as written on its O&P Chart) will be first to choose a turn order slot and so on... first through last. Lay out the National Flags accordingly on the Turn Order Chart located next to the Homeland Status Track. If there are no bids for turn order or the bidding is tied for any bid value, draw National Flags randomly to break ties. Note: Turn Order Rank becomes the universal tie-breaker when not otherwise specified.



CANCELING ORDERS

A Nation may opt to cancel any order during its turn in *Phase 3: Movement Operations* or an order might be auto-canceled due to a mistake. Canceling intentionally is usually due to pre-emptive enemy movements that cause a change of plans.

REORGANIZING COMMANDS

Nations may reorganize their Command Stacks (splitting and merging as needed) within each region only at the following times:

- **Phase 1:** At any point
- **Phase 2:** Only during Step 1
- **Phase 3:** Only Commands forced to split due to pinning (such Commands may only split once – i.e., it may not split into 3 or more Commands).
- **Phase 4:** Only during Battle Debrief and within the Active region
- **Phase 5:** Only after all Air Units have landed and after Unit deployment

If it matters which Nation reorganizes first, then follow Turn Order from the previous round, or decide the order randomly.

TIP: Merging small Command Stacks enables a player to move more units efficiently with fewer orders. Splitting Command Stacks prepares for multiple destinations or bluffing.

STEP 3. PAY OIL FOR BIDS

Each Nation now pays for turn order bids. **All bids must be paid - win or lose.** Adjust each Nation's oil Resource Track accordingly.



PHASE 2: STRATEGIC PLANNING

PINNING

Land or Naval Commands trying to exit a region containing enemy Land or Naval Units must leave behind an **exactly equal** force (numerically) as the enemy present. Within the region, Units belonging to any Ally are always used to satisfy this requirement first. Any excess number of Units not needed to exactly match the enemy pinning **MUST** continue per the written order to the original destination if possible (unless the order is fully canceled). The owner places a new Command Token on the pinned force which remains behind.

Land to Land



62
J5

Unlimited Rail



62
J5

PLOTTING LAND COMMANDS

Land Commands may move to one adjacent territory (except impassable regions), or any distance along a friendly connected rail path with the following restrictions:

PLOTTING LAND COMMANDS BY RAIL

Rail movement is implied if the destination territory is not adjacent; as such, no special notation is needed. If moving by Rail, Land Commands may not enter an enemy-controlled territory (or non-friendly Neutral territory) even if it is empty of enemy Units. In short, a Nation may not invade by Rail. Also, they may not enter **ANY** territory with enemy **Land Units** present even if the territory is still controlled by Friendly forces. Such an obstructed Command must move by Rail to a Friendly territory (which has a connecting rail path to the final destination) as near as possible to its written destination, or cancel its order entirely. Land Commands may still exit a Friendly territory (but **NOT** enemy territory) by Rail per normal pinning rules if still following all rules above. If any part of the path is in a territory controlled by a Nation in the Yellow Zone *see page 23*. A placed Bomb Token prevents Rail movement into or out of that territory. (*See page 17.*)

Land to Sea




62
P2

Sea to Land



62
J5

Sea to Sea



62
P2

TRANSPORTING LAND UNITS BY SEA

Land Commands are considered “Troop Transports” while being transported at sea. Troop Transports can normally move up to 2 regions while at sea, but when entering land they can only move to one adjacent territory.

If moving two regions, Troop Transports may move:

- land to sea, and then sea to sea **OR** sea to sea, and then sea to sea

If moving two regions, Troop Transports may **NOT** move:


- land to land, and then land to sea **NOR** sea to sea, and then sea to land

TROOP TRANSPORTS DURING BATTLE

Troop Transports do not participate in battle while at sea and are sitting ducks. Any Troop Transports will be sunk at the end of battle if enemy Air or Naval Units remain in the region and no surviving Friendly Air or Naval Units remain there. If both sides’ naval and air forces are completely destroyed in the region, the Troop Transports on both sides survive. Troop Transports do not affect enemy Troop Transports.


PINNING – Troop Transports never pin other Troop Transports or enemy Naval Units. They count as zero during pinning situations. They are always pinned by enemy Naval Units unless there is at least an equal force of Friendly Naval Units in the same region to offset the pin.

Land to Land/Sea



18
P2

Sea to Sea



1
P2

PLOTTING AIR COMMANDS

Air Commands may initially move 1 or 2 land/sea regions. During *Phase 5: Refit & Deploy*, Air Units that were moved or participated in battle (as marked by Landing Tags), will be able to again move up to 1 or 2 regions to safely land (*see page 22*).

PINNING – Air Commands can’t pin nor be pinned.

PLOTTING NAVAL COMMANDS

Naval Commands may move 1 or 2 sea regions.

PINNING – Naval Commands may pin enemy Naval Units or Troop Transports.

PHASE 3: MOVEMENT OPERATIONS

STEP 1. FLIP ALL EMBATTLED HOTSPOTS TO ACTIVE SIDE

Flip all the Embattled Hotspots (from the previous round) to the Active side.



STEP 2. RESOLVE MOVEMENT IN TURN ORDER

Each Nation takes its turn, resolving (or canceling) **ALL 3 ROWS** of its written orders on the O&P Chart for the round.

Typically, an opponent reads the active Nation's orders, while the active Nation's player moves the Commands on the map accordingly. The O&P Chart is always read from left to right and from row 1 to row 3. All orders must be moved as written or canceled. After all Nations have taken their turn, proceed to *Phase 4: Combat Operations*.

CANCELING ORDERS AND RESOLVING MISTAKES

A Nation may opt to cancel any of its orders by drawing a slash through the order and announcing the cancellation. If an Air Command's order is canceled, the Air Command is not assigned a Landing Tag (unless it participates in combat). Partial cancellations are not allowed. During this phase, all players may review the active player's written orders for mistakes. If a mistake is made, the order must be canceled. If a single Command is given orders more than once, only the first order is executed.



PARTIAL MOVEMENTS AND OTHER RESTRICTIONS

Partial movements are not permitted except as noted (i.e., Units being blocked or pinned). Pinning is not considered optional by either party. Permission from allies is never required for pinning. Narrow Passage restrictions are not optional for enemy Commands (i.e., the controller may not allow the enemy to pass.)

SPLITTING COMMANDS DURING MOVEMENT

Other than leaving a matching force behind (due to pinning) when leaving an Active region, Commands can't merge or split during the movement phase.

TAG AIR COMMANDS

Place Landing Tags atop Air Command tokens as they are moved and/or participate in combat this round. Only Air Commands with Landing Tags can be moved during the Land Planes step in *Phase 5: Refit & Deploy*.



PLACE HOTSPOT MARKERS

Place Hotspots on any **Active** regions as they become apparent (even if no orders were written for that region). **Remember:**

- invaded territories defended only by a Garrison Force (*see Garrison Forces on page 15*)
- potential Coastal Convoy raiding situations (as no orders are needed)
- conflicts arising due to Naval Unit production (rather than due to any movement this round)
- Embattled regions persisting from the previous round (rather than due to any movement this round)



STEP 3. CARRIER PLANE MOVEMENT

NO WRITTEN ORDERS FOR CARRIER FIGHTERS

Aircraft carriers have special Carrier Fighter Tokens which optionally engage after all other movements have been made. You may keep these smaller Carrier Fighter Tokens off to the side until needed. The red aircraft icon tokens are for the Axis, and the blue aircraft icon token are for the Allied Forces. They can never become part of an Air Command Stack.



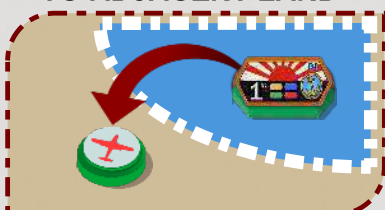
LAUNCH CARRIER FIGHTERS

In turn order, the owner of each carrier now launches a single Carrier Fighter Token. The Token may be placed either in the sea region with its "parent" carrier or in an adjacent land or sea region. Carrier Fighter Tokens never pin, nor are they pinned.

REMOVE CARRIER FIGHTERS AFTER COMBAT

Remove Carrier Fighter Tokens from the map in *Phase 5: Refit and Deploy* regardless of whether or not they were destroyed in battle. (They are presumed to have returned.) Carriers are always considered to have a carrier fighter on board at the start of each new round. If the launching carrier is eliminated, the carrier fighter, having already been launched, may still participate in combat during the round.

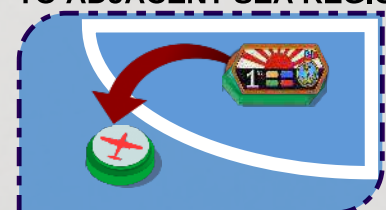
TO ADJACENT LAND



TO CARRIER'S SEA REGION



TO ADJACENT SEA REGION



PHASE 3: MOVEMENT EXAMPLES

Below is an example round for Japan with 7 written orders:

92 J5	97 P-2	18 P-2
8 P-2	85 P-1	15 J27
5 J27		

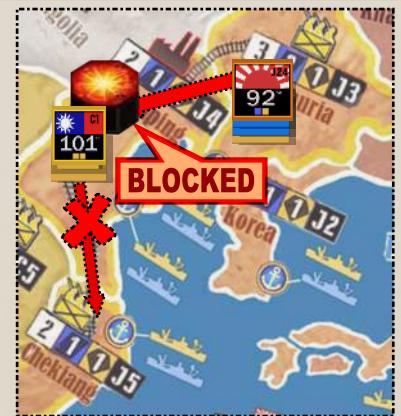
Below is a view of the World Map before Japan's movement:



92 J5	97 P-2	18 P-2
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ROW 1: Box 1: Move the 92nd [2 artillery and 1 infantry] from Manchuria (J3) down to Chekiang (J5) by Rail. China's (101st) moved previously causing Peiping to become Embattled; This prevents all Rail movement in or out of Peiping; it is **not** a matter of pinning. The 92nd may only travel as far as adjacent to the blockage, which in this case is not at all, thus the order must be canceled. Japan draws a diagonal line through the box to show this.



ROW 1: Box 2: Move the 97th [3 infantry] at sea from P-13 to P-2. If Japan chooses to move the 97th Troop Transport through P-1 it will be pinned by the US ships unless Japan already has a matching force of ships present, which it doesn't yet. Japan chooses to move the 97th to P-2 via P-12, which is empty of enemies.



ROW 1: Box 3: Move the 18th [2 fighters] from the Marshall Islands (J25) to sea region P-2. Air Units are never pinned, nor can they pin. Other than canceling, Japan could NOT have them stop early for any reason. Add a Landing Tag atop the Air Command to remind that these fighters must later land safely (or perish) in Phase 5: Refit and Deploy. Note: these landing movements are never written.



PHASE 3: MOVEMENT EXAMPLES

ROW 2	8 P-2	85 P-1	15 J27
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8 P-2

ROW 2: Box 1: Move the 8th [1 carrier, 1 sub, 1 cruiser] from P-13 to P-2.

Japan may choose whether to pass through P-1 or through P-12 on its way to P-2, as only the destination is specified (or cancel the move entirely). The United States had moved warships into P-1, so Japan decides to engage and partially pin itself, leaving the carrier and sub behind to deal with the 2 US Naval Units. Japan must continue on to the final destination with the 3rd Unit, leaving NO MORE than an equal force behind. The cruiser continues on to P-2, while the 2 Units left behind gain a new Command Token of the 2nd.



85 P-1

ROW 2: Box 2: Move the 85th [1 armor, and 1 infantry] into sea P-1 from Peiping (J4).

Due to China's previous move, the Command is partially pinned by one Chinese infantry in Peiping. Japan must leave behind a matching force or cancel the move entirely. Japan chooses to leave behind the armor, creating a need for a new Command Token (the 39th) to be placed on the armor, while the infantry (as the 85th) keeps the current Command and enters the sea. Even if Japan was moving in other forces in a subsequent order, it must resolve the pinning now, as orders must be resolved left to right and top to bottom. If an Axis ally were in Peiping, they would be used to satisfy Japan's pinning requirement first.



15 J27

ROW 2: Box 3: Move the 15th [1 fighter] from Iwo Jima (J22) to Wake Island (J27).

Japan blundered. The 15th can't reach J27 with its 2 movement. Japan cancels the move by slashing the box. It can't move partially, nor may it move during the landing step as the fighter never took off.



ROW 3	5 J27		
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ROW 3: Box 1: Move the 5th [1 sub and 1 carrier] from P-12 to Wake Island (J27).

Japan has made a mistake. Naval Units may NOT enter territories. Everything inside an island's circle is considered a territory. Japan slashes the order box. Note: The carrier fighter will still get to launch even though the order was canceled, as launching carrier fighters requires no orders.



PHASE 4: COMBAT OPERATIONS - STAGES








BATTLE STAGE: A battle may have one or two distinct Stages depending on the type of Units present. Each side fully conducts each Stage in turn, as necessary. A Nation may never attack an ally or itself.

- **AIR BATTLE STAGE:** This first Stage resolved includes all attacks against Air Units from both anti-air Units on the surface and enemy Air Units in the sky.
- **SURFACE BATTLE STAGE:** This second Stage resolved is a land or sea battle. These involve attacks against Land or Sea Units from surviving Air Units (including those damaged) and/or from enemy Land or Sea Units.



BATTLE STATUS POSITIONS

- **INITIAL STATUS:** Units start in their respective slot as labeled. 
- **LIGHTLY DAMAGED:** Carriers, battleships, and armor have extra damage boxes. No repair is required if the Unit is only lightly damaged. 
- **DAMAGED:** Any box with a red cross symbol indicates it is "damaged" to a point which requires repair. Note: Carriers, battleships, and armor, with their additional boxes, can receive one hit before they become damaged. Most damaged Units are vulnerable to white die results, as indicated by the white triangle in the box. 
- **ELIMINATED:** Any Units ending up in this column will be removed at the end of the battle. 
- **DIVE:** After each batch of enemy dice rolled, submarines that are damaged, but not eliminated, will flee the battle, thereby avoiding further damage entirely and the need to repair. Move such escaped subs to the ESCAPED area after each batch of dice hits are fully assigned. They are not susceptible to white hits while in the DIVE box. 



PHASE 4: COMBAT OPERATIONS - SETUP

ORDER OF BATTLES

In turn order, each Nation selects a conflict (including raids) to resolve as marked by an Active Hotspot. The chosen conflict must involve the current Nation's forces (or if there are no such conflicts, he must pass). Remove Hotspots from the World Map as they become resolved (unless they remain Embattled). Each region is addressed only once per round. Placement and resolution of a Hotspot is not optional and must be addressed.

BATTLE SETUP

1. SET FACING OF BATTLE STATUS BOARD

Flip the battle status board to the relevant side : LAND or SEA.

2. PLACE UNITS ON BATTLE STATUS BOARD

Allied Forces forces are on the left and Axis are on the right side. Move each Unit from the chosen Active region on the World Map to the **Battle Status Board** into its respective starting box according to Type and Nationality. Troop Transports remain on the World Map to be dealt with during Battle Debrief. **Units under construction do not battle and are prone to capture if the territory is lost.**

3. PLACE COMMAND TOKENS ON FLAGS

Place the Command Tokens on the matching flags printed on the Battle Status Board. When there are multiple Friendly Nations on either side, use National Flags to keep track of which Units belong to which Nation and align them in columns.

4. ASSIGN COMMANDER

Any participating Nations from the same Alliance must choose a single Commander from those Nations to make all battle decisions and roll all dice for this particular conflict. Settle any disputes for who is Commander by using Turn Order Rank. The Commander decides from among the participating allies which Nation claims a newly won territory and which Nation(s) receives the Medal(s).



5. ASSIGN COMBAT STANCES

There is a choice of stance for most Unit Types. Each stance has different strengths and weaknesses. *For example, a stance may roll more dice during Air Battle Stage but roll fewer dice during the Surface Battle Stage.* Move each Unit to its "Initial Status" box according to the preferred stance. Not all Units of a single Type need be assigned to the same stance. Mix them up as you please. The Alliance whose Commander is first in turn order must finalize their Unit stances first.

6. NOTE ADVANTAGES

Place Hotspot Markers in the relevant boxes to remind players of Force Advantage and Port Advantage conditions. Alliances share both conditions.

FORCE ADVANTAGE

During the Surface Battle Stage ONLY, if a side has a Land or Sea Unit Type that the enemy doesn't have, it has Force Advantage with that Unit Type. The advantage adds one to the Unit Types's combat value, which is then multiplied by the number of Units. Stances do not affect Force Advantage. **Air Units never gain Force Advantage.** *For example, if the Axis have **artillery** and **armor** and the Allied Forces have **artillery** and **infantry**, then the Axis have Force Advantage with **armor** and the Allied Forces have a Force Advantage with **infantry**. Because both sides brought **artillery**, neither side has Force Advantage with **artillery**. The Axis will gain a bonus of 1 die per **armor** Unit. The Allied Forces will gain a bonus of 1 die per **infantry** Unit.*

CRUISER "ESCORT" STANCE

Each cruiser assigned to this special "Escort" stance gives its controlling Commander the option for the cruiser to take hits that would normally be assigned to a carrier (green) or a battleship (red). This even includes white or black hits assigned to a carrier or battleship. If the escorting cruiser is sunk the ability is lost. Blue hits are always resolved before green or red hits. Damaged cruisers may still use this ability. Allies can protect each other's Units with this ability.



PORT ADVANTAGE

If a battle occurs in a sea region that is connected to a Port, the side that controls the territory containing the Port has Port Advantage. If there are multiple Ports in the sea region, both sides may happen to have **Port Advantage** at the same time. Multiple Ports controlled by the same side have no further effect. Damaged Ports and Ports controlled by Nations in the Yellow Zone or worse (*see page 21*) do not provide Port Advantage. For a side with Port Advantage during a battle, repairs for Naval Units are free (instead of the usual 1 resource per damaged Unit). *Note: Territory control and therefore Port Advantage is updated immediately after each battle, thus the order of Hotspot resolution can be critical for Port Advantages.*

GARRISON FORCES

All empty territories have a garrison force (including Neutral territories that have had their defense force eliminated but have not been captured). If the territory is attacked by land forces, the attacking force doesn't roll against the garrison forces. Rather, **the garrison force rolls 2 dice**. If both dice roll the same color (2 yellow, 2 blue, etc.) matching an invading Land Unit Type then one Unit of that Type is eliminated (no partial damage, hence no repairs) and moved to the Casualty List. Black results are wild (i.e. can be used as any color). White results are misses. After this exchange, the territory will be captured if any invading land forces remain.

PHASE 4: COMBAT OPERATIONS - BATTLES

RESOLVE BATTLES

If Air Units are present, then resolve the entire Air Battle Stage before the Surface Battle Stage. Any Air Units destroyed during the Air Battle Stage DO NOT participate in the Surface Battle Stage. All remaining Air Units, including damaged ones, participate in the Surface Battle Stage. For either battle type (NAVAL or LAND), resolve each stage (AIR and SURFACE) in turn according to these steps:



1. COUNT DICE TO BE ROLLED BY EACH SIDE

Determine how many dice each side will roll according to the type of battle. For each row on the Battle Status Board with attacking Units, multiply the number of Units in that row by the combat value for the current stage (air or surface). If there is Force Advantage, be sure to give a bonus of +1 to the combat value of the affected Unit Type(s) before multiplying by the number of Units. **Air Units never gain Force Advantage.** Then add all the rows to determine the total dice to be rolled by each side for the current stage. Use Hotspots along the edge of the Battle Status Board to keep track of how many dice each side will roll. The total dice to roll for each side, including Force Advantage bonuses, can never be above 30.

AIR BATTLE STAGE

Count all Air Units and any Land or Sea Units with anti-air firepower.

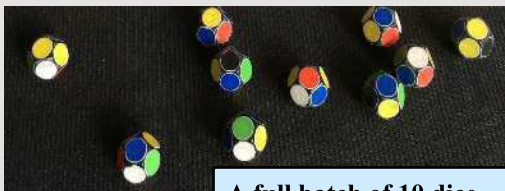


SURFACE BATTLE STAGE

Count all Land or Sea Units and any surviving Air Units except those conducting Strategic Bombing Raids.

2. ROLL DICE IN BATCHES

The two opposing Commanders take turns rolling batches of dice until all dice for the current Stage are rolled. Allies do not roll individually; rather the Commander rolls batches for all combined forces. Batches must be comprised of 10 dice unless it is that side's last batch to roll (in which case the batch may have less than 10 dice). For each Battle Stage a side may never roll more than 30 dice; any extra combat value beyond 30 is ignored. The first Commander in Turn Order Rank always begins the battle in each Stage. However, the damage is considered to be occurring simultaneously within each Battle Stage (AIR or SURFACE) even damaged or destroyed Units get to return fire (within the same Stage). **No results can be set aside to combine with a later batch roll.** Remove the tracking Hotspot from each batch as it is rolled.



A full batch of 10 dice.

SURFACE BATTLE EXAMPLE

The Germans and Italians together have 12 Surface Battle Stage dice to roll. The Soviets have 21. The Germany player is Commander and is first in Turn Order Rank. The Germans roll a batch of 10 dice and resolve the results. The Soviets roll a batch of 10 dice and resolve the results. The Germans roll and resolve their leftover batch of 2 dice. The Soviets roll another full batch and resolve it, and then finally resolve their last batch of a single die.

AIR BATTLE STAGE

Only air Units may be hit during the Air Battle Stage (even though Land or Sea Units might have participated).

SURFACE BATTLE STAGE

Only Land or Sea Units may be hit during the Surface Battle Stage (even though Air Units might have participated).

3. ASSIGN DAMAGE

If a rolled die color matches an enemy Unit color it is a hit against that Unit Type. The dice roller (attacker) assigns hits to enemy Units by moving them one step closer to their row's ELIMINATED box. **A damaged Unit must be eliminated before another in the same row can be assigned a hit.** Example: China rolls 5 dice resulting in **black, green, 2 yellows, and white.** China applies hits to its enemy, Imperial Japan. The two **yellows** hit a single Infantry Unit in the Defensive Stance. It is moved 2 steps over to the ELIMINATED box. The enemy has no armor present, so the **green** is a miss. China chooses to apply the **black** to an artillery unit, moving it into the DAMAGED box. The **white** then can apply to the damaged artillery, and so China slides the damaged artillery into the ELIMINATED box.

ASSIGNING WHITE AND BLACK DIE ROLLS



BLACK= WILD i.e. hit ANY target (within current Battle Stage).



WHITE= HIT only DAMAGED UNITS (within current Battle Stage and in a box with a white triangle).



Hits may NEVER be assigned to Units which are not legal targets for the current Battle Stage. Resolve all of a single color before moving on to the next color in the following order:

- YELLOW
- BLUE
- GREEN
- RED
- BLACK
- WHITE





PHASE 4: COMBAT OPERATIONS - RAIDS

STRATEGIC BOMBING RAIDS


Bombers must survive the Air Battle Stage in order to raid. Bombers placed on the Strategic Bombing stance of the Battle Status Board during Battle Setup conduct Strategic Bombing Raids during the Surface Battle Stage. Strategic bombing may occur in any territory which has a potential target: i.e., resources, Units under construction (including Naval Units), and/or Infrastructure. As each bomber rolls, remove destroyed Units under construction to the Casualty List and record lost resources by type on the target Nation's Resource Chart. Note: A territory can't lose more total resources of each type than it currently produces (taking flipped Territory Card status into account). Resource losses only affect the current totals, not future resource income. A Nation's resources can't drop below zero.


Each raiding bomber (one at a time) rolls 4 dice. The attacker decides what is destroyed (before rolling for the next bomber).

 **Yellow** : destroy 1 **infantry** or **submarine** under construction or 1 **OSR**.

 **Blue** : destroy 1 **artillery** or **cruiser** under construction or 1 **iron**.

 **Green** : destroy 1 **armor**, **carrier** or **fighter** under construction.

 **Red** : destroy 1 **bomber** or **battleship** under construction or 1 **oil**.

 **White** : Result is a miss.



 **Black** : destroy any 1 **resource** OR
Damage all **Infrastructure**, which includes any **Ports and Rails**, by adding a Bomb Token to the territory.



Damaged **INFRASTRUCTURE**: Effective immediately, Ports lose their Port Advantage and there can be no Rail movement into or out of the territory. If relevant, each Bomb Token permanently reduces that territory's production output by 1 (negating a smokestack). A captured territory that is bombed will remain damaged. **Bomb Tokens are never removed.**

RAIDING CONVOYS

There are two convoy types: **Coastal Convoys** and **Trans-Ocean Convoys**.
No orders are needed for either type of Convoy Raid.



COASTAL CONVOYS

Coastal Convoys are shown on the World Map as clustered color-coded transport ship silhouettes linked to certain Ports. A Coastal Convoy is controlled by the Nation that controls the linked territory, and control of the Convoy changes immediately upon a change in the control of that territory. Coastal Convoys are always active.

TRANS-OCEAN CONVOYS

Trans-Ocean Convoys are shown on the World Map in sea regions as clustered color-coded transport ship silhouettes with an accompanying National Flag. Each Trans-Ocean Convoy has both a territory of origin and a destination territory. If both territories are controlled by Nations of the same Alliance, the Convoy is active and may be raided by the opposing Alliance. If only one of the territories is controlled by an Axis Nation, the Convoy is inactive and may not be raided (mark the Convoy with any face-down National Flag). Control of the Convoy changes immediately with changes in control of either territory. If two different Axis Nations gain control of both territories, they must decide amongst themselves which Nation places its National Flag to denote control.

In this game, convoys represent the supply lines that extended around the world. At great risk, these convoys transported troops, resources, and all the machines of war that were essential to the war effort. Nations like the United States, the British Commonwealth, and Imperial Japan were particularly exposed to the burden of protecting these convoys. It's in the interest of each Nation to keep its convoys protected, otherwise the Nation is vulnerable to the loss of valuable resources.

IDENTIFYING CONVOY RAIDS

If an enemy air or naval force is present in a sea region containing an active Convoy and there are no defending Naval or Air Units present, then place a Hotspot Marker in the region. If there are defenders in the region then no raiding may occur even after a battle is resolved. Troop Transports (Land Commands) do not affect Convoy Raids, but may be sunk themselves if an enemy is present (*see Step 3. Check for lost Troop Transports on page 19*).

RESOLVING CONVOY RAIDS

The raiding Nation may target one Convoy cluster per raiding Command in the region and rolls 1 die per Air or Naval Unit present (in batches of up to 10) in the raiding Command. If any color rolled matches a Convoy ship silhouette color then all of the convoy transports of that resource type are sunk within that cluster. Ignore additional results of the same color. Black results are wild (may be used for any color). Record the lost resources on the targeted Nation's Resource Track. A Nation's resources can't drop below zero.



PHASE 4: COMBAT OPERATIONS - BATTLE DEBRIEF

1. ASSESS UNIT STATUS AND PAY FOR REPAIRS

At the end of a battle, Units can only be in one of three states:

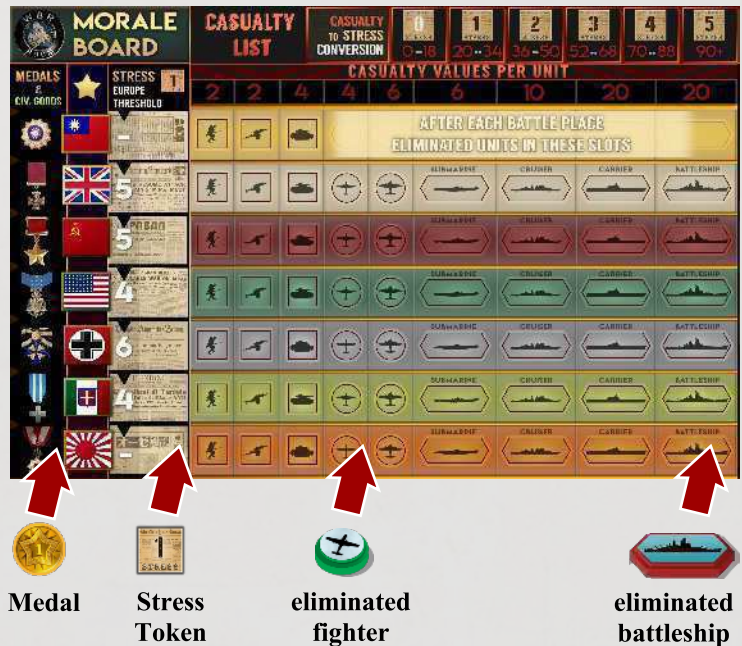
1. **INITIAL STATUS***: normal
2. **DAMAGED**: must be repaired or eliminated
3. **ELIMINATED**: must be removed to Casualty List

*Battleships, Carriers, and Armor have an extra box, "lightly damaged" which requires no repair. Move Units in the LIGHTLY DAMAGED box to their INITIAL STATUS boxes.

1. **CHECK FOR PORT ADVANTAGE**
Naval Units gain free repair if Port Advantage qualifies (*see page 15*). Move each repaired Unit to its INITIAL STATUS box.

OPTION TO REPAIR

For each Unit remaining in a DAMAGED box, the owning Nation may **pay 1 resource** (any type) per damaged Unit to repair it. Move each repaired unit to its INITIAL STATUS box. A Nation may not drop below 0 resources, nor trade outside of *Phase 7: Production*. Each Nation may decline to repair; if so, move such damaged Units to their ELIMINATED boxes.



2. REMOVE ELIMINATED UNITS

Move eliminated Units (including Carrier Fighter Tokens) to the Casualty List per the corresponding Nation and type.

3. CHECK FOR LOST TROOP TRANSPORTS

Unguarded Troop Transports (Land Commands at sea) without a Friendly Air or Naval Command in the same sea region will all be sunk by any enemy Air or Naval Commands present in the same region. Submarines don't offer protection for Troop Transports against enemy Air Commands, but they do against enemy Naval Commands. The presence of enemy Troop Transports has no effect. Transfer any Units in eliminated Troop Transports to the Casualty List. *Example: Germany has 1 submarine and 3 Land Units (Troop Transports) present in a sea region. The United States has one fighter and one cruiser present. All of Germany's Land Units in the sea region are eliminated.*

4. RETURN COMMAND STACKS TO WORLD MAP

Return surviving Command Stacks to the appropriate region on the World Map and optionally reorganize within that region.

PHASE 4: COMBAT OPERATIONS - BATTLE DEBRIEF

5. UPDATE TERRITORY STATUS (LAND BATTLES)

Determine who controls the territory

If all Land Units on one side are eliminated, the surviving Land Units capture (or retain) the territory. (Air Commands by themselves cannot capture or hold a territory.) If all Land Units on both sides are eliminated, the current controller retains control. If the territory is captured and there were multiple Nations on the victorious side, the Commander decides which of those Nations will be the new controller.

Exchange the Territory Card (or update its embattled status)

If control changes, the former controlling Nation surrenders the Territory Card to the new controller. If control doesn't change and enemy Units remain in the territory, be sure that the Embattled side of the Territory Card is face up.



Replace (or retain) National Flag

If control changes, the National Flag on the territory is changed. If the new controller is the original controller (as shown by map tint), simply remove all Flags; otherwise, remove the current Flag (if any) and place the new controller's Flag on the territory.



Check for Captured Units

Any Units under an Industry Token are also captured and will be deployed under the new ownership during *Phase 5: Refit & Deploy*. (China never captures Air or Naval Units; such units are removed to storage.)



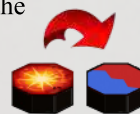
Evacuate Enemy Air Commands

If the side that does not control the territory has only Air Commands remaining, those Commands will either need to be moved to a friendly territory during the Land Air Units step or be eliminated.



6. UPDATE HOTSPOT MARKER

If the region remains Embattled (Land or Naval Units remain on both sides), flip the Hotspot Marker to show its red and blue Embattled side. Otherwise, simply remove it.



7. ASSIGN STRESS and MEDALS

Add newly gained **Medals** and **Stress Tokens** to the **Morale Board** (Medals atop the medals and Stress atop the newspapers). **Note:** Medals may be divided amongst several of the participating allies, including participating Nations that had all their Units eliminated. A Nation receiving the Medal(s) needn't be the Nation taking control of the territory (in a land battle).

APPLY MEDALS FOR THE ACTIVE HOTSPOT

- **CAPTURED TERRITORY:** The victorious Commander chooses which participating Nation gains **1 Medal** if a territory is captured (regardless of SV). No medals are ever awarded for capturing Neutrals.
- **CAPTURED CAPITAL TERRITORY:** The victorious Commander chooses which participating Nation(s) gain **3 Medals** if a Capital territory is captured (or liberated).



APPLY STRESS FOR THE ACTIVE HOTSPOT

- **LOST TERRITORY:** A territory's former controller gains **Stress** equal to the **SV** of the lost territory.
- **BREAKING THE JAPANESE-SOVIET PACT:** The first Nation that has broken the pact gains **5 Stress**.
- **INVADED A NEUTRAL TERRITORY:** Win or lose, a Nation gains **1 stress** per invasion (the first time only).



RESTORING CONTROL

An ally must restore recaptured allied territories to the original controller (as indicated by the Flag on the Territory Card) unless the original controller is in the Gray Zone on the Homeland Status Track. In other words, a Nation can never claim an ally's original region while the original controller is still active in the game. Note: The Commander chooses who gains the Medal(s) from those who participated even if the captured territory is then restored to an ally. Original enemy territories (once captured) can't be transferred between allies. *For example, if the British Commonwealth captured France from Germany, and the United States moves into France on a later round the US is not allowed to take control of France from the British Commonwealth.*

OCCUPIED TERRITORIES

The territories with brown or yellow borders revert control to the Soviets or Chinese, respectively, if liberated.

- Belarus, Ukraine [Soviet Union]



- Peiping, Manchuria, Chekiang Kwangtung [China]



NEUTRALS

THREE TYPES OF NEUTRALS

Neutrals do not produce nor contribute directly to resource income. They will trade with an aligned Nation and its allies during *Phase 7: Production* - (see *Trade with Neutrals on page 24*). **They do not trade when in an Embattled state.** A Neutral's defense forces are only activated if invaded (and only once during the entire game). The three types of Neutrals are:

STANDARD NEUTRALS

(Tinted gray on the World Map)

Standard Neutrals freely trade with Allied Forces Nations. They trade with the Axis only if threatened (see page 24).

Afghanistan – 4 infantry
Angola – 3 infantry
Colombia – 4 infantry
Ireland – 3 infantry
Mongolia – 3 infantry
Mozambique – 3 infantry
Portugal – 4 infantry
Saudi Arabia – 3 infantry
Spain – 6 infantry, 2 artillery, 1 fighter
Sweden – 4 infantry, 1 artillery, 1 fighter
Switzerland – 1 infantry
Turkey – 6 infantry, 2 artillery, 1 fighter
Venezuela – 4 infantry



ATTACKING STANDARD NEUTRALS

When Units enter a Standard Neutral for the first time, its status immediately shifts to Pro-Allied or Pro-Axis in opposition to the invader. Place the Neutral's defense forces on the invaded Neutral territory (see chart above). These forces are immediately placed under a Command Token of a Nation of the Alliance which is opposed to the invading force, as chosen by the members of that Alliance, and the same Nation is given control of the territory (place its Flag there). Control of the forces or the territory may not be transferred again among allies. An Active Hotspot Marker is placed on the invaded Neutral territory, to be resolved during *Phase 4: Combat Operations*. If the invader succeeds in defeating all enemy **land** forces in the Neutral, the former Neutral is now controlled by the invading Nation and all members of the invader's Alliance can now trade with the former Neutral. The victorious Commander chooses which Nation (if multiple allies are present) will place its Flag denoting control. Once the invaded Neutral's Territory Card is taken by a Nation this signifies that the defense forces will not be placed on the World Map again. Garrison Forces are still active if the Neutral territory is empty.

STRESS AND MEDALS

The first Nation to invade a Neutral, successfully or not, gains **1 Stress** immediately upon entering it (the first time only). Nations capturing (or recapturing) a Neutral do not receive Medals.

PRO-ALLIED NEUTRALS

(Tinted light green on the World Map)

Pro-Allied Neutrals are sympathetic to the Allied Forces Nations and will not trade with the Axis (unless control shifts to the Axis). Defense Forces do not activate (i.e., get placed on the World Map) unless invaded by the Axis.

Brazil – 4 infantry, 2 artillery, 1 fighter
Central America – no Units
Greenland – no Units

Iceland – no Units
Mexico – 3 infantry, 1 artillery
West Indies – no Units

PRO-AXIS NEUTRALS

(None at game start; a Standard Neutral can become controlled by the Axis.)

Pro-Axis Neutrals as indicated by a Flag Token will only trade with the Axis (until control shifts again due to another invasion).



SOVIET-JAPANESE NON-AGGRESSION PACT

This historical five-year non-aggression pact is active for any scenario in which both nations participate until either Moscow or Greater Germany is captured or it is willingly broken by either party. The terms are:

ARTICLE ONE

Neither party may enter or pass through territories controlled by the other.

ARTICLE TWO

An ally of the Soviet Union may not enter nor pass through a territory controlled by Imperial Japan if originating a territory controlled by the Soviet Union. An ally of Imperial Japan may not enter nor pass through a territory controlled by the Soviet Union if originating a territory controlled by Imperial Japan. *For example, the United States may not attack a Japanese-controlled territory from a Soviet-controlled territory.*

ARTICLE THREE

If either party has orders to enter a region controlled by neither party (such as sea region or territory controlled by a third party), the two parties coexist without engaging in any battles or raids against each other. They may still participate in combat against a third party, which may require two distinct battles. If a third party loses control of a territory to either party while both parties are present, then the non-controlling party must leave in the next round (or next phase if Air Commands), or be eliminated (to the Casualty List). In this case, the territory would not be considered Embattled unless a third party still exists.

ARTICLE FOUR

If the pact is broken, the offending party receives 5 Stress Tokens on the Morale Board. No Medals are given to a party for territories captured from the other party during the entire round (unless it is liberation of its own original territories). Once broken, the pact remains broken and there are no further penalties in subsequent rounds. An ally of either party may not break the pact without permission from its allied party, which is considered a violation of the pact by the party giving permission. *For example, the United States may not break the treaty without permission from the Soviet Union.*



PHASE 5: REFIT & DEPLOY

STEP 1. LAND AIR COMMANDS

All Air Commands that were moved or participated in combat should have been marked with a Landing Tag, and may now move up to **2 regions** and must land in a Friendly territory (even if it is still Embattled).

- If any player insists, resolve these landings in turn order.
- As Air Commands are landed, remove their Landing Tags.
- Air Command landing movements should NOT be written on the O&P Chart.
- If an Air Command has no legal moves possible, then it will be eliminated (transfer to the Casualty List).
- Air Commands, by themselves, may never take control of an enemy territory after a battle, even if no enemy forces are present.
- Remove all Carrier Fighter Tokens from the World Map.



STEP 2. DEPLOY UNITS

This step is skipped on the first round of play as production has not yet occurred (unless using the Rapid Resolution optional rule - [see page 29](#)).

Nations must simultaneously deploy their newly constructed Units (see *Phase 7: Production*).

1. Remove Industry Tokens. (Note: China has special infantry mobilization opportunities that occur only in *Phase 7: Production* and don't require Industry Tokens.)
2. Create new Command Stacks with the same Unit Category only (air, land, or sea) OR merge the new Units into existing Command Stacks of that Category respecting the 8 Unit per Command limit. New Land or Air Units can only be deployed to the territory in which they were constructed.
3. Naval Units may now shift to a Port-connected sea region and do the same (merge or create a new Command).
4. Bombed infrastructure affects deployment, as the potential Unit output is reduced by one for each Bomb Token present in the territory. ([See Strategic Bombing Raids on page 17.](#))
5. If sufficient Command Stacks are not available to accommodate all of the deployed Units, the excess Units (owning player's choice) remain under the Industry Token for deployment in a later round.
6. Nations may deploy Units in Embattled territories and sea regions.



STEP 3. REORGANIZE COMMANDS

- Players may merge or split Commands that share a region and are the same Nationality.
- Reorganizing Commands may happen all at the same time or in turn order if anyone insists.
- No Command Stack can exceed **8 Units**.
- There is no limit to the total number of Commands in any region.
- Units, when merging, must be all the same Unit Category (land, sea or air).
- When splitting a Command, be sure to assign a new Command Token.
- Store all Command Tokens that are not being used.



PHASE 6: MORALE

The **Homeland Status Track** near the center of the World Map has color-coded zones. Each Nation marks its current position on the track with a National Flag, and may be forced to advance around the track as its war-time stress levels increase. Arriving at each new stress zone imposes harsher consequences.

CONVERT CASUALTIES INTO STRESS

For each Nation, count the number of Units for that Nation in each column of the Casualty List section of the Morale Board and multiplying by the factor at the top of the column, then calculate the total Casualty Points by adding these numbers together. Convert the Casualty Points into Stress Tokens for each Nation, according to the Casualty to Stress Conversion Chart along the top. Return the Units to storage after conversion.

For example, if a Nation lost a battleship (20), a cruiser (10) and a bomber (6), it gained 36 Casualty Points which convert into 2 Stress Points.



The image shows the Morale Board and Casualty List. The Morale Board is a grid with columns for different unit types (Infantry, Cavalry, Artillery, Armor, Air, Naval) and rows for different nations. The Casualty List is a table with columns for unit types and rows for different nations, showing the number of units lost and the corresponding Casualty Points.

RESOLVE MEDALS AND STRESS TOKENS

After each battle, Medals and Stress Tokens may have been gained (see page 18). A broken Soviet-Japanese Pact may have also caused Stress. Civilian Goods might have been purchased on a previous round. Each step below must be resolved for each Nation in turn order. Nations may not backtrack in reaction to other Nations' choices.

1. Submit Medals to Cancel Stress Points

Each Nation may optionally give up Medals or Civilian Goods to get rid of Stress Points. **1 Medal/Civilians Goods** cancels **1 Stress Point**. Stress Points, Medals, and Civilian Goods may NEVER be traded among Nations (Friendly or not). Medals and Civilians Goods not spent to cancel stress may be kept indefinitely for later use.

2. Evaluate Stress Levels

If a Nation now has Stress Points equal to or more than its Stress Threshold (shown under its National Flag on the Morale Board), move that Nation's Flag up to the next zone on the Homeland Stress Track. Return exactly that threshold number of Stress Points to storage, leaving any leftover Stress Points on the Morale Board. Repeat this process until any Stress Points remaining are less than the threshold. A Nation may move up more than one zone per round. If a Nation is already in the Gray Zone, it can't advance further on the Homeland Stress Track and therefore does not return any Stress Tokens to storage.

3. Relieve Stress

Each Nation has the option to give up any **combination of 5 Medals and/or Civilian Goods** to slide back 1 zone on the Homeland Status Track. A Nation can't go below the White Zone nor slide back more than 1 zone per round.

4. Apply Stress Zone Penalties

Stress penalties are cumulative and recur each round (i.e. if a Nation is at that level or worse).



STRESS ZONE PENALTIES

- **White Zone:** "Acceptable Stress" – No penalty (starting position).
- **Blue Zone:** "Labor and Civil Unrest" – The Nation must pay any 3 resources, if able, in order to restore order in the homeland.
- **Yellow Zone:** "Dysfunctional Rails and Ports" – All Rails controlled by the Nation (including Rails in captured enemy territories) are not usable by that Nation or any ally. The affected Nation may still use an ally's rails if that ally's Nation has not reached this Zone. No trade via Ports is allowed. Ports controlled by the Nation no longer provide Port Advantage. Deployment may still occur at those Ports.
- **Orange Zone:** "Disrupted Supply Lines" – Due to depleted morale and disorganization at the front, black dice results are now "misses" instead of "wild" for the affected Nation in all situations.
- **Red Zone:** "Economic Collapse" – No new resources may be added to the Nation's Resource Track. Current resources may still be spent or lost.
- **Gray Zone:** "Mass Desertion" – The Nation's controlling player must now remove a number of its Units of its choice from the World Map equal to its current Stress Points. The Stress Points do NOT get removed for such desertions. **Note:** After resolving the Gray Zone penalties, a rare situation may occur with Embattled territories in which the controlling Nation has no Land Units remaining. Air Units are captured if the last Land Unit deserts. The control status is updated immediately and any new Stress Points and Medals are assigned (see page 19), however the Morale phase steps above are not resolved again until the following round.

PHASE 7: PRODUCTION

It is time to manufacture weapons and mobilize new infantry forces. Each Nation secretly fills out the Production side of its O&P Chart.

STEP 1. MARK STARTING RESOURCES

Each Nation fills in the “Initial Resources” boxes by referring to its respective **Resource Chart**.

STEP 2. TRADE WITH NEUTRALS

TRADE RESTRICTIONS: Trade is only possible in a **Global War** scenario. Nations may only trade with Neutral territories that display a resource icon on the World Map and are not Embattled. The resource icon shows what is offered, and so the Neutral will only accept either of the other two resource types in exchange. *For example, Mexico only offers Iron; so it will not accept Iron.* Unless captured, “Pro-Allied Neutrals” (tinted light green) will not trade with the Axis. A captured Neutral will only trade with its new controller or its allies (*see page 20*). **China may not trade at all.**

TRADING BY LAND: A Nation may trade by land only if that Nation or its ally controls a non-Embattled territory directly adjacent to the trading Neutral territory.

TRADING BY SEA: In order to trade by sea, the sea region connected to the trading Neutral's Port must be free of ALL enemy Commands (except Troop Transports). The Axis, additionally, must have a friendly Naval Command in that sea region.

EXCHANGE RATES: OSRs are traded in blocks of 5, iron in blocks of 3, and oil in blocks of 2. (*Example: It takes 2 oil to get 5 OSRs and vice versa.*) Each Nation is restricted to one trade per round (e.g. gain no more than 2 oil for giving up 5 OSR). Once each trade is verified, the trading Nation adjusts its Resource Track accordingly, then writes the exchange and new resource totals on its O&P Chart. Trades are announced as they happen before the reveal Step 4.

The screenshot shows the 'MILITARY PRODUCTION - TOP SECRET' O&P Chart. It includes sections for 'Neutral Trade Rates' with icons for OIL, IRON, and OSR, and 'Post-Trade Resource Total' for OIL, IRON, and OSR. A 'Purchase Quantity' section shows icons for various units: INF, ART, ARM, FTR, BN, and SP. A grid below shows the cost of these units in resources (oil, iron, OSR) and the resulting resource totals. A red arrow points to the 'TRADE' buttons, and another points to the 'Purchase Quantity' section.

Purchase Example: Producing 2 fighters will cost a total of 4 oil, 2 iron, and 2 OSR.



STEP 3. NOTE PURCHASE OF UNITS

Nations simultaneously decide the number of Units planned for purchase per unit type using the O&P Chart. Colored dots show the cost of resources per Unit. **Civilian Goods cost 5 resources** (of any type, which may be mixed). After finalizing purchases, each Nation totals expenditures by resource, subtracts them from the initial (post-trading) resources, and notes the remaining resources on its chart.

STEP 4. REVEAL PURCHASES AND UPDATE RESOURCES

After all Nations have finished writing their purchases, each Nation confirms validity with an opponent by exchanging O&P Charts. Then all Nations simultaneously gather Units purchased from Storage Trays and update their Resource Charts. If mistakes are made, the opponent may assign the offending Nation one Stress Point as penalty (even if multiple mistakes). The offender then makes corrections.

STEP 5. TRANSFER NEW UNITS TO INDUSTRIES

Nations, in turn order, now place Units on the World Map in a controlled Industrial territory (even if Embattled). Cap each stack of new Units with an Industry Token. All Units under construction are kept in the same stack regardless of Unit Category, limited in count only by the SV of the Industrial territory (as opposed to the usual 8 stacking limit). Naval Units may only be placed in territories that have a Port. Keep in mind the limiting factor of Bomb Tokens (*see page 17*). An opponent should verify the SV limits as the Units are placed on the World Map. These new Units may not be ordered nor attacked but are prone to strategic bombing (*see page 17*) and being captured (*see page 19*). Do not deploy Naval Units to the sea until *Phase 5: Refit & Deploy*.



China may deploy new infantry immediately in each territory where the mobilization icon exists- limited by its SV.

REMINDER: After completing *Phase 7: Production*, a new round begins. Double-check Territory Cards as any “Embattled status” may have been missed, and this could affect resource income in *Phase 1: Direct National Economy*.

VICTORY CHECK

Your Alliance has won the war if it has fulfilled the scenario requirements, typically capturing a certain number of capitals. If both sides meet the victory requirements in the same round, continue the war until that is no longer the case. In the extremely rare case in which all Nations have no Units on the map, then both sides lose.

Note: If a Nation has no more Units on the World Map *and* is in the Gray Zone at the end of a round it is considered “Collapsed” and out of the game. All of its territories are now up for grabs by any Nation (without any Garrison). If a Nation recovers control of a territory belonging to a Collapsed Ally it no longer transfers the card, but rather may gain the resource income for itself.

WAR ROOM SCENARIOS

CHOOSE A SCENARIO TO PLAY

The four scenarios listed below each pertain to a certain “theater” of the Second World War which allows for a range in the number of players and duration of play. No matter which scenario you choose, the entire Second World War is considered to be going on in every corner of the globe. Some scenarios (**War in Europe**, **War in the Pacific**, and **Eastern Front**) have limited and specific theaters of operations with restrictions on which territories are used.

Some players may need to control more than one Nation during the game. Be sure to maintain national integrity. Each Nation’s O&P Chart and resources must be maintained separately. Unless otherwise stated, the Soviet-Japanese Non-Aggression Pact is in effect (*See page 21*).

IMPORTANT: Only use the Territory Cards as prescribed in the scenario when placing Units and collecting resources. Unused territories offer no Units or resources to the controlling player. In each scenario, all unlisted territories, including Neutrals, may not be entered. Trading with Neutrals is only permitted in the **Global War** scenario unless otherwise specified.

GLOBAL WAR

Stress Thresholds:



6 Player (Full Game)

- Player 1 - China and United States
- Player 2 - British Commonwealth
- Player 3 - Soviet Union
- Player 4 - Germany
- Player 5 - Italy
- Player 6 - Imperial Japan

5 Player

- Player 1 - China and United States
- Player 2 - British Commonwealth
- Player 3 - Soviet Union
- Player 4 - Germany and Italy
- Player 5 - Imperial Japan

4 Player

- Player 1 - China and Soviet Union
- Player 2 - British Commonwealth and United States
- Player 3 - Germany and Italy
- Player 4 - Imperial Japan

3 Player

- Player 1 - China and Soviet Union
- Player 2 - British Commonwealth and United States
- Player 3 - Germany, Italy, and Imperial Japan

2 Player

- Player 1 - All the Allied Forces Nations (China, British Commonwealth, Soviet Union, and United States)
- Player 2 - All the Axis Nations (Germany, Italy, and Imperial Japan)



SCENARIO CONDITIONS

The Axis (Germany, Italy, and Imperial Japan) win if they capture any two of the following Allied capitals (Great Britain, Moscow, Eastern United States). The Allied Forces Nations (China, British Commonwealth, Soviet Union, and United States) win if they capture both Greater Germany and Japan. Use the side of the Morale Board labeled “Global”.

TERRITORY CARDS

This scenario uses ALL the Territory Cards of the game, including Neutrals.

WAR ROOM SCENARIOS

WAR IN EUROPE



Stress Thresholds:

4

5

4

6

4

4 Player

- Player 1 - British Commonwealth
- Player 2 - Soviet Union
- Player 3 - United States
- Player 4 - Germany and Italy

3 Player

- Player 1 - British Commonwealth (and Soviet Union)
- Player 2 - United States (and Soviet Union)
- Player 3 - Germany and Italy

(Either of Players 1 or 2 can elect to play the Soviet Union, but one of them must play it.)

2 Player

- Player 1 - British Commonwealth, Soviet Union, and United States
- Player 2 - Germany and Italy

SCENARIO CONDITIONS

The Axis (Germany and Italy) win if they capture any two of the following Allied capitals (Great Britain, Moscow, Eastern United States). The Allies (British Commonwealth, Soviet Union, and United States) win if they capture Greater Germany.

- The British Commonwealth, and the United States may only write 6 orders per round.
- Use the side of the Morale Board labeled "Europe".

TERRITORY CARDS

- Germany and Italy use all their Territory Cards.
- The Soviet Union (USSR) uses all its Territory Cards except Soviet Sakhalin.
- The United States will use only Eastern United States and Central United States Territory Cards.
- All Neutrals are in play except Mongolia and Afghanistan.
- The British Commonwealth will **not** use the following Territory Cards:
 - India
 - Ceylon
 - Papua
 - Western Australia
 - South Australia
 - Northern Territory
 - Eastern Australia
 - New Hebrides
 - New Zealand



WAR ROOM SCENARIOS

WAR IN THE PACIFIC

Stress Thresholds:



3 Player

- Player 1 - China and British Commonwealth
- Player 2 - United States
- Player 3 - Imperial Japan

2 Player

- Player 1 - China, British Commonwealth, and United States
- Player 2 - Imperial Japan

SCENARIO CONDITIONS

Imperial Japan wins if it controls – at the same time – one of the following territories: **Eastern Australia or India, and** one of the following territories: **Hawaii, Alaska, or Western United States**. The Allied Forces win if they control Japan.

- The British Commonwealth and the United States may only write up to 6 orders per round.
- Use the side of the Morale Board labeled “Pacific”.



TERRITORY CARDS

- Imperial Japan uses all of its Territory Cards. China uses all of its Territory Cards.
- The United States uses all its Territory Cards except for Eastern United States (and its forces in Great Britain).
- Neutrals in play are Colombia, Central America, Mexico, Mongolia and Afghanistan.
- The British Commonwealth uses only the following Territory Cards:
 - Iran
 - Maldives
 - India
 - Ceylon
 - Western Australia
 - South Australia
 - Northern Territory
 - Eastern Australia
 - Papua
 - New Hebrides
 - New Zealand
 - Western Canada



OPTIONAL RULES

The following optional rules may be used if all players agree.

RAPID RESOLUTION (Optional)

For faster game resolution, players may opt to play with the following rule:

Immediately after *Phase 5: Refit & Deploy* in each round, repeat Phases 2 through 6 before moving on to Phase 7. This causes a “double move and combat” with reduced income and production. Also, if using this rule each Nation begins the game with the following Units under production: 1 infantry, 1 artillery, and 1 armor. Place these under 1 or more Industry Tokens in Industrial territories (observing SV production limits, *see page 24*). If they survive, these Units will deploy in the first round during *Phase 5: Refit & Deploy*.

SIMULTANEOUS BATTLES (Optional)

In order to expedite large games, players may opt to set up a second Battle Status Board. Both sides must agree on a method for determining the order of Hotspot resolution. Ideally, any single player should not be involved in both simultaneous battles. A second set of 10 dice will also likely be required.

OFFICER ROLES (Optional)

Randomly or by consensus, assign 3 General Officers the following leadership roles to facilitate and expedite game play: Strategic Planning Officer (SPO), Combat Operations Officers (COO), Economic, Morale & Production Officer (EMPO). (*Officers may delegate sub-roles to others as needed.*)

Strategic Planning Officer (SPO) Duties

- After completing your orders, secure them and announce to all that they have 5 more minutes to complete their orders.
- Facilitate and establish the round’s turn order.
- Manage the bidding process and verify oil payments for bidding.
- Oversee Command Stack movements and verify that they correspond to the written orders.
- Ensure any orders deemed ambiguous or impossible to perform will not be conducted.
- Announce cancellations of movement orders and verify that they have been lined out on the Nation's O&P Chart.
- Identify Active regions and place all required Hotspot Markers on the World Map.
- Announce carrier fighter launches.

Combat Operations Officer (COO) Duties

- Oversee the resolution and status upkeep of Hotspot Markers.
- Assist and guide the players through battles:
 - Ensure that the Battle Status Board is set up correctly.
 - Ensure players have chosen their stances and that Force and Port Advantages are observed.
 - Oversee Air Battle and Surface Battle Stages.
 - Verify repair payments and Port Advantage opportunities.
 - Oversee the placement of Stress and Medal Tokens.
 - Oversee the replacement of surviving Units to the World Map and the placement of eliminated Units on the Casualty List.
 - Verify that Territory Cards are exchanged when necessary.
- Appoint an available player to temporarily take over the COO position when participating in a battle.
- Oversee *Phase 5: Refit and Organize*, ensuring that all Air Units are properly landed or eliminated and that Commands are correctly merged or split.



Economic, Morale & Production Officer (EMPO) Duties

- During *Phase 1: Direct National Economy*, ensure that each Nation’s Resource Track reflects the correct resource count shown on its Territory Cards.
- During *Phase 6: Morale*, resolve the Casualty List and the Morale Board as well as any Homeland Status penalties.
- During *Phase 7: Production*, after completing your purchases, announce to others that there are 5 minutes remaining to complete their purchases.

SUMMARY

PREMISE AND OBJECTIVE (page 1)

GAME COMPONENTS (page X)

WORLD MAP FEATURES (page X)

SETTING UP (page X)

PHASE 1: DIRECT NATIONAL ECONOMY (page X)

- Step 1: Check Territory Card facing
- Step 2: Tally resource income

PHASE 2: STRATEGIC PLANNING (page X)

- Step 1: Write orders and bid for turn order
- Step 2: Reveal oil bids and establish turn order
- Step 3: Pay for oil bids

PHASE 3: MOVEMENT OPERATIONS (page X)

- Step 1: Resolve movement in turn order
- Step 2: Carrier plane movement

MOVEMENT EXAMPLES (page X)

PHASE 4: COMBAT OPERATIONS (page X)

COMBAT SET UP (page X)

- Step 1: Set Facing of Battle Status Board
- Step 2: Place Units on Battle Status Board
- Step 3: Place Command Tokens on Flags
- Step 4: Assign Commander
- Step 5: Assign Combat Stances
- Step 6: Note Advantages

RESOLVE AIR BATTLE STAGE (page X)

- Step 1: Count Dice to be Rolled by Each Side
- Step 2: Roll Dice in Batches
- Step 3: Assign Damage

SURFACE BATTLE STAGE (page X)

(Same steps as above)

COMBAT DEBRIEF (page X)

- Step 1: Assess Unit Status and Pay for Unit Repairs
- Step 2: Remove Eliminated Units
- Step 3: Check for lost Troop Transports
- Step 4: Return Command Stacks to World Map
- Step 5: Update Territory Status
- Step 6: Update Hotspot Marker
- Step 7: Assign Stress and Medals

STRATEGIC BOMBING RAIDS (page X) CONVOY RAIDS (page X)

PHASE 5: REFIT & DEPLOY (page X)

- Step 1: Land Air Commands
- Step 2: Deploy Units
- Step 3: Reorganize Commands

PHASE 6: MORALE (page X)

- Step 1: Submit Medals to Cancel Stress Points
- Step 2: Evaluate Stress Levels
- Step 3: Relieve Stress
- Step 4: Apply Stress Zone Penalties

PHASE 7: PRODUCTION (page X)

- Step 1: Mark Starting Resources
- Step 2: Trade with Neutrals
- Step 3: Note Purchase of Units
- Step 4: Reveal Purchases and Update Resources
- Step 5: Transfer New Units to Industries

NEUTRALS (page X)

SOVIET-JAPANESE PACT (page X)

SCENARIOS (page X)

OPTIONAL RULES (page X)

SUMMARY AND CREDITS (page X)

COMMAND REFERENCE (page X)



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DESIGNER NOTES

It was an amazing time. We were flying in one of the brand new Pan Am Clipper jets. It was 1960, and we were flying to Tehran, Iran for Dad's new assignment.

Over the speaker I heard the Captain speak: "Ladies and Gentlemen... Off to our right..." (Maybe he said left) "...are the beaches of Dunkirk". In my rather excited, curious, and loud 12-year-old voice, I yelled out across the aisle, "What's Dunkirk, Dad?"

I immediately knew I had just embarrassed him and only then did I, too, become embarrassed. There were looks from the adults all around me. Not mean looks— not even condemning looks. They were looks of surprise, and a few looks that suggested disappointment that this young lad never heard of Dunkirk. How could that be possible? Those were the looks that bothered me most.

My Dad leaned over and slowly began to tell me the amazing and detailed story. Inevitably, the conversation lead to me asking, "Tell me what you did in the war, Dad". He was my direct connection – he participated in it. I knew he had been in a war. I had even found a diary he had kept during the war, but its full importance and significance had not yet occurred to me. That day was the emergence of my recognition. That was the longest and quickest flight of my life, and that conversation continued until 2010.

I'm not obsessed with or a fan of war. I have no false illusions about what war is. I don't question the horror and suffering it brings. However, over time, I simply became fascinated by it and immediately began to learn everything I could: the human toll, the redrawing of maps, and the political and economic implications. I became interested in wars that occurred hundreds and even thousands of years ago. I wanted to know what they were about and why they happened. I wanted to know where they took place and who the commanders and heroes were. These clashes are a big part of our human story. I noticed how the paths of human history seemed to flow from one dot to the next. Each dot is a war and at each dot the line takes another direction. I was fascinated with how World War II changed all our lives. It seemed to be the biggest dot of them all.

I often learned about World War II directly from those who participated in it. I grew up with them all around me, and I sought them out. While living in Iran, I was there for 3 years, I learned that my neighbor was the Shah's personal pilot. I thought that was really cool, but when I learned that he had been in the Luftwaffe and had been shot down 17 times over Russia (I'm not exaggerating and neither did he), I was awestruck. At times, I'm sure my endless questions tested his patience, but the stories and conversations kept coming.

These days the people I routinely meet seem to know less and less about World War II, especially the young people. When I introduce the war into the conversation, I learn that their father, or Grandfather, had served in the war or in one of the many wars that have occurred since World War II. I often hear things like... "My father fought in some battle – I think", "I think it was the Battle of Bulge", or "He landed on Omaha beach", or "My Grandmother worked in a munitions factory". Or, like my Dad, whose National Guard unit got activated on December 8th, 1941, was rushed to the Pacific, and fought as an infantryman in the Solomon Islands, New Guinea, and then on to the Philippines.

Am I now one of those adults on that Pan Am Clipper jet? No... probably not... I'll never really be an adult. All I want to do is design and play games. I'm just a concerned guy who wants to delay, for as long as he can, the inevitable day when our Greatest Generation is no longer here, when they are no longer in our conversations and the lessons that they taught us are no longer heeded. I do not want their sacrifices on our behalf forgotten anytime soon...at least not in my lifetime. Their amazing story will only continue if we continue to pass their stories from one generation to the next.

As the years pass, one after the other, there are fewer and fewer eyewitnesses of the Second World War around us. At this writing, 72 years have passed since the Japanese surrendered on the USS Missouri in Tokyo Bay. If you were a young sailor of 20 on that day, you'd now be 92 years old. If you are ever so lucky as to meet one of these "once young" men, who in their own ways saved the world, be sure to shake hands, express your gratitude and demonstrate your awe. Thank him or her for their service. Someday you'll be able to say that you shook hands with one of this country's most very special people.

War Room has been a labor of love for me. If it can bring World War II into your conversations, if it can generate interest and awareness of this monumental event, then I have contributed in some way to the war's continued legacy.

In general terms, this game will give you the big picture of that war: what it's Generals and Strategists pondered and where these far off and strangely named places were. Hopefully, you'll walk away with a better understanding of the scale and reasoning of it all.

If you are already aware of all things World War II, then I hope you appreciate and recognize the historic thread that runs through this game. Now you can direct those armies that you know so well. In either case, be you new to this topic or an old student, you can test your skills at commanding the simulated forces that shaped our present world.

It is my belief that a game should tell you a story and take you on an adventure. Maybe like the story my Dad told me on that flight. Come on... let's go push some command tokens around on the *War Room* map and, for a moment, at least in our minds, we can be close to being back in that amazing time and place – that's what a good story should do. I like this game! I like playing it. I'm very proud of it, and now you know why.

-Larry Harris

QUICK REFERENCE