

An oil painting of a US Navy fighter plane, likely a Corsair, in flight over the ocean. The plane is dark blue with a white star on the fuselage and a checkered pattern on the wing. It is shown from a low angle, emphasizing its speed and power. The background is a dark, textured blue with white highlights suggesting clouds or spray.

Belligerents
— 1940 —

Commander's Guide

MIDWAY • AIR GROUP OVER THE PACIFIC
04 JUNE 1942

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Campaign

Nine powers share one map and take turns in order. Starting funds equal income.

TURN	POWER	OPENING SIDE	START: FUNDS / INCOME	CAPITAL
1	Germany	Axis	30	Berlin
2	Soviet Union	Neutral	37	Moscow
3	Japan	Axis	26	Tokyo
4	United States	Neutral	52	Washington
5	China	Allies	12	None
6	United Kingdom	Allies	28 (E) / 17 (P)	London / Calcutta
7	Italy	Axis	10	Rome
8	ANZAC	Allies	10	Sydney
9	France	Allies	19	Paris

E = Europe; P = Pacific

Opening Relationships



Germany



Italy

AT WAR WITH



United Kingdom



ANZAC



France



Japan

AT WAR WITH



China



United States

NEUTRAL AT START



Soviet Union

THE BATTLE OF BRITAIN •
JULY 24TH, 1940

Turn Sequence

Repeat for each power. Only powers at war conduct combat, unless a rule permits a declaration.

Step	Phase	Purpose
1	Purchase and Repair	Buy units and facilities; repair complexes, bases, and eligible capital ships.
2	Combat Move	Make permitted war declarations; move into battles; assign raids and amphibious cargo.
3	Conduct Combat	Resolve defense choices, raids, amphibious actions, then other battles.
4	Noncombat Move	Move units that did not fight; land aircraft and finish required unloads.
5	Mobilize New Units	Place purchases at eligible complexes within their capacity.
6	Collect Income	Calculate income and pay eligible objectives.

Funds and production

- Unspent funds carry over; powers cannot transfer money.
- Major/minor complexes place up to 10/3 units. Each damage marker cuts capacity by 1.
- A complex must be friendly at turn start. Place sea units in an eligible adjacent zone.
- Repair facility damage for 1 per marker during Purchase and Repair. Air/naval bases are inactive at 3 damage.
- Upgrade a fully repaired minor to major for 20 if the territory qualifies for a major complex.

Commit combat movement first

Complete all combat moves before resolving battles. Winning a battle does not let you make additional combat moves through the cleared space.

Units & Facilities

Pay from the active treasury. A die roll at or below attack or defense scores a hit.

Unit	Cost	Attack	Defense	Move
Infantry [*]	3	1	2	1
Artillery [*]	4	2	2	1
Mechanized infantry [*]	4	1	2	2
Tank ^{**}	6	3	3	2
AAA	5	-	-	1
Fighter ^{**}	10	3	4	4
Tactical bomber ^{**}	11	3	3	4
Strategic bomber	12	4	1	6
Battleship	20	4	4	2
Aircraft carrier	16	0	2	2
Cruiser	12	3	3	2
Destroyer	8	2	2	2
Submarine	6	2	1	2
Transport ^{***}	7	0	0	2

Facilities

Facility	Cost	Main use
Major complex	30	Places 10 units; territory value 3 or more
Minor complex	12	Places 3 units; territory value 2 or more
Air base	15	Adds 1 aircraft range from its territory; may support scramble
Naval base	15	Adds 1 sea movement from served zones; repairs capital ships

^{*} One artillery supports one attacking infantry or mechanized infantry, raising its attack to 2.

^{**} One fighter or tank pairs with one tactical bomber to raise its attack to 4.

^{***} A transport carries two land units, at most one of them non-infantry.

Combat Move

Follow connected spaces within range; control, war status, borders, and unit type limit routes.

Group	Normal range	Movement notes
Infantry, artillery, AAA	1	AAA normally moves only outside Combat Move.
Mechanized infantry, tank	2	Tanks can blitz; see below.
Sea units	2	A naval base at the starting zone adds 1.
Fighter, tactical bomber	4	An operative air base at takeoff adds 1.
Strategic bomber	6	Cannot use carriers.

Combat movement

- Move all attackers before resolving battles. Friendly spaces may be crossed; hostile and neutral spaces add limits.
- Entering a hostile territory or sea zone normally ends movement. Aircraft may cross hostile spaces but must have a legal landing route.
- Plan aircraft landings before battle. Carrier aircraft launch before their carriers move.
- Canals and narrow passages check control for ships; aircraft ignore those gates.
- Loading or unloading uses a land unit's movement. Amphibious cargo is committed and cannot be redirected after the sea battle.
- Blitz: a tank may cross one unoccupied hostile territory and continue; control changes as it passes. Enemy units or facilities block the route. One mechanized infantry may accompany it when both start and finish together.

Conduct Combat

Each engagement has its own units, choices, casualties, and retreat routes.

ATTACKER	VALUE	DEFENDER
Aircraft carrier · Transport	0	Transport
Infantry · Mechanized infantry	1	Strategic bomber · Submarine
Artillery · Destroyer · Submarine	2	Infantry · Artillery · Mechanized infantry · Aircraft carrier · Destroyer
Tank · Fighter · Tactical bomber · Cruiser	3	Tank · Tactical bomber · Cruiser
Strategic bomber · Battleship	4	Fighter · Battleship

Base values. 0 means no combat die. Defending AAA fires separately before the first land exchange. Artillery raises one infantry or mechanized infantry to 2; a fighter or tank raises one tactical bomber to 4.

A Set the engagement. Confirm units, owners, support, targets, and defender reactions.

B Resolve special fire. Apply submarine opening actions and pre-battle anti-aircraft fire.

C Roll both forces. Each eligible unit rolls one die; results at or below its value hit.

D Assign and remove losses. Each side chooses eligible casualties.

E Continue or conclude. The attacker may retreat where allowed or continue. Surviving capture-capable land units take the territory.

Amphibious assaults

- Declare during Combat Move. If enemy ships guard the zone, win that sea battle before cargo lands.
- Each battleship or cruiser may bombard once; total shots cannot exceed unloading land units.
- Unloaded attackers cannot retreat from the shore battle; other land attackers may retreat separately.
- Only surviving infantry, artillery, mechanized infantry, or tanks capture land.

Casualties

Ordinary losses remain in the exchange and return fire before removal. Special pre-battle effects can remove a unit earlier.

Special Engagements

Special unit rules change targets, opening fire, and where survivors can go.

System	Quick rule
Submarines	May surprise strike or submerge between rounds. Pass enemy sea zones unless a destroyer is present. Do not block movement or hit aircraft.
Destroyers	Cancel enemy submarine surprise fire, submerge, and stealth. Let friendly aircraft hit submarines. These effects last through the round even if removed as an ordinary casualty.
Battleships and carriers	Two hits to sink; the first damages without reducing combat values. Carriers hold two fighters/tactical bombers. Damaged carriers cannot launch or recover aircraft; hosted aircraft become cargo. Aircraft on undamaged defending carriers fight independently.
Land AAA	Before first-round land fire, each defending AAA fires up to three shots at attacking aircraft and arriving paratroopers. Hits on 1; no regular combat value.
Scramble	Up to three fighters/tactical bombers from an operative air base in an eligible island or coastal territory may defend an adjacent sea zone.
Bombing raids	Strategic bombers target any facility; tactical bombers target air/naval bases. Escorts/interceptors fight one air round at 1. Facility AA rolls once per bomber, hitting on 1. Strategic bomber damage adds 2.
Kamikaze	During Conduct Combat, Japan assigns six one-use tokens to marked zones around Japan, Okinawa, Iwo Jima, Formosa, the Marianas, and the Philippines. An Allied attack on Japanese units there, or an amphibious assault from there, can trigger a strike if an attacking surface warship is in-zone. Target an attacking battleship, carrier, cruiser, or destroyer; hit on 1-2. Tokens are spent on misses/overkill too. Any declared strike blocks bombardment from that zone.
Transports	No combat dice; cannot start sea combat alone. Take as casualties after other eligible targets; cargo sinks with them. Remove defenseless transports once no other unit can hit them. Transports alone destroy nothing.
Convoys	At income, a marked zone must touch territory you control and contain an enemy warship. Each enemy battleship/cruiser/destroyer rolls 1 die; each submarine or carrier aircraft rolls 2. Results 1-3 count, capped by adjacent income. No territory loses more than its value.

- A bomber must be committed to either a raid or an ordinary attack before movement ends; it cannot do both.



Politics

War is tracked power by power; declarations and special limits govern who may fight or cross borders.

Declarations

- Unless a special rule applies, declare each new enemy relationship at the start of Combat Move.
- Germany and Italy may separately declare on the United States, Soviet Union, or China during Combat Move.
- The Soviet Union may declare on Japan any turn. It may declare on Germany or Italy from turn 4, or sooner if an Axis power declares on it or captures London.
- Japan may separately declare on the United States, France, or Soviet Union. Declaring on either the United Kingdom or ANZAC puts both at war with Japan; either may bring both into war by declaring on Japan.
- The United States may declare on its next turn if an Axis power declares on it, captures London or North American territory, or Japan makes an unprovoked declaration on the United Kingdom or ANZAC. Otherwise it may declare at the start of its third-turn income phase.
- China starts at war with Japan. China may declare on a European Axis power only after it declares on China or enters territory Chinese units may occupy. France starts at war with Germany and Italy and may declare on Japan.
- Before Japan is at war with the United States, Japanese ships cannot end within 2 sea zones of Western United States or Alaska. Until UK and ANZAC are at war with Japan, they cannot enter or cross China.

Status	How entry works
Friendly	A power at war may enter with a capture-capable land unit during Noncombat Move; its garrison joins that power.
Unfriendly	Attack during Combat Move. The neutral force defends; control changes only if the attackers win.
Strict	Treat as unfriendly. Attacking aligns all other strict neutrals against the invader's side.

Peace still matters

Opposing powers may share sea zones and do not join one another's battles unless at war. Neutrals are not transit routes; aircraft may cross one only to attack it.

Dutch and Mongolian rules

Uncaptured Dutch territories start Allied-friendly. UK or ANZAC may claim one with infantry, artillery, mechanized infantry, or a tank during Noncombat Move. Japan must be at war with both to attack one.

If Japan attacks a Soviet territory bordering Mongolia, the Mongolian defense pact may transfer qualifying Mongolian territories and garrisons to Soviet control after combat. A prior Soviet attack on a Japanese territory bordering strict-neutral Mongolia can break the pact.

Capture & Income

Territory, facilities, capitals, and treasuries each have distinct control effects.

Power	Economy rule
United Kingdom	One power; London and Calcutta manage separate Europe/Pacific treasuries. Income, objectives, purchases, production, and captured funds stay regional.
United States	At war, its three continental-US minor complexes upgrade to major for free.
China	No capital; cannot be disabled by capital capture. No transports; artillery requires an open Burma Road.
France	Once per game, when the Allies liberate the territory France, place French units worth up to 12 funds there for free.

Territory and facilities

- Capture transfers territory value. Control persists when empty until an enemy recaptures it.
- Captured complexes and bases are unusable that turn; captured major complexes become minor.
- Liberation returns original territory, unless its owner's capital is held. Then the liberator controls it until that capital is freed.
- Capturing a capital transfers its treasury and stops that power's purchases and income until liberation.
- Former neutrals cannot be liberated. Build complexes in non-island territories controlled at turn start: value 2+ for a minor; original territory worth 3+ for a major.

Income formula

Territory values + eligible objectives - convoy losses = new funds. Unspent funds carry over; China has no convoy loss; UK treasuries calculate separately.

China's starting fighter (Flying Tigers)

It may move only within areas Chinese units may occupy. It cannot fly outside those areas to attack and return, or scramble into a sea zone.

China's Special Rules

China buys, moves, and places units differently from the other powers.

Buy and place

Buy infantry; artillery is available when the Burma Road is open during Purchase and Repair. China uses no factories. Place purchases in any Chinese territory China controls, including one captured that turn, without a production cap.

Example: Recapture Kwangsi, then place all 10 purchased infantry there that turn.

Burma Road: two checks

Allies must control India, Burma, Yunnan, and Szechwan. Check at **Purchase** for artillery access and at **Collect Income** for the **+6 bonus**. Different Allied powers may hold the checkpoints.

Movement and the Flying Tigers

Chinese forces may occupy Chinese territories, Burma, and Kwangtung; they cannot use transports. China can control Burma or Kwangtung when recapturing them from the Axis while India is Axis-controlled.

The starting fighter follows those same boundaries, even when attacking and returning. It cannot scramble or be replaced.

Losses and captured facilities

China keeps unspent funds even if overrun. Axis factories in Chinese territory are removed on recapture or liberation. China may use an operational air base for fighter range, but cannot use naval bases or repair bases.

BURMA ROAD / BHAMO-NANKHAM / 1944-45

Buying & Placement

Plan placement before buying. Purchases enter play during Mobilize New Units.

Your factories, your capacity

Use only your own factories in territory controlled at turn start. Allied, newly captured, and newly built factories cannot produce for you that turn. Major/minor factories place **10/3 combat units**; each damage point reduces capacity by one.

Purchase	Placement
Land / strategic bomber	Eligible factory territory.
Ships	Adjacent sea zone, even if enemy-occupied; no immediate battle.
Fighter / tactical bomber	Factory territory, or your undamaged carrier in an adjacent sea zone. New carriers qualify; allied carriers do not.

Facilities and upgrades

Build a **minor** in a non-island territory worth 2+; previously captured territory may qualify. A **major** requires original territory worth 3+, also not an island. Facilities require control at turn start, need no factory, and use no production capacity.

Only one factory, air base, and naval base per territory. A fully repaired eligible minor upgrades for 20, but still places only 3 units that turn.

Repairs and exceptions

Facility repairs cost 1 per damage point. Air/naval bases stop operating at 3 damage. Battleships and carriers repair free at an operational friendly naval base during their owner's Purchase and Repair phase.

UK purchases stay within their paying economy: West India is Pacific; Western Canada is Europe. China places without factories. Purchases left unplaceable by production limits are refunded.

Neutrals & Liberation

Side, war status, and territory control determine different permissions.

War relationships

Declaring on one power does not usually declare on its allies. Japan-UK-ANZAC is linked: war with either means war with both. UK/ANZAC cannot enter China before war with Japan.

Fully neutral powers cannot use other powers' territories, carriers, or bases. Soviet restrictions lift separately in Europe and the Pacific; war in one theater does not open the other.

Neutral territories

Type	What changes
Friendly	Enter in Noncombat with infantry, artillery, mechanized infantry, or a tank. Gain the territory and garrison; new units move next turn.
Unfriendly	Attack in Combat Move. A failed attack still aligns it with the opposing side.
Strict	Attacking one aligns the remaining strict neutrals against your side, even on failure. Mongolia has exceptions.

Aircraft cannot use neutral territories as shortcuts. UK/ANZAC may peacefully claim Dutch territory only if it has never been Axis-captured; otherwise recover it through combat.

Mongolia: protect the pact

Japan attacking Soviet-controlled territory bordering Mongolia can bring qualifying Mongolian territories and infantry into Soviet control. A prior Soviet attack on Korea or Japanese-controlled territory bordering Mongolia, while Mongolia was strict neutral, cancels that protection. A Soviet attack on Mongolia can turn it pro-Axis.

Capitals and liberation

Capital capture takes the treasury and stops purchases and income. UK capitals affect their own economies. Liberation restores economic activity and eligible original territories held by allies; stolen funds are not returned.

Combat Choices

Know what you commit, what can retreat, and where aircraft will land.

Classic and Advanced

Classic disables scramble, raid interception, and Kamikaze. Advanced enables them and may require defender replies before combat. Bombing, facility AA, submarines, and convoys operate in both. Research is not used.

Commit first; plan the landing

Finish combat movement before reactions and battles. You cannot redirect attacks after seeing defender choices. Aircraft support either the sea or land battle of an amphibious assault, never both.

Aircraft cannot land in territory captured or activated from a neutral that turn. Carrier landings need an eligible undamaged friendly carrier. Fulfill promised carrier moves or placement; aircraft without legal landings are lost.

Transport and shore decisions

Surface warships or scrambled aircraft force sea combat before unloading. Submarines/transports alone may be ignored; unloading past submarines requires an attacking warship. A transport unloads to one territory, then stops.

Allied cargo uses separate turns: load on its owner's turn, move on the transport owner's turn, unload on a later cargo-owner turn. Sea combat or a declared Kamikaze strike prevents bombardment from that zone.

Retreat and losses

Seaborne land attackers cannot retreat from the shore battle. Eligible overland attackers and aircraft may withdraw separately. Ordinary retreating land/sea units withdraw together to one legal destination. Defenders cannot retreat; eligible submarines may submerge.

Check your **Order of Loss** before automatic casualties. Transport loss destroys cargo; carrier loss may strand aircraft. Allies defend together but attack on separate turns.

Raids and convoys

Raids damage facilities rather than taking treasury funds. Bombers still need legal landings. Convoys reduce the affected power's income at Collect Income without capturing territory.

Income Goals & National Objectives

Germany

INCOME

At peace with the Soviet Union

Peace bonus +5

At war with the Soviet Union

Controls Novgorod, Volgograd, or Russia +5 each

An Axis power controls Caucasus +5

At war with both the United Kingdom and France

A German land unit is in Axis-controlled Egypt +5

Controls Denmark and Norway; Sweden is neither pro-Allies nor Allied-controlled +5

Controls Iraq, Persia, or Northwest Persia +2 each

Soviet Union

INCOME

At war with Germany or Italy

No Axis warship in Sea Zone 125; USSR controls Archangel; no other Allied units occupy original Soviet territories +5

Controls an original German, Italian, or pro-Axis neutral territory +3 each

First time the USSR controls Berlin; award remains if Berlin is later lost +10 once

Japan

INCOME

Not at war with the United States

Japan has never attacked French Indo-China or declared unprovoked war on the United Kingdom or ANZAC +10

At war with the United States, United Kingdom, ANZAC, or France

Axis controls all of Guam, Midway, Wake Island, Gilbert Islands, and Solomon Islands +5

Axis controls India, New South Wales, Hawaiian Islands, or Western United States +5 each

Axis controls all of Sumatra, Java, Borneo, and Celebes +5

United States

INCOME

At war with Germany, Italy, or Japan

Controls Eastern, Central, and Western United States +10

Controls all of Alaska, Aleutian Islands, Hawaiian Islands, Johnston Island, and Line Islands +5

Controls all of Mexico, Southeastern Mexico, Central America, and West Indies +5

Controls the Philippines +5

A US land unit is in France +5

Income Goals & National Objectives



China

INCOME

At war with any Axis power

Allies control India, Burma, Yunnan, and Szechwan

+6



United Kingdom

INCOME

At war with Germany or Italy

Controls all original Europe territories

Europe +5

At war with Japan

Controls Kwangtung and Malaya

Pacific +5



Italy

INCOME

At war with any Allied power

No Allied surface warship in Sea Zones 92-99

+5

Axis controls at least 3 of Gibraltar, Southern France, Greece, and Egypt

+5

Axis controls Morocco, Algeria, Tunisia, Libya, Tobruk, and Alexandria

+5

Controls Iraq, Persia, or Northwest Persia

+2 each



ANZAC

INCOME

At war with Japan

An Allied power controls Malaya; ANZAC controls all its original territories

+5

Allied powers except the Dutch control Dutch New Guinea, New Guinea, New Britain, and Solomon Islands

+5



France

INCOME

No recurring objective bonus; one-time liberation placement is under Capture & Income

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Victory cities

Europe (11): Ottawa, Washington, London, Paris, Cairo, Leningrad, Moscow, Stalingrad, Berlin, Rome, Warsaw.

Pacific (8): Calcutta, Hong Kong, Manila, Sydney, Honolulu, San Francisco, Shanghai, Tokyo. Count each city only in its theater.

Winning

Axis: Maintain control of at least 8 European victory cities or at least 6 Pacific victory cities. At the victory check, also control Berlin, Rome, or Tokyo.

Allies: Maintain control of Berlin, Rome, and Tokyo. At the victory check, also control Washington, London, Paris, or Moscow.

Holding period: The condition must remain met until the end of the next turn of the power whose action first met it. Falling below the required control resets that claim. Calcutta, Sydney, and San Francisco do not satisfy the Allied-capital requirement.