**Axis Rules**

**Set up:**
Place German Cadres (1 CV units) of any type (e.g., Tank) as follows:
- Berlin: 6
- Ruhr: 4
- Munich: 2
- Königsberg: 2
Place Italian Cadres of any type in:
- Rome: 4
- Milan: 2
- Tripoli: 2

Draw 14 Action cards.

**Axis Special Rules:**
- HandSize Limit: 7
- Factory Costs: 5/4/3
- Emergency Command: 4 Unit-moves

**New Year**

**Year Start (advance Year)**
- Victory Check/Reshuffle decks
- Peace Dividends
- Turn Order

**Production Phase**
1st Player Production
- Production Blockade check
- Determine Production Level
- Spend Production
2nd Player Production (same)
3rd Player Production (same)

**Government Phase (card play)**
- Players play 1 Diplo, 1 Intel, or two matching Tech cards; or Factory cards $\geq$ Factory Cost; or
- Pass [three in a row ends cardplay]

Resolve Diplo. (adjust POP/RES)
HandSize compliance (discard)

**Seasons (Spring/Summer/Fall)**
- Command Phase (card play)
  1st Player Turn
  - Movement Phase
  - Combat Phase
  2nd Player Turn (same)
  3rd Player Turn (same)

**Supply Phase (Summer: Blockade)**
**Winter Season** (USSR only)
- Command Phase
- USSR Player Turn
- Supply Phase

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**Sequence of Play**

**Area Control Table**

<table>
<thead>
<tr>
<th>Control</th>
<th>Trade Route</th>
<th>Supply Line</th>
</tr>
</thead>
<tbody>
<tr>
<td>Friendly</td>
<td>OK</td>
<td>OK</td>
</tr>
<tr>
<td>Neutral</td>
<td>OK</td>
<td>No*</td>
</tr>
<tr>
<td>Rival</td>
<td>No*</td>
<td>No*</td>
</tr>
<tr>
<td>Enemy</td>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>

**Sea**
- Open: OK$^\dagger$
- Enemy: No

* OK though Straits.
$^\dagger$ Not if Escaped Enemy Sub present.

**Minor Nation Diplomatic Status**

<table>
<thead>
<tr>
<th># Influence:</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neutral?</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Pop/Res</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Trade Thru</td>
<td>Yes</td>
<td>Yes</td>
<td>FrO</td>
</tr>
<tr>
<td>Supply Thru</td>
<td>No</td>
<td>No</td>
<td>FrO</td>
</tr>
<tr>
<td>Place Units</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Enter Own</td>
<td>VoN</td>
<td>VoN</td>
<td>Yes</td>
</tr>
<tr>
<td>Enter Rival</td>
<td>VoN</td>
<td>Both</td>
<td>DoW</td>
</tr>
</tbody>
</table>

**Combat Phase Sequence**

Declare Active Battles
- Turn units upright

Select Active Battle for resolution

Combat Rounds
- Unit Combat Actions in order: Fortresses/AFs, etc. (see Unit table on map)/Defenders before Attackers unless Surprise/FirstFire
  - Unit Fire
    - Select Target Class
    - Roll dice = CV
    - Apply Hits (largest 1st)
    - [or] Unit Retreat
    - Adjacent friendly area without Enemies
    - or [ANS only] ReBase
  - Combat Round end [Land Battles]
    - Active ANS may ReBase
    - All ANS w/o Ground Support must Retreat (AFs must ReBase)
    - Battle resolved: return Owner units upright (others face-up)
  - Combat Round end [Sea Battles]
    - AFs must ReBase
    - Subs may Escape
    - Unless Battle has ended, begin new Combat Round
  - Battle ends (no Engaged units)
    - Victorious units return upright
    - Select next Battle for resolution

All Active Battles resolved
- Combat Phase ends

**Technology Effects**

<table>
<thead>
<tr>
<th>Technology</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Defense Radar</td>
<td>Owner AFs 2A3†</td>
</tr>
<tr>
<td>Naval Radar</td>
<td>Fleets FirstFire*</td>
</tr>
<tr>
<td>Sonar</td>
<td>Fleets S3</td>
</tr>
<tr>
<td>Heavy Bombers</td>
<td>AFs move 3</td>
</tr>
<tr>
<td>Heavy Tanks</td>
<td>Tanks FirstFire*</td>
</tr>
<tr>
<td>Rocket Artillery</td>
<td>Infantry FirstFire*</td>
</tr>
<tr>
<td>LSTs</td>
<td>2 Invaders/Coastal border</td>
</tr>
<tr>
<td>Jets</td>
<td>AFs FirstFire*</td>
</tr>
<tr>
<td>Prec. Bombsight</td>
<td>Strat. Bombing @ I1</td>
</tr>
<tr>
<td>Mot. Infantry</td>
<td>Infantry moves 3</td>
</tr>
<tr>
<td>Atomic Research</td>
<td>wins game</td>
</tr>
<tr>
<td>Indust. Espionage</td>
<td>= any Revealed Tech</td>
</tr>
<tr>
<td>Science (year+)</td>
<td>= any listed Tech</td>
</tr>
</tbody>
</table>

† Air Forces in Friendly Territory Fire double dice (2 dice/CV) at A3 vs. Enemy Air units.
* Units with FirstFire always Fire before like opposing units that do not have FirstFire.
**Fortress**  [Ground Unit]
A superior combatant but completely immobile.

- **Firepower:** A2/N3/G4/S3
- **Move:** Immobile

Only one per area (7.231). May be built in any undisputed Friendly Land Area (7.231). Ignores Supply (14.1).

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**Carrier**  [Naval Unit]
Highly mobile and equipped to take on any foe, but vulnerable without an escort.

- **Firepower:** A2/N2/G1/S2
- **Move:** Land 1 (stop); Sea 3

* ANS unit. Must stop upon entering non-Straits Coastal Land Area (11.2). Lose 2 CV per Hit taken (12.44). May Carrier Strike to Fire N1 and Retreat (or ReBase) (12.74).

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**Fleet**  [Naval Unit]
The brawler of the high seas.

- **Firepower:** A1/N3/G1/S2
- **Move:** Land 1 (stop); Sea 3

* ANS unit. Must stop upon entering non-Straits Coastal Land Area (11.2).

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**Infantry**  [Ground Unit]
A well-rounded and hard hitting unit, only limited by its low Combat Priority and movement.

- **Firepower:** A1/N1/G3/S0
- **Move:** Land 2; Sea 2 (Convoy, 11.22)

Convoy when at Sea (11.22).

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**Air Force**  [Air Unit]
Supremely flexible support unit, but weak against anything but other Air Forces.

- **Firepower:** A3/N1/G1/S1
- **Move:** Air 2 (Land and Sea)

* ANS unit. May move through Enemy units (11.3). When starting at Sea may move to Friendly Territory only (11.3). Strat Move: Friendly only. Cannot start/end in Sea Area (11.4). Must Retreat by ReBasing (12.51). Must Retreat by ReBase at end of Sea Combat Rounds (12.52).

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**Submarine**  [Submarine Unit]
Limited in combat but hard to kill; perfectly designed for Blockade duty.

- **Firepower:** A0/N1/G0/S1
- **Move:** Land 1 (stop); Sea 2

* ANS unit. Must stop upon entering non-Straits Coastal Land Area (11.2). May move through Enemy units (11.2). May Escape at the end of a Sea Combat Round (12.74).

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**Tank**  [Ground Unit]
A fast moving striker but only effective against other Ground Units.

- **Firepower:** A0/N0/G2/S0
- **Move:** Land 3; Sea 2 (Convoy, 11.22)

Convoy when at Sea (11.22).

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**Convoy**  [Ground Unit]
Any Ground Unit using Sea Movement immediately becomes a Convoy.

- **Firepower:** A0/N0/G0/S0
- **Move:** Land 0; Sea 2

Must stop upon entering non-Straits Coastal Land Area (11.2). Can Sea Invade (11.221). Cannot Engage or Disengage at Sea (11.22). Cannot Fire or Retreat at Sea (12.72). Targeted as a Naval Unit at Sea (12.72). Lose 2 CV per Hit taken at Sea (12.44).

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**Convoy when at Sea** (11.22)

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**Non-Ground Units, unable to take or hold Land Areas, but with their own set of unique attributes.**

- Ignores Border Limits (11.52).
- Ignores Supply (14.1).
- Must Retreat/ReBase when no Ground Support in Supply Phase (12.52).
- Must Retreat/ReBase when no Ground Support in Supply Phase (12.52).
- While Raiding, does not block enemy Retreats (12.63).
- [Attacker only] May ReBase upon Battle resolution (13.12).
- Must Retreat by ReBasing (12.51).