

## Round Sequence

Special opening round:

1. Soviet Union

Normal rounds:

1. Axis
2. Allies

You do not collect any IPC during setup. Players on the same team perform turn sequence at their own rate before and after “Conduct Combat” phase. “Conduct Combat” phase cannot be performed until all players on the team has completed “Combat Move” phase.

## Turn Sequence

1. Collect Income
2. Purchase Units and Developments
3. Combat Move
4. Conduct Combat
5. Non-combat Move
6. Mobilize New Units
7. Develop Weapons

If your capital territory is under enemy control at the beginning of your turn, the “Develop Weapons” phase is skipped. When you lose your capital you collect 50% income in your territories in the next turn. You may still build at industrial complexes or victory cities. You cannot build a factory until your capital is liberated.

## Victory Cities

Axis wins if they control 45 points. Allies win if they control 55 points.

### Germany

Berlin(6), Rome(5), Paris(2), Warsaw(2), Bucharest(2), Kiev(1), Tobruk(0)

### Japan

Tokyo(6), Hsinking(2), Singapore(2), Kuching(2), Shanghai(1), Batavia(1), Manila(1)

### Soviet Union

Moscow(6), Stalingrad(4), Leningrad(3), Novosibirsk(2), Archangel(1), Astrakhan(1), Vladivostok(1)

### United Kingdom

London(5), Toronto(2), Cairo(1), Calcutta(1), Sydney(1), Tehran(1), Cape Town(1), Dakar(0)

### United States

Washington (5), Los Angeles(4), Chicago(2), Chungk-

ing(1), Ürümchi(1), Rio de Janeiro(1), Honolulu(0)

## Phase 1: Collect Income

### Economic Attacks

A territory’s income can be reduced due to economic attacks in enemy’s last turn. No territory’s income can be reduced below zero.

### Lend-Lease

US may send IPC to Soviet Union and/or UK. A combined total of up to 12 IPC can be sent.

## Phase 2: Purchase Units and Developments

### Scorched Earth

Industrial complex can be selected for destruction. Remove it at the beginning of “Mobilise New Units” phase this turn. No units can be mobilised there this turn.

## Phase 3: Combat Move

### Air Movement

Air units may only use up to half its movement points to reach target territories or sea zones and only up to half its movement points on retreat in Non-Combat Air units are not subject to Infrastructure Defence fire when overflying hostile territories.

### Naval Movement

Naval units may go through sea zones consisting of only hostile Submarines or Transports. Each defending Submarine rolls its combat value. Each successful roll forces one non-Submarine naval unit to enter combat, allocated by the victim. Unforced units may choose to enter combat as well in that sea zone or continue their original movement.

### Naval Transport

Units loaded in Combat Move must be offloaded in Combat Move same turn. Besides an amphibious assault you may also offload into friendly territories.

### Naval Occupation

Naval units may remain in hostile sea zone without entering combat. This situation arises from newly built naval units, or naval withdrawal via submerge.

### Air Missions

Besides conventional attacks your air units may also perform Air Missions [ on page 3]. Air Missions must be declared in Combat Move.

## **Defensive Air Support**

During your enemies' turn (your passive turn), after all combat moves are declared you may declare Defensive Air Support. This may not be performed during USSR player's special opening-turn.

Air units may move to adjacent friendly territories or any adjacent sea zones. DAS are declared after all combat moves are declared and before resolving any combats. DAS does not interrupt naval movement.

## **Stalinist Xenophobia**

Before the axis captures the Soviet capital Moscow, US and UK may not move units into or fly air units over Soviet territories. Also, Allied territories liberated by USSR are under USSR control.

## **Phase 4: Conduct Combat**

### **Land Combat: Air Units**

When both sides have air units present air units fight with dog fighting values. Aerial combat occurs and air units do not attack land units.

### **Air Supremacy**

When only one side has air units at the beginning of combat cycle, air units fight with normal combat values when matched 1-to-1 with a friendly land unit. Excess air units fight at combat value of 1. Hits must be allocated on other land units before Infantry. Fighter increases Tank's attack by 1 on a 1-to-1 basis.

### **Anti-Air**

Each ID (Infrastructure Defense) selects an enemy air unit independently. Some territories has Implicit ID [ on page 4]. After all selections are made, each ID rolls a search die detecting its target on a 1. Each ID then selects an enemy air unit independently among the detected air units. After all selections are made, each ID rolls an attack die destroying its target on a 1, forcing the target to retreat on 2-3.

### **Land Combat: Retreat Decision**

At the end of a land combat cycle, if only one side has land units the other side must retreat. If air units can't land they will be destroyed in Non-Combat Move. Defender declares retreat decisions before attacker.

### **Defender retreat**

Defender may choose to retreat some or all of the units. Retreating land units can retreat to adjacent friendly territories. Retreating air units must retreat to friendly territories or sea zones within 2 spaces. You may retreat to

territories with unresolved combat if the attacker in that combat only has air units.

### **Attacker retreat**

Attacker may choose to retreat some or all of the units. However if defender has no land units left, attacker must leave behind at least one land unit. Retreating land units must retreat to adjacent space which they came from. Amphibious assault land units offloaded from Transport may also retreat. Units are converted to Infantry when they load onto the Transports.

### **Land Combat: Sequence**

Attacker fires before defender in each item. Hits are allocated on "remove casualties".

#### *Opening-fire*

1. Infrastructure Defense perform Anti-Air. Remove casualties.
2. Air units fire. Remove casualties.

#### *Main-round*

1. Land unit's fire.
2. Remove casualties.

#### *Retreat Decision*

1. Defender
2. Attacker

### **Land Combat: Hit Allocation**

Land units' hits can only be allocated on land units. Air units can never be hit by land units except by Infrastructure Defense rolls. Tank hits must be allocated on other land units before Infantry. When both sides have air units at the beginning of combat cycle, air units' hits are allocated on other air units before Transport Plane. When only one side has air units at the beginning of combat cycle, air units' hits are allocated other land units before Infantry.

### **Naval Combat: Air units**

When both sides have air units present air units fight with dog fighting values. Aerial combat occurs and air units do not attack naval units.

### **Air Supremacy**

When only one side has air units at the beginning of combat cycle, air units fight with normal combat values. Bomber may not attack naval units.

### **Anti-Air**

Certain naval unit has an Anti-Air value. This is the number of Anti-Air rolls each hitting on a 1. Hits must be allocated on enemy air units.

Unit	Anti-Air
Destroyer	1
Carrier	1
Battleship	2

### Naval Combat: Retreat Decision

At the end combat cycle air units excess to Aircraft Carrier capacity must retreat. If air units can't land they will be destroyed in Non-Combat Move. When neither side has units to hit each other (both side has only Submarines or both side has only Transports) both sides must retreat. Defender declares retreat decisions before attacker.

### Defender Retreat

Defender may choose to retreat some or all the units. Retreating naval units may retreat to any adjacent friendly sea zones. Retreating air units must retreat to friendly territories or sea zone within 2 spaces. You may retreat to sea zones with unresolved combat if the attacker in that combat only has air units.

### Attacker Retreat

Attacker may choose to retreat some or all of the units. This is allowed even if defender has no units left. Retreating naval units may retreat to any adjacent friendly sea zones where at least one naval unit has came from.

### Submarine Submerge

Submarines may submerge at the end of any combat cycle whether an enemy Destroyer is present or not. This is declare with other retreat decisions.

### Naval Combat: Sequence

Attacker fires before defender in each item. Hits are allocated on "remove casualties".

#### *Opening-fire*

1. Naval units perform Anti-Air.
2. Remove casualties.

#### *Main Round*

1. Air units fire.
2. Naval units fire.
3. Remove casualties.

#### *Retreat Decision*

1. Defender
2. Attacker

### Naval Combat: Hit Allocation

Naval units' hits can only be allocated on non-Submarine naval units and must be allocated on Transports last. Only Destroyer hits can be allocated on Submarine. Air units can never be hit by naval units except by Anti-Air rolls. Air units' hits can only be allocated

on naval units if enemy has no air units this cycle. Submarine hits must be allocated on non-Submarine naval units and must be allocated on Transports last. Whenever possible hits are allocated on damaged units first.

### Naval Combat: Submarine First Strike

In the first cycle of combat, Submarines fire in opening-fire and selectively. All targets are selected before any rolls. Each Destroyer negates one Submarine's First Strike.

### Naval Combat: Wolf pack

Submarines attack and defense increases by 1 when the number of friendly Submarines exceeds the number of enemy Destroyer by more than one.

### Air Missions

Each air unit may perform one air mission against a hostile territory instead of normal combat. Defending Infrastructure Defense fires and surviving air units fight one cycle of aerial combat against defending air units. Air missions are declared along with combat moves. Air missions are resolved before normal combats and DAS (Defensive Air Support) units do not defend against them..

### Counter-Air (CA)

For the same number of attacking CA air units, the same number of defending air units in the territory may not perform DAS. Your air units must retreat to the original territory in Non-combat Move.

### Strategic Bombing Raid (SBR)

Each of your Bomber surviving Infrastructure Defense fire and aerial combat may choose to roll to reduce the territory's income, or reduce non-infantry unit production at its Industrial Complex. The die value is the number of IPC lost, or number of units reduced respectively. All damage are applied to the enemy's next turn.

### Ground Interdiction (GI)

Each of your Bomber surviving Infrastructure Defense fire and aerial combat may roll to reduce enemy ability to perform reinforcement. The die value is the number of hostile land units unable to perform Reinforcement [ on the following page] in Non-combat Move phase this turn.

### Economic attacks

IPC damages of SBR and rocket strikes are applied to the territory's income at its next "Collect Income"

phase and not reducing below zero. Excess hits is applied to saved IPC in that territory. SBR attacks are allowed on all territories. In a territory without an Industrial Complex, the maximum reduction to its next "Collect Income" phase is half of territory's income value rounded down.

## Phase 5: Non-combat Move

### Air Transport

Bomber may carry one Infantry to a friendly territory. Both units must start in the same territory. The bomber may continue movement after offload.

### Reinforcement

During your enemy's turn (your passive turn), after all combat moves are declared you may declare Reinforcements. This may not be performed during USSR player's special opening turn.

Land or naval units may move to adjacent friendly territories or adjacent friendly sea zones. Units that conducted combat this turn may not perform this.

## Phase 6: Mobilize New Units

### Non-infantry Mobilization

You may deploy non-infantry units at Industrial Complex. The number of deployable units is equal to territory income value for original territories. The number if half rounded down for captured territories. Strategic Bombing Raid [ on the previous page] can reduce this number. You may only deploy Battleships and Aircraft Carriers at original Industrial Complexes.

### Infantry Mobilization

You may deploy infantry units at any territory. The number of deployable units is equal to territory income. The number if half rounded down for captured territories.

## Phase 7: Develop Weapons

**Jet Plane** Fighters and Bombers are immune to Infrastructure Defense fire. When only one side has jet air units at the beginning of combat cycle, jet air units have selective attack (except for Bomber). All targets are selected before rolling.

Unit	Move	Attack	Defense	Dogfight
Fighter	4	4	5	4/4
Bomber	6	3	3	0/2

**Rockets** Each Infrastructure Defense in a territory may perform rocket strike. Implicit Infrastructure De-

fense [ on this page] may not perform this. An industrial complex may be targeted multiple times per turn.

**Advanced Submarine** Submarine's attack and defense value is increases by 1. Anti-Submarine Warfare (ASW) search and attack rolls targeting them has hit value decreased by 1.

**Long Range Aircraft** Air units gain an addition two movement points.

**Advanced Anti-Submarine Warfare (ASW)** Fighter hits can now be allocated on Submarines. Each Fighter negatives one Submarine's First Strike [].

**Heavy Bomber** Roll two dice instead of one and the rolling player picks the favorable of the two results. Bombers gain an additional two movement points.

## Appendix: Units

Unit	Cost	Move	Attack	Defense
Infrastructure Defense	3	1	0	0
Industrial Complex	15	-	-	-
Infantry	3	1	1	2
Artillery	4	1	2	2
Tank	5	2	3	3

Unit	Cost	Move	Attack	Defense	Dogfight
Fighter	10	4	3	4	2/3
Bomber	14	6	4	1	0/1

Unit	Cost	Move	Attack	Defense	Anti-Air
Battleship	20	2	4	4	2
Aircraft Carrier	15	3	1	1	1
Destroyer	10	2	2	2	1
Submarine	8	2	2	2	0
Transport	8	2	0	1	0

*Infrastructure Defense* replaces the Anti-aircraft unit. It can not move in "Combat Move" and may not be taken as casualty. Implicit units may not move. Industrial complex implicitly includes 2 units of Infrastructure Defense. Victory city implicitly includes 1 unit of Infrastructure Defense.

*Aircraft Carrier* now takes 2 hits.

*Destroyer* now may perform shore bombardment.

**Naval repair** Damaged ships are repaired at sea zones adjacent to friendly industrial complex or victory city. Damaged ships are returned upright at the beginning of any turn if it did not move in the last turn.

**Optional units** For optional units, consider picking from the full AARHE ruleset.