

TOMORROW THE WORLD!

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Dedication:
This one's for Kim.
What doesn't kill me makes me stronger.

Duitsland en Japan hebben de WO2 gewonnen. Roosevelt is vermoord.
Churchil is gestorven op het strijdveld in het begin van zijn loopbaan.
Het Westen overleefde amper de grote depressie.
De alliantie van Duitsland en Japan grijpen de macht en vernietigen de meeste legers.
WO2 eindigde met een machtsbasis van Duitse legers en vrienden en Japanse coalitie.

Drie jaar vrede was het maximum.
In 1948 brak de strijd om de wereldhegemonie uit.

In het bezit van kernbommen zijn beide grootmachten in staat om de wereld te vernietigen, vandaar dat ze een gentlem's agreement sloten deze niet te gebruiken. Ik geloof hen ..

Zijn de leden van de gilde der landsknechten in staat om of Duitsland of Japan naar de overwinning te leiden ?

Wie zal het weten ...?

Praktisch :

De kleuren op de index hiernaast zijn jullie welbekend.

Dat éénieder het hoofdstuk met zijn kleur leest en begrijpt.
Ingeval van dispuut is de kleureigenaar de scheidsrechter.

TABLE OF CONTENTS

1.0	Introduction	Page 2	9.0	Set-Piece Battles	Page 13
2.0	Game Components	Page 2	10.0	Interceptions	Page 17
3.0	Setting Up and Starting Play	Page 3	11.0	U.N. Rebellions	Page 18
4.0	Supply	Page 4	12.0	Optional Rule: Nukes	Page 19
5.0	Building New Units	Page 5	13.0	Optional Rule: Air Supremacy	Page 20
6.0	Ground Unit Movement and MAs	Page 7	14.0	Winning and Shorter Games	Page 21
7.0	Air Unit Movement	Page 9	15.0	Designer's Notes	Page 21
8.0	Naval Unit Movement	Page 10			

Components: each complete game of TTW should include, besides the game box, 400 die-cut unit counters, one rules booklet (which you are reading), one "Alternate History" booklet, two 10-sided dice, and two map sheets.

1.0 INTRODUCTION

Tomorrow The World is a two player game of savagery and betrayal, brutality and barbarism, played out on a scale so grand it makes World War II's eastern front in Russia seem like nothing more than a preparatory skirmish.

There are no Good Guys here, no public opinion or Geneva Convention. There are no peace treaties, no limited wars. Two evil empires wrestle for mastery of the carrion remains of a dying planet in a darkling universe.

To win this game, you must gain control of every red (industrial) dot on the map. To lose is to die suffocating in your bunker as your last loyal troops commit suicide in their fox-holes rather than suffer capture. Tomorrow The World is the game you've been waiting for! It begins in 1948 . . .

2.0 GAME COMPONENTS

2.1 Each turn of TTW equals one-quarter of a real year: Winter, Spring, Summer, Fall.

The ground units each represent one entire army of 100,000 to 250,000 men. The numbers along their bottom edges are: Attack Strength, Defense Strength, and Movement Allowance. They each have either a number or abbreviated name as an identifier.

The two sides' orders of battle are based on those from the real World War II--with many extrapolations to fit the new reality.

The white-on-red units are the national forces of Imperial Japan. The white-on-brown units are puppet troops from the outlying provinces of the Japanese Empire. They are part

of what is referred to as "The Emperor's Loyal . . ." movement. That is, the full title for the brown army with the AZ abbreviation on it is "The Emperor's Loyal Anzacs."

The black-on-gray units represent the forces of the German Army and Navy. The black-on-sky blue units are the units of the German Air Force. The white-on-black units are the Nazi fanatics of the elite S.S. (They should not be referred to as "armies;" call them "legions" instead.) The black-on-green units represent the forces of the various minor nations allied with the German Reich.

Abbreviations on the counters are:

Japanese:

ARBN Airborne;
IG Imperial Guard;
IGT Imperial Guard Tank;
IRC Imperial Rocket Corps;
SNLF Special Naval Landing Force;
AM Americans;
AN Andeans;
AZ Anzacs;
B Brazilians;
C Chinese;
CN Canadians;
ID Indians;
IN Indonesians;
K Koreans;
MN Manchukuan;
MX Mexicans;
P Philipinos;
S Siamese.

German:

B Bulgarians;
FI Finns;
H Hungarians;
I Italians;
R Romanians;
SP Spanish;
T Turks;
VF Vichy French;
PZA Panzer Armee Afrika (or Asien or Amerika);
ARB Arab;
ARG Argentine;
AMK Amerika;
BRT Britanien;

C Cossack;
CAN Canadian;
FHH Feldherrnhalle;
KL King Lion;
CHR Charlemagne;
GE Germania;
GD Gross Drutschlandi;
NL Nederland;
NOR Nordland;
OST Ostland;
RF Reichsfuhrer;
SAF Sud Afrika;
HG Herman Goering.

The counters with aircraft silhouettes each represent an entire air force of 1,000 to 2,500 planes. They are identified with a number in their upper-right corners. The "+1" is their combat enhancement power (see rules 9.11) (In this alternate history, World War II didn't go on long enough for the idea of strategic bombing to be fully developed. Hence the air forces are represented by undifferentiated pieces whose primary mission is tactical combat support on land and at sea.)

There are three kinds of naval fleet units in the game. Strike Fleets (the ones with the aircraft carrier silhouettes), Submarine Fleets (with sub silhouettes) and Transport Fleets (with freighter silhouettes). Naval units, each representing a task force of 500 to 800 ships, also have their identity number in their upper-right corners, and the single larger number is their combat power.

Markers are also provided for fortifications, rebellions, A-bomb blasts, control, and supply state.

2.2 Ground units are divided into two categories: mechanized and non-mechanized (or "straight leg").

Mechanized units are those armies whose primary combat power is in tanks and other armored fighting vehicles. Non-mechanized types are those which depend mostly on hordes of men armed with small arms

* That is, should you, as General Marshal advocated, strike directly and early on for the economic heartland (Europe and Nippon) of your opponent? Or should you take the more Churchillian approach of cautiously and methodically prying your enemy out of one outlying area after another, only slowly working your way in toward the vital center?

To attempt the first requires near complete sea and air superiority along the approach routes (that or real big balls). To do the second takes time, time you might not have because the A-Bombs are going off.

And then, of course, there's the oil . . . and the horror . . . the horror . . .

block. This includes nuclear strikes, air supply, overflight of any kind, air support of ground combat, paratrooper airborne movement, etc. (The rockets of those days were slow moving and easily intercepted if large numbers of radar-directed fighters and other air defenses were dedicated to that mission.)

When the next Game Turn's Air Superiority Phase begins, start by first picking up all of last turn's AAS markers. There is no Air Superiority Phase on Game Turn one.

13.3 Quite often, the other player will want to challenge his enemy's establishment of absolute air superiority in some block.

In such cases, the second player should answer "Yes!" to the first player's question. The second player should then determine how many of his available and in-range air forces he'll now send into the block to dispute the air supremacy issue. When he's moved them in, both sides set up a regular set-piece battle, except that terrain (of course) has no effects, and no reinforcements or support elements of any kind can enter from either side. The first player is considered the attacker, and all involved air forces shoot at each other with attack and defensive fire strengths of "1" (that is, they hit on a roll of 1 or 0). Air forces are all just one step units.

Air superiority battles are the only way planes can destroy planes in this game.

13.4 Retreats are possible from air superiority fights, but such retreating units are still out of action for the whole ensuing Game Turn.

13.5 After the first player has had his chance at one block the second player picks one and goes through the same procedure with roles reversed. The Air

Superiority Phase continues until both players sequentially pass the option or all air forces are committed.

If you challenge and then succeed in driving off or shooting down the first player's involved air forces, you have, of course, denied him absolute air superiority in that block and therefore suffer none of the penalties given in 13.2 above. Your victorious planes still would, however, be out of action for that Game Turn, and you are awarded AAS in the block where you just won your victory.

13.6 In cases where the second player has an air force(s) based on a dot within a block where the first player is attempting to establish air superiority, that unit(s) is automatically destroyed if challenge is refused. (So take him up and attempt to get him away on a second round retreat.)

In cases where you, as the second player, have more than one air force unit based inside a block where the first player is attempting to establish absolute air superiority, you need not send them all up to contest the space. You may, if you choose, send only some, or even none of them if you bring planes in from other blocks to do the air superiority fighting. This preserves the still-based planes for later operations, but does risk their loss if the fighters you do send up lose the air superiority battle.

14.0 WINNING AND SHORTER GAMES

14.1 You'll quickly find that, as much fun as it is, a full game of TTW between equally skilled opponents may take about a bazillion hours to finish. To win you must control every red dot on the board (supply and nuked status doesn't matter).

You can shorten playing time by using either of these methods:

1) Get a timer clock. Agree each Player Turn shall take no longer than 15 minutes (allow 5 minutes, total, for each player to conduct all of his business in each of the three "mutual" phases). Then agree to play some pre-set total time, like one, two or three hours, etc. The winner is the player who controls the greatest number of IPPs at the end of that time.

2) Agree to play until one side controls some predetermined number of IPPs. For instance, you might agree to play until one player controls a total of, say, 67 IPPs. The first player who controlled that total (nuked IPPs don't count) would be the winner.

15.0 DESIGNER'S NOTES

I am delighted the Axis powers lost World War II. I am against racism, sexism, ageism, ethnocentrism, totalitarianism, authoritarianism, and pretty much any kind of extremism you can name. I believe the only worthwhile life is one lived under conditions of political democracy, wherein the individual--and not some class, race, religion, tribe, nation, etc.--is considered the determinant unit of human destiny. O.K.? O.K.

Why, then, did I design this wicked game? Just for fun; it is black comedy. It is meant to be the wargame equivalent of the movie "Dr. Strangelove."

In a more military science oriented sense, it is also meant to allow the examination (in a general way) of a strategic situation that might have been, but thankfully never was.

You'll quickly find the Axis players in this game face the same overall strategic dilemma as the Allies did in our real world.

and artillery for their striking power. Mechanized units are faster than non-mechanized units and are the only ones that can make "mechanized assaults" (explained in section 6), but they are also more expensive to build.

Mechanized Unit Types:



Tank or Panzer



Armored Infantry or Panzer Grenadier



Airborne Armor
(Herman Goering Airborne Panzer Army)



King Lion Corps



Imperial Rocket Corps

Non-Mechanized Unit Types:



Regular Infantry



Mountain Infantry



Paratroops



Naval Infantry or Marines

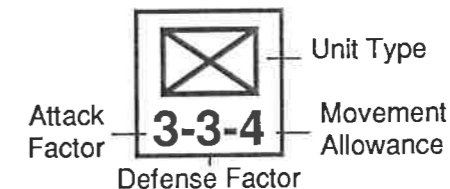


Horse Cavalry



11th Flieger Corps

2.3 Sample Ground Unit:



(See Charts Page for more.)

3.0 SETTING UP AND PLAYING

3.1 TTW is played in an open-ended series of Game Turns. Each game turn is made up of two Player Turns. Each Game Turn, then, consists of The First Player Turn, followed by The Second Player Turn. At the start of each new game turn there are three "mutual" phases, before the Player Turns themselves begin.

Mutual Phases:

1. U.N. Rebellion Phase (mutual: both players involved.)
2. Nuclear War Phase (Mutual: both players involved.)(Optional.)
3. Air Supremacy Phase (Mutual: both players involved.)(Optional.)

Then the First Player's Turn begins:

1. First Player's First Supply and Rebuilding Phase.
2. First Player's Movement/MA/Interception Phase.
3. First Player's Set-Piece Battle Phase.
4. First Player's Final Supply Phase.

Then the Second Player's Turn repeats the same four steps.

Then a new game turn, with its three preliminary initial phases, begins the cycle again.

3.2 All action in one phase must be finished before the next phase can begin. For instance, a player may not move any of his units until he is finished with this First Supply and Rebuilding Phase.

3.3 To decide who will play what side and who will go first, use the following procedures. Each player rolls the die. (Important Note: whenever a die roll is called for in this game, use a ten-sided die. Further, always treat the "0" as just that, a zero.) The player who rolls the higher number picks which of the two sides he'll play -- the Germans or the Japanese (along with their respective puppet nations). Players should then take the appropriate armies from the game box and separate them by types in easy reach near the map.

Roll the die again. The player who rolls highest this time announces now whether he will set up first or move first. (The usual choice will be to move first.) Thus the high roller gets to examine the other guy's set up, and then make his own plans accordingly. This is a way of simulating one side getting the jump (that is, launching a sneaky surprise attack) on the other. The player who moves first sets up second, and also picks the starting season.

3.4 Both sides start with all the armies, air forces and fleets available in their countermix. This does not, however, include either A-bombs or fortifications. None of those are in play at the start of the game, they enter play later.

3.5 Both players are always free to examine the other's stacks, units, deadpiles and Industrial Production Point (IPP)

records in this game. (Don't forget, each turn here equals one-quarter of a year, and both sides have highly developed intelligence networks by this time.)

3.6 Once the First Player/Second Player order has been established (as per 3.3 above) do NOT repeat this process again; keep the same order each game turn. (In the Nuclear War and Air Superiority Phases, however, new die rolls are made each game turn to see who will go first in those two phases for that turn.)

4.0 FIRST SUPPLY AND REBUILDING PHASE

4.1 All units need to be supplied in order to operate at their full capacity and to be able to survive from turn to turn. Supply is governed by the red industrial dots on the map. Players must check to see if they can trace a "supply line" from each of their units to these red supply sources.

4.2 Both players have a "homeland." The home-land for the German player consists of all the dots within the boundaries of "Greater Germany." The Japanese homeland is the islands of Nippon.

4.3 If a unit can trace a supply line to any one red dot within its homeland (and that red dot must be under the control of the tracing player and not have had its industrial capacity nuked away) it is "in supply." This means it can move and engage in combat with its full, printed, capabilities. If the unit can't trace such a line, it is considered to be "Out of Supply" and all its capabilities are halved (round any remainders up) for that player turn.

SPECIAL NOTE: "Control," as used above, is a wargaming term referring to who owns a given dot. At the game's start, all the dots within the players' empires are also said to be "controlled" by them. As play begins and the battle fronts swing back and forth across the board, players will gain and lose control of various dots. Every dot on the map is always under the control of one player or the other. Control switches to the other side the instant a unit of that side first enters the dot (and would, of course, switch back again if you got one or more of your units back into it). Sea blocks are only under your control if you actually have uncontested combat units there (Strike or Submarine Fleets) and your control of the sea area in the block only lasts as long as you maintain your presence.

4.4 For purposes of tracing supply lines, the puppet troops of both sides trace to the German and Japanese homelands and not to their own insignificant little countries.

4.5 Ground unit supply lines are traced from dot to dot, along the transportation lines connecting them. Supply lines may be traced through any kind of terrain. They can not, however, be traced through any enemy controlled dot (lines can be traced into such enemy occupied dots for combat purposes, but not through them).

Supply lines can also be traced across water bodies from port dot to port dot. Ports are any kind of dot, at least part of which breaks the coastline. There are no transport lines out at sea; just trace the supply through the broad latitude / longitude blocks. (And, yes, you can trace diagonally from block to block.)

4.6 Sea supply lines can not be traced through any sea block

with an enemy Strike or Submarine Fleet in it (again, you can trace them into such blocks). And just like naval movement (more on that below), sea supply lines must follow "geographic logic." For instance, you can't trace a sea supply line through the Straits of Gibraltar if there's an enemy ground unit sitting on the Gibraltar dot. (See 8.4 and 8.20 for more on Straits.)

4.7 Air units (always "based" on one ground dot or another) trace their supply lines just as if they were ground units. Out of Supply air units can not support any combat operations, have their regular movement radius (two blocks) halved, and can not make any strategic redployments.

4.8 The movement of out of supply naval units is cut in half (round up). Their combat capabilities are also cut in half. Supply lines to naval units can not switch back to land-tracing once they jumped from a port dot onto the water.

4.9 Units are NOT restricted to only tracing supply lines to their homeland. Pieces on red dots are fully supplied if they can trace a supply line to any other friendly controlled red dot on the same continent. (Australia IS considered to be a separate continent in TTW.)

Pieces outside their homeland on dots colored anything other than red are considered to be fully supplied if they can trace a supply line to any friendly controlled red dot which can itself trace its own line to a second friendly controlled red dot on the same continent. That is, for this kind of supply line, all three dots, the one the unit is on and the two red ones, must all be on the same continent.

4.10 The Panama Canal dot is considered to be on both North

the target dot or block are destroyed; 7, 8 or 9 - all units in the target dot or block are destroyed.

12.5 When more than one unit in the target area is to be destroyed, but less than all of them, place the attacked units flat in the game box lid and have the attacker draw out the appropriate number of destroyed units. (With no peeking or prolonged braille readings to determine which is which!)

12.6 Any successful detonation (that is, any die roll result other than a "0") results in a target red dot permanently losing one IPP from its capacity.

Place a mushroom cloud marker in the target dot or sea block of detonation; it will remain there the rest of the game. Clouds have no effects on sea or most land terrain, but they do convert red and white dots permanently to rough (green) terrain. Dud bombs (a "0" roll) do not generate clouds. Due to shabby, myth-based, Axis science and engineering, they just didn't go off.

12.7 You need not use all your bombs; you may stockpile them from turn to turn. Of course, after you verify the chit pull, your opponent will know you're stockpiling (such is the world of counter intelligence).

12.8 Once 35 or more mushroom clouds have appeared on the map, there is the danger of the game ending (in a mutual loss) in a "nuclear winter;" all life on earth ends. Roll the die at the start of such Nuclear War Phase. If there are 35 clouds on the board, nuclear winter comes on with a roll of 0 or 1. With 36 clouds the trigger roll needed is 0, 1 or 2; with 37 clouds it's 0, 1, 2 or 3, etc., up to 43 clouds, at which point it's 0-9. (Curtains.)

12.9 Normally, an A-Bomb strike will not effect ocean straits. However, if the Panama or Suez Canals are successfully struck, they both cease to function as canals (that is, no more naval transits at all) for the rest of the game.

12.10 It is allowable to nuke your own dots or units, if you feel it serves your ultimate destiny to do so.

12.11 If an A-Bomb is detonated on one of the oil field dots (see rule 5.6), have the German player roll the die and halve the result. Round remainders down. The final result is the number of Game Turns that oil field is out of production. (Any final result of less than "1" is considered to yield zero turns production loss.) Oil production loss due to nukes is the same, during the turns it's in effect (while massive slave labor armies make repairs) as those for enemy control of the dots. For example, if the Japanese player controlled the Kuwait dot, and then nuked the Baghdad dot, that would cause the German to have the same problems as if both dots were Japanese controlled. (The repair time is not stopped or lengthened by Japanese occupation of an oil dot after it was nuked--their industrialists are equally oil hungry, just not so dependent on the middle east.)

German players, note: This rule gives you a whole new set of strategic realities to cope with.

12.12 Any given Nuclear War Phase continues until both players pass the strike option sequentially or all available bombs are used up.

NOTE: Players should not imagine each awarding of "one" or "two" or "three" bombs represents that actual number of warheads. Those low numbers are only a convenient way to

represent a larger and variable number of bombs, sufficient to do serious measurable damage to targets of these sizes and areas. Likewise, a "dud" result does not mean each and every single bomb failed to go off; rather, sufficient numbers went off target, crashed, were intercepted, etc., to preclude effective results on that attack.

13.0 OPTIONAL RULE: AIR SUPERIORITY

13.1 This is another optional rule that is only used by mutual agreement between the players before the start of play.

13.2 At the start of each Game Turn's Air Superiority Phase, both players roll a die. The high roller goes first in that Game Turn's Air Superiority Phase.

The first player then picks up any number of his air forces and moves them to one in-range latitude/longitude block of his choice, and announces, "I am attempting to establish absolute air superiority in this block. Do you challenge?" If his opponent answers "No," then the first player has indeed achieved absolute air superiority in the chosen block. In such cases he should then immediately return the air units he just involved in that mission to any legally available and in-range base dots. Those units, except for retaining the ability to rebase to another dot if their base dot is entered by enemy ground units, are completely out of action for the rest of that Game Turn.

The first player should then mark the block where he just got absolute air superiority with an "AAS" marker. Throughout the ensuing Game Turn, and up through the completion of the next Game Turn's Nuclear War Phase, no enemy air activities at all can be conducted by the other player into or through that

11.4 If a unit of either side enters a rebellious dot (supply can be traced into but not through such dots), it must end its movement there and engage the UN piece in combat during the Set-Piece Battle Phase. UN counters cannot have MAs launched against them, nor do they ever require any supply--they are always in supply. The number "2" printed on them is their defense factor.

UN counters never attack any unit, but they will defend against any unit that enters their dot, no matter which player initially placed the rebellion marker. (There are no pro-Japanese or pro-German rebels.) UN counters cannot launch interruptions. UN counters never retreat; they always stand where they are and fight to the death. (Have the player who is not attacking it choose its target and roll its shot.)

11.5 If a UN Rebellion counter is not destroyed during the Game Turn of its placement, then, when the next Game Turn's UN Rebellion Phase comes around, the player who placed it originally can place another rebellion marker in any one dot adjacent to it. (Under the same restrictions as apply in original placements.) And that placing player still would get to make that turn's rebellion die roll to see if another, entirely new, rebellion might also be generated that turn.

On one side the rebellion counters are in German colors, and on the other side they're in Japanese colors. This is only to serve as a memory aid indicating which player placed it originally, and thus determining who gets to expand the rebellion each turn it survives. All surviving rebellion pieces clone themselves each turn, not just original ones.

11.6 Terrain does count in rebellion battles. UN rebellions

never occur in Tundra dots, though they can take place in "Roof of the World" dots.

11.7 Each use of a nuclear Weapon (duds don't count) increases the likelihood of a rebellion occurring in the user's empire by one on the next turn. For example, if the Japanese player used two A-bombs (and both went off) on a turn, the next time the German player rolled for Japanese rebellions, he'd need only to get a four or less to trigger one. These additions are NOT cumulative from turn to turn.

12.0 OPTIONAL RULE: NUKES

12.1 These rules are optional and need not be used. Do recall, however, the immortal words of Admiral Isoroku Yamamoto who, when asked if he would use nuclear weapons in his attack into the North Atlantic Nazi stronghold, said: "Of Course! To not do so would be wimpy, wimpy, wimpy!"

12.2 Nukes are never available on the first Game Turn. In this game we assume both the Germans and Japanese got their atomic bomb programs to fruition in the inter-war years. Production was spotty and unreliable, though. (We need to assume that in order to keep each match from ending as a two turn nuclear holocaust.)

At the start of each Game Turn after the first, just after the UN Rebellion Phase, we have the mutual Nuclear War Phase.

First, both players determine how many A-Bombs their scientists will deliver to them that Game Turn. Each player does this separately by placing his three nuclear chits into a coffee mug and (out of sight of his opponent) drawing one out. The number shown (1, 2 or 3) is

the number of bombs he has available that turn. Both players should place their cup and drawn chit aside. At the very end of each Nuclear War Phase, these must be shown to each other to verify the correct number of A-Bomb strikes.

12.3 After the chit pull, each player rolls a die. The high roller goes first in this phase. He can launch or decline to launch a nuclear strike. If he declines, the option is immediately given to the other player. If the other player also declines, the Nuclear War Phase is over for that Game Turn and play precedes to the next phase.

If a player does announce a strike, he must choose how he'll deliver his bomb to target. He can choose rocket or ship delivery. A rocket strike can be launched by any of his supplied ground armies then on the map to any dot within two blocks of its position. A ship strike can be launched one block into any adjacent block from one in which he has a Strike Fleet. (Ship launched strikes can also be shot inland one block against land dots. Likewise, land-launched rocket strikes can also be shot out to sea.)

12.4 Anything can be nuked--fleets at sea or in port, planes on a base dot, ground armies, fortifications, UN Rebellions, even empty dots. The strike is directed against a particular dot or sea block, and everything there is potentially affected. In the case of sea blocks containing both land and water, the attacker must announce whether he's shooting at some particular dot (and the units on it) or at the water portion and the units at sea there.

Once the target dot or block is picked, roll the die. The results are as follows: 0 - no effect, dud bomb; 1, 2, or 3 - one unit in the target dot or block is destroyed; 4, 5 or 6 - two units in

and South America. Gibraltar is considered to be in both Europe and Africa. The great Eur-Asian land mass is considered one continent for supply line purposes. Islands, other than Australia, are considered to be part of whichever continent they lie closest to. (In cases of near equidistance, the tracing player gets his choice on a case by case basis.)

4.11 Units found to be out of supply during the First Supply Check should be marked by placing an "OOS" counter atop them. That unit's supply status cannot be changed throughout the ensuing owning player's turn--it stays OOS no matter what. At the very end of each Player Turn there's a Final Supply Check. At that time any units underneath an OOS counter which still don't have a supply line open to them at that instant are removed from the map due to lack of supply.

Such units can only re-enter play through the rebuild process. If, on the other hand, units marked OOS are found to have had a supply line opened to them, simply remove the OOS counter from it and press on.

4.12 Only check the supply status of your own units during your own Player Turn's Supply Check Phases. Don't check your enemy's units at all. Do check the supply status of enemy units you are about to attack in a Mechanized Assault or Set-Piece Battle.

This is done to see if your armies' maneuvers have (at least temporarily) cut off the defending enemy armies from supply. For instance, say that before attacking an enemy army on some dot, you had taken care to maneuver one or more of your armies onto every dot surrounding the one he is sitting on, and the dot he is on is not a red dot in his homeland. You have now succeeded in

"Tactically Cutting Him Off," and thus rendering him temporarily OOS for that combat you're about to launch against him. Thus, his defensive firing would be halved in that battle (a great advantage to your attacking forces).

Such "Tactically Cut Off" enemy units would NOT be removed from play, during your Player Turn at least, due to lack of supply. To accomplish that you'd have to keep him (supposing he survived your attack) OOS throughout the other side's Player Turn.

Naval units may likewise be tactically cut off by occupying the sea blocks through which your enemy is tracing his supply.

4.13 Air units can never be used to block supply lines by land or sea. An air unit can provide air supply to an otherwise out of supply ground or air unit that is within its operational range of two blocks.

One air unit can supply one air or ground unit. The supplying air unit must itself have its own supply line in order to provide the supply-by-air. Air supply is subject to air interdiction (see 7.4 and 10.10). Air units can NOT provide air supply to naval units (or to any unit being carried by a naval unit). If an air unit is used to provide air supply it can't perform any other functions that Player Turn.

4.14 A given ground or air unit's supply line need NOT be all land dots or all sea blocks. The two kinds of lines can be mixed repeatedly, even when tracing to just one unit, between land tracings and sea tracings. (That's not true for naval unit supply, see 4.8.) The only requirement is the transition from land to sea or sea to land can only take place at port dots. Supply lines can be of any length.

5.0 BUILDING NEW UNITS

5.1 In addition to providing supply to units already on the board, the red dots also provide the economic muscle necessary for rebuilding units lost due to combat or being cut off.

German Builds: There are 62 points worth of Industrial Production Points (IPPs) within the German Reich at the start of the game. German Reich dots worth more than one IPP are: Milan-2; Prague-3; New York City-2; Pittsburgh-3; Detroit-4; Munich-2; Ruhr-6; Berlin-2; Chicago-2; Moscow-2; Kiel-3; and Hamburg-2. All other red dots in the German Empire are worth only one IPP (they have 40 dots, total).

Each red dot provides its value of IPP buying power each turn. To provide this buying power, a given red dot must be able to trace a supply line to any friendly controlled dot in the German Homeland during the First Supply Phase of the German Player Turn. (German homeland dots automatically provide their IPP for use as long as they are German controlled.)

5.2 Japanese Builds: There are only 17 actual red dots in the Japanese Empire at the start of the game. The multi-point red dots of the Japanese Empire are: Mukden-2; Nagasaki-9; Nagoya-9; Osaka-9; Sendai-9; Seoul-5; and Tokyo-9.

Japanese controlled red dots outside Nippon, in a manner similar to the procedure described for the Germans, above, must be able to trace a supply line to the homeland in order to provide their IPP muscle to the pool.

5.3 The huge and concentrated Japanese economy is dependent on imports of raw materials for maintaining itself.

Therefore, if a Japanese Build Phase starts and the Japanese player suddenly finds he controls no red dots at all on the North American continent to which he can trace a supply line from any one of his Nipponese red dots, then the worth of each Nipponese red dot is reduced by 2 points.

Similarly, if he loses control of all (or the ability to trace to at least one) South American red dot, the Nipponese dots' worths are reduced a further point. Losing access to or control of all the Eurasian land mass red dots causes a -2 reduction. And the loss of access to or control of all dots in Indonesia causes another -2. The loss of access to or control of all of Australia entails a one point loss to Nippon. Thus, if he lost all his overseas footholds, all the Nipponese red dots are worth one IPP each (Africa is of no direct economic consequence to the fortunes of the Japanese Empire.)

Of course, the Japanese player may reverse such economic warfare effects by reconquering (or reopening homeland routes to) the various continents. Remember: with North and South America and Eurasia, the key to Japanese economics is access to red dots. For Australia and Indonesia, penalties are not applied until the Japanese are totally pried out or denied all tracing access.

5.4 Once a one-point red dot is successfully nuked, it loses its industrial capacity permanently for all purposes. On multi-point red dots, each A-bomb hit reduces its IPP capacity by one IPP. (The IPP loss from a successful detonation is always just one IPP, no matter how many units there are destroyed. A dud bomb has, of course, no IPP effects at all.) Keep track on the charts provided in the rules center section.

5.5 Conquest of Japan: If the German player succeeds in getting ashore in Nippon and conquering red dots there, each adds only one IPP to the German total. Further, if such dots are subsequently reconquered by the Japanese player, they only add one IPP to his total. That is, such Nipponese dots could never again make use of the normal Japanese economic bonus no matter how rosey the overseas situation was for that player.

Other red dots on the board, as long as they haven't been fully or partially nuked, provide their conqueror with their full IPP potential each time they trade sides.

5.6 Despite the massive stockpiling and development of synthetic fuel plants and gasahol fuel supplementation projects during the inter-war years, loss of the immense oil fields of the Caucasus and Persian Gulf would still adversely effect vast portions of industrial Germany and occupied Europe. The production of new weapons would be curtailed as units in the field got priority for fuel over the factories' needs.

If, during a Rebuilding Phase, the enemy side controls BOTH the Baghdad AND Kuwait dots or has created a situation where there is no supply line between at least one of them and any red dot in Greater Germany, then the German must deduct 7 IPPs from the total he has available from red dots in Europe or the Asian mainland. (Keep track of these oil reductions on the game chart and on a separate sheet. Oil production losses will immediately come back if the oil fields are regained by the Germans.)

Similarly, if the enemy controls or denies both the Maikop and Baku dots, another 8 IPPs loss must be absorbed in the same Eurasian area. If the enemy controls or denies the

Ploesti dot, another 4 point loss must be absorbed.

5.7 Unlike most games with an economics rules section, units in TTW are NOT paid for over and over again each turn. Once on board, all units require to stay there is supply. The IPPs discussed above are only used to buy fortifications and to reactivate dead units or to rebuild partially destroyed units to their full strength while they're still on board.

5.8 Fortifications: Each fortification counter costs 2 IPPs to create. The dot they are set on must be in supply and can not be a Mountain or a Tundra dot. No more than two fortifications can be built in any single Player Turn. Once placed, fortifications are never removed until an enemy ground unit enters the hex and drives away or kills all defending ground units of the owning side.

Fortifications impose a -2 attack fire reduction on all attackers shooting into that dot. Forts have no intrinsic defense value of their own when regular ground units aren't present in the same dot; remove such forts instantly when enemy ground units enter their dot. Forts have no step value.

There can be only one fort per dot at any one time. Empty forts do block enemy supply line tracing as if they were a ground unit. Forts have no effect on nuke attack die rolls and can themselves be destroyed in the results of a nuke attack.

5.9 Some units, those with printing on only one side, are said to be "one step" units. Those with printing on their reverse sides as well as on their front are said to be "two step units." A two step unit is at "full strength" when its stronger side is turned up. If it takes casualties in battle it is flipped over so its weaker strengths show, and it is

10.6 Out of supply units cannot launch interceptions.

10.7 If the moving player decided to retreat from one of your interception attacks, he takes the moving stack back to the dot/block from which it entered the place of interception and ends its move there for that Player Turn. (In the case of naval units retreating in an ocean where their side doesn't control a port, keep retreating it back along its original movement path until you come to a legal block for it to stop in. And such retreating fleets could be the subject of further interceptions along that path of retreat.)

10.8 The same moving stack can be intercepted any number of times during its move as it goes from dot to dot or block to block, provided only that the conditions given in the above rules are met each time.

10.9 During your opponent's Movement Phase it is your responsibility to watch his moves and cry out when you want to intercept. Likewise, it is the responsibility of the moving player to move his units with his hands in such a way that no move is blocked from the view of the other player.

10.10 Ground units can only have their movement intercepted by other ground units. Naval units can be intercepted by either ships or planes (or both in conjunction). Air units can only be intercepted by other air units.

Air unit interceptions of other air units are different in that they do not result in combat--the intercepted plane(s) is simply aborted on a one-to-one ratio with the interceptors. In this game, planes can only combat planes in the Air Superiority Phase.

The KL Corps, 11th Flieger Corps and the

Immediately move your intercepting forces (and they may come from as many adjacent or in-range dots or sea blocks as you desire) into the dot or block your moving enemy just entered. Then immediately fight a regular battle there, following all the rules for the various kinds of units engaged.

Air support and naval gun support can be used in every round of interception battles, but no reinforcements can be sent into such fights by either side once shooting has begun.

10.3 If the moving player, who--remember--acts as defender in interception battles, compels you to call a retreat from the combat or eliminates your intercepting force, he can then continue his move with those pieces from exactly where you interrupted when you cried "Halt!" Such pieces are considered to have lost one movement point in the time it took to fight the battle, and that must be subtracted from their remaining movement points.

10.4 Interceptions cannot be launched into any dot or sea block wherein there are already enemy forces present at the time of the new entry. The moving-in of new enemy forces into an already occupied dot/block does NOT trigger the interception option there. Likewise, if enemy forces move into a dot/block wherein you already have forces, you cannot call an interception there--you're stuck in the role of defender. (In such cases, you should've called your interception as he approached you in the previous dot/block.)

10.5 A given unit can only participate in one interception attack per Player Turn. Each Player Turn, though, all units of both sides start fresh and are then all available for movement, combat, interception attacks, etc., all over again.

Imperial Rocket Corps cannot, on their own, launch interceptions. Units must be in supply at the instant of launching their interception--otherwise they can't do it. Paratroop units, though they have airplane-like flight characteristics, cannot use airborne movement to launch interceptions.

11. U.N. REBELLIONS

11.1 The "United Nations" is the name of the clandestine resistance movement set up by the defeated Allied powers and dissident Axis elements to coordinate all anti-Axis activities. UN revolts are also used as a convenient cover by Axis spy organizations to carry out their own acts of sabotage and subversion, unwittingly (or perhaps cynically) aided by the genuine freedom fighters in the process.

11.2 At the start of the second Game Turn, and on every Game Turn thereafter, both players roll the die to see if a dot under his opponent's control has gone into rebellion. If you roll a two or less (2, 1 or 0), then you can place a UN Rebellion marker on any dot of your opponent's empire you choose with the following exceptions:

- 1) You can't choose any dot within his homeland.
- 2) UN Rebellion markers cannot be placed on any dot that is occupied by any unit of your opponent's.

11.3 If a red dot goes into revolt, it cannot serve as a supply source or part of a supply line, nor does it contribute its IPPs to either side, until the rebellion is crushed during the Nuclear War or Set-Piece Battle phases.

attacking air units. An attacking air unit hits its target naval unit if it rolls the strike number or less. Transport Fleets, in air vs. ship battles, cannot be attacked until a round begins where there are no defending strike fleets left.

Defending naval units fire back at attackers from the air with their FLAK factor as their hit number. A fleet's FLAK number is one less than its printed combat strength--except for Transport Fleets where it remains zero. Defending Transport Fleets cannot fire their FLAK unless they are being directly attacked.

In this kind of combat, if the defending ships try to end battle by retreating (see 9.19) into the next sea block, the attacking planes can pursue and start another battle in that new sea block. (The overall aircraft range must still be taken into account, though. And, as stated earlier, it is possible to send your planes on one way missions.)

If the defending ships had aircraft of their own side for support when the air attackers came in, use the cancel-out process described above in rule 9.11. And the cancelling-out is done before the air attackers figure their fleet strike number.

9.18 Reinforcements: Beginning with the second round of a non-MA battle, both sides can reinforce that battle. Just before the start of each battle round after the first, each player can reinforce the battle with ground units from any or all connected dots (or adjacent sea blocks in naval fights). Likewise, air and paratroop reinforcements may be flown in from anywhere in range. Stacking limits must be maintained in the reinforced dot.

Pieces which have already retreated from another battle that same Player Turn cannot be used as reinforcements. The attacker cannot reinforce with units from another dot or sea

block also containing enemy pieces or with pieces which have already fought a battle. The defender can reinforce with such units, but must leave as many units in the dot or block as there are enemy pieces there. You cannot reinforce if all your ground units (or naval units in a naval battle) already in the battle have been killed or retreated; that battle is over.

Beyond observing stacking limits, there is no limit to the number of reinforcements that may enter a battle on any one round. The attacker should declare his reinforcements first, then the defender. Both sides move in their reinforcements before any firing commitments are made for that round.

9.19 Retreats: Beginning with the second round, attacker announcing first, either player can retreat his forces involved in the battle then being resolved. Retreats are conducted before any unit on either side fires for that round. Thus there is no firing at all on a round in which either side declares a retreat (unless the retreating side is abandoning some airdropped paratroopers, see 7.7). Both sides may declare a retreat in the same battle, but always have the attacker declare first. (Retreats are declared before reinforcements in each round.)

All retreating units need NOT retreat to the same dot or sea block. The dot or block retreated to must not contain any enemy pieces and must not be an enemy controlled red dot. If there are no such dots/blocks available, the units cannot retreat and the fight must go on. (Aircraft are an exception in that they can always fly off to any in-range and legal base dot.)

If possible, in ground unit retreats, the retreat must be to a friendly controlled dot. (In MAs the attacker must always retreat only to the dot from which he had just entered the MA combat.)

If there are no friendly controlled dots available, you can then retreat to empty and enemy controlled non-red dots. You cannot retreat your units to a dot/block from which enemy units entered the combat you are retreating from. You cannot retreat into Tundra dots in Winter turns.

Retreating (except in the case of abandoning airdropped paratroops) is an all or nothing proposition. If a player announces a retreat from a given battle, all his non-airdropped units engaged there must retreat immediately and that battle is over (except for any further rounds necessary to massacre the abandoned paratroopers).

9.20 Combat support units and techniques can be used in conjunction with each other. For example, a German unit supported by the KL Corps, an air force, and naval guns, would have +4 added to its hit number.

10.0 INTERCEPTIONS

10.1 Air interceptions have already been discussed in rule 7.8. In actuality, this capability is inherent in all combat units (but not Transport Fleets) in the game, and is a central pillar of TTW's mechanics.

Any time during your opponent's Movement Phase that he moves any of his units into a completely empty dot or sea block immediately adjacent to one wherein you alone have combat forces, you can call a temporary halt to his progress and launch your own interception battle against that moving force of his.

10.2 In declaring an interception with your units, you temporarily assume the role of attacker for this particular battle, even though the other player is the one whose turn it is.

now said to be "depleted" (or "hammered"). For example, a typical German Panzer Army is a 5-3-8 on its front or "full strength" side, and a 3-1-8 on its reverse or "depleted" side. No unit in the game has more than two steps.

5.10 The economic buying power described above is used to rebuild depleted units or to totally replace dead units. Each step of a unit's strength must be paid for individually with IPPs. The various kinds of steps cost as follows:

2 IPP per step:

Regular Infantry, Cavalry, Forts, and Transport Fleets.

3 IPP per step:

Mountain Infantry, Paratroops, Tanks/Panzers, Submarine Fleets, Mechanized Infantry, the Imperial Rocket Corps.

4 IPP per step:

Air Forces, Strike Fleets, Herman Goering Panzer, the 11th Flieger Corps, the King Lion Corps.

5.11 The brown units on the Japanese side can never receive replacements of any kind. Likewise, the green units on the German side can never receive any. Once destroyed, the puppet troops are gone for good. All S.S. units can receive replacements.

5.12 To rebuild a ground or air unit from the deadpile, simply pay the proper cost and immediately place the unit (within stacking limits) on any red dot you control in your homeland. It is immediately available for normal use. When rebuilding a two step unit it is NOT necessary to immediately pay for and rebuild both steps. You can bring them back in their depleted state and keep them that way as long as you like.

5.13 Naval units can only be rebuilt in red homeland port dots. Further, because of the extreme amount of time and

resources involved in constructing fleet-size naval units, there is a delay in receiving such units. Transport units are not placed on the map until the game turn following their purchase. Submarine Fleets appear two turns after purchase. Strike Fleets appear three turns after purchase. (Use the turn record track on the chart sheet to store the under-construction fleets until ready for sailing.) If, during a fleet's construction period, you lose control of all your home country red port dots, the fleet units being built are likewise all lost. (Optional: If you want to go to the trouble of recording the specific port dots your fleets are building in, that's o.k., too.)

5.14 Reclaimed dead units can only appear in home country red dots (which must also be ports in the case of ships). So, if you lose control of all your homeland red dots it doesn't mean you're automatically out of the game, but you'd better do something about such a situation pretty quickly.

5.15 Depleted ground units in the field can be brought up to full strength right where they are as long as they are in supply to their homeland at that instant.

SPECIAL NOTE: Transport Fleets have nothing to do with "delivering" sea supply or overseas replacements. Those processes are carried out automatically by hordes of ships not represented here by any counters (the merchant marine, etc.), as long as there is an available supply line and IPPs. Transport Fleets are for just that, transporting armies. (And more on that in Section 8.)

5.16 When ground units receive replacements in the field (that is, depleted units already sitting on the map are built back to full

strength), flip them over to their full strength side right where they stand. They are then immediately available for regular use. Depleted Strike and Submarine Fleets can only receive replacements if they start the Rebuild Phase already in a homeland red port dot.

5.17 IPPs canNOT be saved from turn to turn. What is not immediately used is lost (that is, eaten up by other hungry sectors of your economy). Make a new count each turn. Players should use the IPP charts to keep track of how many IPPs each has. (Both start with 62.) As the action on the board develops and a red dot changes hands, decrease the losing player's total by the appropriate amount and increase his enemy's by the appropriate amount. A given red dot may flip-flop its ownership any number of times in a game and still go on producing its IPPs for its owners.

SPECIAL NOTE: When using the optional atomics rules, keep a scratch sheet for "nuked" IPPs. Points listed there are unavailable to either player ever again. (And the mushroom cloud counters placed on the map will show you their geographic locations.)

5.18 During the First Player Turn of the first Game Turn there is no First Supply and Rebuild Phase, it is simply skipped that Player Turn. The second player on Game Turn one does immediately get such a phase.

6.0 GROUND UNIT MOVEMENT

6.1 The Map: The two game maps should be butted together along the European/African sides so as to form one long playing surface. This map has

been devised to depict movement across the spherical surface of the entire planet between the arctic and antarctic regions. As such, sea and air movement from the west to east, and east to west, edges of the map is permitted. No trans-polar movement of any kind is allowed.

The maps are laid out so the German is in the visual center of things. The dashed red line serves as the initial boundary between the two empires. That is, the Germans control all that's between the two lines, and the Japanese start to the west of the one running through the Americas, and to the east of the one running through the old world.

6.2 The armies depicted in the game move across the map from dot to connected dot. NO matter how close two dots appear to be to each other, no movement is allowed between them if they are not connected by a transportation line.

6.3 It is possible to pile more than one ground unit on a single dot. This piling-up process is called "stacking." NO more of your ground units can be stacked on a given dot than the number printed within that dot. Some dots have no numbers printed inside them; the stacking limit there is one ground unit.

Stacking does not count during movement. It counts only at the instant of any kind of battle within the given dot where a particular combat is being fought out, and during the placement of rebuilt units, and at the end of each Player Turn. Units found to be over-stacked at those times are removed from play. That is, the owning player removes the excess necessary to bring the stack down to legal limits for that dot. Such removed units are available for later IPP rebuilds.

Air and naval and marker and A-bomb and fort units never

count for stacking. (Neither does the King Lion Corps, the 11th Flieger Corps, and the Imperial Rocket Corps.) The number of enemy units on a dot does NOT effect your own stacking limit on that dot and vice versa.

6.4 The dots on the map are shown in six different colors. These different colors represent the different kinds of terrain that dominate the military characteristics of each dot. Red dots are called "Industrial." White dots are considered "Clear" or "Plain" terrain (that is, pretty flat, featureless, and undeveloped). Green dots are called "Rough" terrain (hills, jungle, swamp, etc.). Yellow dots are "Desert." The sky blue dots are "Tundra." The black dots are "Mountain."

Each of these terrain types have different movement costs and some of them effect battles that take place there.

6.5 **RED:** These dots cost your ground units nothing to move through, provided you already controlled the dot at the very start of your current Player Turn. If not, you pay one movement point out of your unit's movement factor to move into each one. Any successfully exploded A-bomb on a red dot automatically and permanently converts it to a rough (green) terrain dot for movement purposes.

6.6 **WHITE:** These dots cost one movement point for both mechanized and non-mechanized units to enter. White dots have no effects on combat. A-bomb detonations also convert these dots to rough (green) terrain.

6.7 **GREEN:** These dots cost two points for both mechanized and non-mechanized units to enter. Units defending in such dots have a +1 added to their defensive fire strength in each

round of combat. (The bonus does NOT add up from round to round--it remains just +1 each time, but it is available every round.)

In the Southeast Asia area there is a special subset of green dots called "Monsoon Territory." This area is delineated by the gray hashmarks around it; all dots within that line are considered "Monsoon Territory." In the Summer turn of each year, all the Monsoon dots cost all units four movement points to enter and, in addition to the normal +1 defensive fire bonus, any unit attacking into such terrain suffers a -2 (minus two) reduction to its attack fire in summer. No mechanized assaults can be launched into Monsoon Territory in the summer.

6.8 **YELLOW:** Such dots cost non-mechanized units two movement points to enter. Mechanized units pay only one point per dot. There are no special combat effects.

6.9 **SKY BLUE:** Treat like clear (white) terrain during Fall turns, and as rough (green) in Summer and Spring. In Winter turns no movement into such dots can take place. (Aircraft can overfly.) Units starting a Winter turn in Tundra dots can only move or attack if the very first move they make is to a non-Tundra, non-Mountain, dot.

6.10 **BLACK:** On the German side, only units marked as "Mountain Infantry" can ever enter these dots. And they do so at the cost of two movement points per dot. On the Japanese side, all non-mechanized Japanese troops can enter such dots, but only at the cost of three points per dot. Japanese puppet troops and mechanized units can never enter mountain dots, except for the loan puppet "Andean" (AN) Mountain Troop.

near Rome, thus exposing them to destruction on the ground from the Allied air forces. Accordingly, they were landed at the Rome area, but were then marched away from the fields and committed to combat in more or less piecemeal fashion.

Continued attrition among the jump-trained paratroopers, and the almost complete wastage of the Luftwaffe's transport arm, precluded Blue Point from ever being attempted again thereafter. But that was in our history--not so in TTW!

The 11th Flieger Corps is marked with the silhouette of the German paratroopers' symbol, a diving eagle. The 11th operates in all ways as if it were a regular air force unit, except for combat. In combat its sole mission is to carry out Operation Blue Point. To do that it is airdropped into battle like one of the regular paratrooper units. The only difference is, after dropping in, the 11th is then immediately destroyed. All German and German puppet units involved in that battle have their fire strength increased by two (+2) for that round.

Remember, for all purposes other than combat, treat the 11th like you would any airplane unit. It can make strategic redeployments; it never moves except by air; its drop range is four blocks; it can rebase like any air unit if caught alone on a dot by enemy forces. The 11th cannot drop onto Mountain (black) dots, nor can it drop onto Tundra dots during Winter turns. It can not take part in MAs. It can take part in in-range amphibious invasions.

9.15 **The Imperial Rocket Corps:** In 1941, when the Japanese invaded the eastern Soviet Union, their victorious forces captured a Russian engineer named Kostikov. This man had been responsible for designing the rocket artillery

units which had several times delivered bloody, but ultimately not decisive, surprises to the Japanese invaders. After some persuasion, Comrade Kostikov agreed to reveal his full technical knowledge to his captors. The end result was a Soviet style artillery corps being added to the Japanese Army's order of battle. (The Germans had, of course, gotten into the rocket business, too. They used them only in battalion sized units, however, and parceled them out as such to all their various armies.)

The Rocket Corps bears the silhouette of a motorized rocket launcher, and carries only its combat enhancement number of +1, along with its movement factor of 7. The Rocket Corps is used somewhat like the KL Corps, but its combat enhancement power is only effective against non-mechanized enemy units not in fortifications. Further, when the Rocket Corps enters combat, all Japanese and Japanese Puppet ground units in the same battle and firing at unfortified straight-leg enemies have their fire strengths enhanced by the +1.

The Rocket Corps, though considered mechanized for movement purposes, can not take part in MAs, nor can it make amphibious invasions. It can be sea transported as if it were an army sized non-mechanized unit. Like the KL Corps, it loses its combat enhancement powers when out of supply.

The Rocket Corps is not attached to any single unit like the KL Corps is. It simply moves along with another Japanese ground unit or stack, and cannot be attacked by enemy ground units unless it is the only Japanese ground unit left in the dot. If caught or left alone in the presence of enemy ground units, like the KL Corps, the

Rocket Corps is then automatically destroyed.

9.16 **Ship vs. Ship Combat:** Any Set-Piece Battle Phase that begins with enemy ships in the same sea block causes a naval battle to be fought there.

The combat strengths of all fleets are the same on both attack and defense, so they have only one number printed on them. Transport fleets can only fire when defending; they have no attack capabilities at all. Also, you can never attack the Transport Fleets in any enemy naval force until you have committed at least one attacking unit against all the other enemy fleets present in the same sea block with those transports.

Submarine Fleets have a special advantage in this game in that on the first round all submarines fire first (attacker then defender), and any hits they obtain take effect instantly. After that first round of combat, treat Submarine Fleets as you would any other Strike Fleet for the remainder of that battle.

Air Forces can support Strike and Submarine Fleets on the attack and defense just as they do ground units in land battles. They can also cancel each other out here, too. Aircraft can support Transport Fleets on the defense.

9.17 **Ship vs. Aircraft and Aircraft vs. Ship Combat:** During the Set-Piece Battle Phase or in an interception situation, air forces can attack naval units alone, without any ships of their own side being present. To do this, the player with the attacking air units must first figure his "air strike number." To arrive at that, simply total the number of air units to be used in the particular aircraft vs. ship battle being resolved. That's the "strike number." Then set up a regular battle line off to the side and have the attacker roll the die once for each of his

from the winning side are then available for gun support. (This is an exception to the rule stating the attacker always chooses in what order to resolve his battles.)

Gun support can be called in each round of battle, including the first, and the same army (or armies) need not receive the support each round. No more than one fleet can be assigned to support any one army on any one round.

Only Strike Fleets can give gun support, never submarines or transports.

9.11 Air Support: Air Forces within range can be flown in (during the first and subsequent rounds) to support ground battles, either set-piece or MA. They are committed to support just like Strike Fleets and have the same effects.

Enemy Air Forces can never destroy each other in this phase; they just cancel each other out. That is, if, say, one side brought in two air units for support and the other side had one, simply set one from each side aside (back to a base dot). (Such mutually canceled air units are done for that Player Turn.)

Air units that don't get aborted can stay to support a battle, round after round, until it's done. (Planes also have the ability to support naval actions. See 9.16, below.)

9.12 Kamikazes: This is only available to the air units of the Japanese Empire basing for their attacks out of Nippon, and can only be used by them when attacking enemy ships. Kamikazes have their fleet strike strength doubled but are automatically destroyed. (See 9.17 below.) Non-Kamikazes in the same battle figure their strike number separately.

9.13 The King Lion Corps: Hitler was increasingly fascinated with the concept of

super-heavy tanks as World War II wore on. So when one of his design teams brought him plans for an experimental behemoth called the "E-100," he immediately christened it the "King Lion," and ordered the formation of an entire corps with this vehicle as its main battle tank.

The unit, which in reality amounted to a super-reinforced division, was created under the auspices of the S.S. Only the very best men from the Panzer forces (including those of the regular army) were allowed to volunteer for the new corps.

In the game, the KL Corps is marked with an E-100 silhouette to make it easily distinguishable from the regular mechanized units. Further, instead of the normal attack/defense/movement factor arrangement, it has only a +2 "support factor," followed by a movement factor (6). The unit does start the game in play as part of the German player's Turn One forces.

The KL Corps never counts for stacking; it can be added freely to any existing stack. If caught alone on a dot by any Japanese (or Japanese Puppet) army, the KL is instantly destroyed without any exchange of fire taking place.

When on a dot with other German or German Puppet ground units, the KL Corps is considered to have been "attached" to the ground unit it is placed atop. In any combat situation, then, the KL-supported army has its fire strength increased by two (+2) each round. The KL Corps may be switched from unit to unit at the start of any new round of battle. The KL Corps is destroyed if the unit it is currently supporting is destroyed; it does not constitute an additional step.

The KL Corps can be sea transported, but it counts as an entire mechanized army by itself. (Attachment to other units is only a function of combat, not

movement.) The KL cannot take part in amphibious invasions.

The KL Corps cannot carry out its support function in cases where it or its supported unit is out of supply. In such cases the attachment is still considered to be in place for purposes of judging the KL's fate in combat, but no enhancement effect is achieved at all.

9.14 The 11th Flieger Corps and Operation Blue Point: In our own history's World War II, in 1943 the German Air Force (which controlled Germany's paratrooper forces) came up with an idea it code-named "Operation Blue Point." Under that plan, the best of the jump-trained parachutists were gathered together into units all controlled by the 11th Flieger Corps. This unit, along with the transport planes necessary to carry it, was stationed in central and southern France.

The idea was that any Allied invasion along the coast of Europe anywhere in range of the 11th's transport planes was to be met by an immediate mass air drop directly inside the beachhead's perimeter. The Germans were no fools; they realized such a drop would almost certainly entail the destruction of the paratroopers involved in it. The disruption such a ploy was certain to cause, however, was reckoned worth it in terms of the advantages it would earn for the regular German ground forces which would then also attack the invaders conventionally across the land front.

In 1943, when the Allies landed in Sicily, the 11th was standing by, ready to attempt Blue Point. By landing in Sicily though, the Allies had chosen a site outside the immediate range of the German's air bases in France. The extra distance would have involved the paratroopers in a refueling stop

That unit operates like German mountain infantry.

Units defending in such dots always get a +2 added to their defensive fire strengths. Paratroops can never airdrop onto mountain dots; nor can invasions be launched there. Planes and paras can overfly.

The twelve mountain dots within the Tibet/Meng Chiang/Northern Indian area represent a special subset of Mountains ("The roof of the world"). During the winter quarter these dots are treated exactly as if they were Tundra.

6.11 Ground Units move from dot to connected dot, paying out movement points from their allowance as they go. If a unit does not have sufficient movement points remaining in its allowance to pay the cost for entering a dot, then it cannot go there. Units can not save up movement points from turn to turn, nor can movement points be loaned or transferred from one unit to another. A player is never forced to move any of his units; nor does a unit need to use up all its movement allowance--it could move some, all, or none of it on any turn.

6.12 A player should move his units stack by stack, one stack (or individual unit) at a time. The movement of a new stack can not be begun until the movement of the previous stack has been completed. It is allowable to split off units from a large "parent stack," move them, then return to that same parent stack and finish up there. Once you've started in on an entirely new stack, however, the movement of the earlier stack is over. You can't go back and make adjustments unless your opponent is gracious enough to allow it. (And graciousness is something I advise against here--it goes against the very spirit of this game.)(But see 8.8 for an exception.)

6.13 During movement, mechanized units can make a special kind of attack--while they are actually still moving. These are called, appropriately enough, "Mechanized Attacks" (or MAs). MAs occur when a moving mechanized unit or stack enters a dot containing an enemy ground unit. To launch the MA, the attackers must pay twice the normal entry costs for the dot in question.

Once the attackers have paid that cost and entered the dot, run a normal battle sequence (see section 9), except that neither side can send ground units to reinforce MAs. (Air and Naval support can be made available from the very first round.)

6.14 If a mechanized force making an MA retreats from the attack, it must go back to the dot it just moved from immediately before launching the MA and end its move there, performing NO other functions that Player Turn.

6.15 If mechanized units making an MA succeed in killing or driving off the enemy defender(s), they can then keep moving (and possibly also MA-ing) as long as they have sufficient movement points left to pay for it. Such units could also attack in the Set-Piece Battle Phase that same Player Turn.

6.16 MA's can only be launched by one moving mechanized stack or individual mechanized unit at a time. The same dot might, however, be MA'ed more than once by the same or different stacks repeatedly during the same Player Turn. In order to MA together, mechanized units must start the Movement Phase already stacked together.

The purpose of MAs is to punch holes in the enemy's lines while it is still your Movement Phase. This allows you to move

your units through the newly created gap, and thus cause all kinds of trouble for your opponent.

6.17 Non-mechanized units entering a dot wherein there is an enemy ground unit (and mechanized units doing so that do not wish to launch an MA) must immediately stop and do nothing more until the Set-Piece Battle Phase of the same Player Turn. Entering an enemy occupied dot when you've no intention of MA-ing there, involves no extra movement cost beyond the basic terrain costs. It does commit you to a set-piece battle, though.

6.18 Combat is mandatory between opposing units that start the Set-Piece Battle Phase on the same dot.

6.19 The stacking limits for both sides on mutually occupied dots are mutually exclusive. That is, the number of enemy pieces your enemy has stacked on a dot in no way effects the number of units you can also stack there.

6.20 The cost of launching an MA into an un-nuked red dot is always two movement points, no matter which side controls it.

7.0 AIR UNIT MOVEMENT

7.1 Air units use the map dots for "basing." That is, to show where they are "stationed" when not flying some mission. Air units can never be based in Tundra or in Mountains. (They can always overfly such terrain.)

In this game the only things that can "catch planes on the ground" is an A-Bomb attack or unchallenged air superiority strike. Otherwise, should an enemy unit enter a dot where you've got air units based (that is, with no ground unit

defenders there, too), just pick them up and fly them to any new base dot within range. Such a rebasing move does use up that air force's operational abilities for that Player Turn.

7.2 Planes have an operational radius of two latitude/longitude blocks. This operational two-block range is two way. That is, after you've flown out there, you still do have another two blocks available to fly back to the same or another base after your mission is completed. (Or you could fly out three blocks, then return just one block to land, or even go out four blocks and then land at an acceptable base dot in the same block.)

7.3 Planes can, of course, fly over water as well as land. Planes can not land on naval fleets in this game. (Naval aviation strength is of shorter range and has already been factored into the fleet units' combat powers.)

7.4 If a player is willing to give up all combat and supply uses of an air force(s) for his Player Turn, he can then use it (them) in a "Strategic Redeployment." Such strategically redeployed air forces have an infinite flight range for that Player Turn. You must, though, still trace the movement across the map in order to give your opponent the chance to intercept. (Strategic air redeployments are used to rapidly transfer air assets from one distant theater to another for later use.)

7.5 If an air unit on a regular operational mission (more on that in section 9) is intercepted, it must abort its mission by returning immediately to the base it just flew from. If an air unit making a strategic redeployment (or retreating from a ground combat situation) is

intercepted, land it at the nearest available base dot within two blocks. If none are immediately available, the unit dies.

It is possible in an extremely fluid ground situation for a given air unit to be forced into multiple retreats during the same Player Turn--this is permitted. Likewise it is also permitted, and is also well within TTW's design spirit, to send your air units on missions from which they cannot possibly return due to lack of in-range bases. Such units are automatically destroyed at the very end of their mission. (And they are available for later IPP rebuilding.)

7.6 Air units are NOT used to transport ground units in this game. The paratroop units in TTW likewise don't need air units to make their air drops--they have their own organizationally organic air units attached.

7.7 Paratroop Movement: There are only four units in the game that can make use of airborne movement: the Japanese Army marked "ARBN," the "Herman Goering Airborne Panzer Army," the "1st Parachute Army," and the "11th Flieger Corps."

The first three of those units have all the characteristics of regular (that is, non-airborne) units of their type (infantry or tanks). (The 11th Flieger Corps has its own special rules presented in section 9.14.) Airborne units can make an airdrop each turn; being out of supply does, however, halve their drop range and combat powers.

Airborne movement works just like operational aircraft movement, but only out to a total range of two blocks. Paratroops can also make strategic redeployments under the same restrictions as those give for the air forces above. Paratroop units can NOT use both airborne and regular ground

movement on the same Player Turn; one precludes the other. Paratroops can never airdrop into mountain dots, nor can they airdrop into Tundra dots during winter turns.

Airborne moves are made during the owning player's Movement Phase. If there are enemy units present on the drop dot, the paratroopers must immediately fight an MA-style battle--no matter that two of the army-sized paratroop units are non-mechanized; they can, in just this kind of situation, launch an MA. (Again, the 11th Flieger Corps has its own rules section later on.)

Alternately, during the Set-Piece Battle Phase, paratroops that have not yet moved in any way can be airdropped into an on-going battle as reinforcements on any round after the first.

Any time paratroops airdrop into a combat situation, they lose the ability to retreat from battle; they must stay and fight to death or victory. If you have other units in the battle that did not use airborne movement to get there, they may still retreat from combat--they simply leave the paratroops behind. (This is the only exception to the you-must-retreat-everything-at-once rule given in section 9.19.)

7.8 An enemy air force within range of any portion (any block through which the move is traced--don't cut it any finer than that) of the paratroopers' flight path can declare an "interception." This forces the paratroopers back to their take-off dot. Such interceptions can be blocked by the moving player sending his own air forces along with his paratroops as escorts. Such escorting air forces must be nullified (matched one for one) by the other player before he can intercept and abort the paratroops. (Such air forces are not destroyed; they are simply and mutually nullified and returned to an acceptable base

Both players will now "shoot at" each other's forces using their involved pieces' attack and defense factors. Each of these fire exchanges is called a "Battle Round," and these rounds continue, one after the other, until one side wins the battle by either eliminating the enemy force or compelling it to retreat.

Exchanges of fire are considered to be simultaneous in this game, so each piece gets to fire in each round before any casualties are assessed (for an exception, see 9.16).

Resolve each battle off to the side of the map or in some empty area where the die rolling and unit shuffling won't disturb the overall situation.

9.3 During a player's fire in each round, each of his pieces can fire once. Each unit fires at one enemy piece of the firing player's choice. If the firing player has more pieces in battle than his enemy, the extra pieces can be used to gang up on enemy pieces and thus direct additional shots at them.

All the firing commitments of the side about to shoot must be made before any firing begins. So in such gang-up situations, the excess firing pieces cannot be redeployed that round if, say, the target enemy piece got killed quickly. Such extra firing pieces are, in essence, wasted for that round.

Each enemy piece must be fired at by at least one of your own pieces if the number of units involved allows for it.

To resolve a shot, roll the ten-sided die. If the number rolled is equal to or less than the combat value of the firing unit, the enemy shot at has been hit. The "Combat Value" of a piece is its Attack Factor if it is part of the attacking force, and it's the Defense Factor if it's part of the defending force.

For example, say a German 3-4-5 infantry army is firing as part of an attacking force. It

scores a hit on its target if it rolls a "3" or less on the die (0, 1, 2, or 3). If it were part of the defending force, firing back at some attacker, then it would score a hit based on its Defense Factor (that is, a 0, 1, 2, 3 or 4).

9.4 When a piece takes a hit, rotate it 180 degrees. After all pieces of both sides have fired in that round, all rotated pieces are flipped over to their depleted sides. (One-step or previously depleted units would simply be eliminated at that point.) Remember: all units of both sides get to fire before any damage is assessed (but see 9.16). The attacker fires first in every round.

Units of the defending side need not necessarily fire back at the attacking unit that just fired at them. The defender, before he starts his defensive fires, goes through the same target assignment procedures as the attacker did previously (and under the same one-on-one restrictions).

9.5 FIRE STRENGTH MODIFIERS

Several factors may make pieces easier or harder to hit. They are as follows.

9.6 **Terrain:** Defending units sitting on Rough Terrain (green dots) have their defensive fire strength increased by one (+1) in each round. That is, the +1 is not cumulative from round to round, but is available as such in each and every round fought in such terrain.

Defenders on Mountain (black) dots have their defensive fires increased in the same way, but by +2.

Attacking units firing into Monsoon Territory in the Summer have their attack fire strength reduced by -2.

9.7 **Fortifications:** Attackers firing into dots wherein the

defenders occupy a fort have their attack fires reduced by -2.

9.8 **Invasions:** In the first round (only) of any invasion attack, all the defenders have their defensive fires increased by one (+1). (That is not true when firing at the Japanese SNLF unit.)

9.9 **Banzai Tactics:** This is only available to the Japanese player's Japanese ground units (not ships or planes or puppet troops). At the very start of any round, just after target assignment, but before any firing has begun, the Japanese player can indicate if any or all of his engaged armies will use Banzai Tactics.

Those that do have their fire strength doubled for that round, but then they also suffer an automatic step loss for having Banzai. This technique is available to the Japanese Army (both mechanized and non-mechanized) on both attack and defense (double the appropriate fire strength in each case).

Two-step units already depleted can Banzai, thus automatically destroying themselves.

The German Player still does get to take his shots at Banzaiers, and thus can get to make their own normal fire hit upon them in addition to the Banzai losses.

9.10 **Naval Gun Support:** Each Strike Fleet off shore from a port dot (in the same sea block) where a ground battle is being fought can lend gun support to an army of its side in that battle. This works for attack and defense, set-piece battle or MA. Each Strike Fleet so committed raises a supported army's fire strength by one.

If there are naval units of both sides in the sea block adjacent to where a ground battle or invasion is to be fought, fight the naval battle first. The surviving Strike Fleets

in both the Indian and Southwest Pacific Oceans.

8.15 When a fleet stops its move in some sea block, not only must its side control at least one port dot (of any color) along the shore of that ocean, but the fleet must also be able to trace a sea supply line to that port dot. (And, yes, it is permitted to move and trace supply diagonally across sea block junctures. And, yes, one-dot islands do count as ports.)

8.16 The very tip of South America is off the map. Movement around that cape is possible, both ways, through the two sea blocks marked "Cape."

8.17 If a port dot is so located that its circumference lies within two oceans, the moving player can consider it to be in whichever ocean most suits his purposes at that moment.

8.18 Churchill, on the western shore of Hudson's Bay, is a Japanese port at the start of the game. Given the division of North America, the Japanese quickly recognized the place's importance for their naval strategy. They therefore turned it into one of the largest fleet anchorages in North America, not even bothering to change its name, since they knew keeping the old one would infuriate their new enemy.

On non-Winter turns movement is possible through the "Northwest Passage."

8.19 Special Japanese Islands movement: If the Japanese player places a transport fleet in the sea block containing South Korea, then his ground units can move through that sea block as if all the port dots bordering it were connected across land.

8.20 LOCATION OF STRAITS

North America: Panama Canal, Northwest Passage.

Eurasia: Straits of Gibraltar, Dardanelles, Suez Canal, Bab el Mandeb, Straits of Hormuz.

Southeast Asia: Strait of Malacca, Lombok Strait (except via this strait, there is no naval movement between Bali and Timor), Sunda Strait, Makassar Strait.

Nippon: Korea Strait, La Perouse Strait, Soya Strait.

NOTE: We simplified the coastline up by the "Northwest Passage" to get it operably on the map. Now, I know, of course, there is not really a clean, canal-like route like that through Northern Canada. "Admiral" Jack Greene did assure me, though, that WWII-era fleets could have forced their way along that country's northern coast in the non-winter months. And the Japanese were forever proving supposedly "impassable" terrain was not that in WWII, so....

8.21 All naval units in any one seablock are considered to be one stack for all purposes.

8.22 During their movement fleet units can take part in a kind of combat-on-the-run similar to the MA technique. It costs fleets 4 movement factors per "sweep action" launched into a block. Run them just like ground unit MAs with the same limitations. Air support is available from the first round; no other reinforcements are available. Units forced to retreat from a sweep retreat one block if they're within an ocean wherein their side controls a port, or back into another ocean where they do have such a port.

8.23 It costs naval units an extra movement point to go through straits or passages or canals.

8.24 Though transport fleets cannot launch sweep actions themselves, they can convoy along with strike or submarine fleets that are launching such actions, and they pay the 4 points..

8.25 Naval battles cannot take place in ports, only in sea blocks.

8.26 If you're going to have your naval units spend your opponent's Player Turn in port, they must observe stacking limits in that port. In such case land unit and naval unit stacking is figured individually.

9.0 SET-PIECE BATTLES

9.0 If, at the end of a player's Movement Phase, there are any dots or sea blocks containing pieces of both sides, a battle must be fought there. (MAs and sweeps are fought pretty much as the Set-Piece Battles described here, except ground and naval reinforcements cannot be entered into such fights.) The player who just finished his Movement Phase is considered "the attacker," while the other is called "the defender," no matter what the overall strategic situation is in the world.

9.2 Battles are resolved (fought out) one at a time, in any order the attacker wishes (exception: invasion sea battles should always be fought out first). One battle must be completely resolved before the next may be begun. The attacker need not state the order he will use to resolve his battles before hand.

To begin resolution, both players take their pieces off the dot or out of the block. Mark the now empty place with a dime so you can easily see where the battle is taking place and don't get mixed up in your thinking.

dot within range. Flying such interceptions and escorts does, however, use up an air force's ability to fly other missions that same Player Turn.)

8.0 NAVAL MOVEMENT

8.1 Ship movements are governed by the latitude / longitude blocks printed across the map. That is, fleets must always be positioned on the map so as to make clear which one of the many sea blocks it is in at that instant.

8.2 In TTW fleets are "in port" or "at sea." Fleets are "in port" when they are newly placed as replacements (or still on the Turn Record Chart) or if they go into a homeland red port dot for repairs to bring them from their depleted strengths back to full power, or when the owning players purposely positions them there to unload troops, ride out an Arctic winter, etc. Ships (but not ground units) can remain at sea between turns except under some circumstances (see 8.10). Fleets can only be "caught in port" by an A-bomb attack (or enemy seizure of all homeland red ports in the case of under-construction fleets). Otherwise, if an enemy unit enters a port dot where you have a fleet sitting, simply move them out to sea in that dot's immediately adjacent sea block (which can result in a forced sea battle, if enemy fleets are present).

8.3 The movement of naval units across the world sea is paid for at the rate of one point per sea block entered. That is, fleets move from block to block on the world's oceans each turn, restricted only by the lay of the land, any enemy interceptions or strait blockages.

8.4 Straits do serve to block sea movement if the enemy has

ground units on either side (as at the Bab el Mendep between Arabia and Africa) or blocking (as at Gibraltar or the Panama Canal). Likewise, fleets can't move or perform any operations across sea blocks totally divided from each other by solid land masses. (For example, a fleet sitting off the coast of Northwestern France can't do anything about moving directly to or operating in the sea block just south of France. The land mass of France itself prevents that, unless, of course, you can trace a movement path south through an unblocked Straits of Gibraltar.)

8.5 Only Transport Fleets can carry land units. Strike and Submarine Fleets have no carrying capacity of any kind. Air units and fortifications cannot be sea transported. (It is possible to use strike fleets to deliver an A-Bomb attack. See section 12.)

One Transport Fleet can carry up to two non-mechanized armies or one mechanized. Place the carried troops beneath the ship counter. While on board the transports the ground units have no combat capabilities at all and completely share whatever fate comes to their transports. (Note: Transport Fleets have only one step.)

8.6 Transported ground units cannot be kept at sea from turn to turn. They must be landed somewhere on the same Player Turn they put out to sea. To load onto a Transport Fleet, the ground units and the transport pay one movement point each. To unload, the ground units pay the movement cost to enter the kind of terrain where they are going ashore. The transport pays one more point.

8.7 If a Transport Fleet picks up units and takes them only to another already friendly controlled dot, the fleet can then

continue its move (though it cannot pick up and transport any other ground units that same turn). It is possible for one army to be off loaded at one friendly port and then have the fleet continue on to another friendly port (in the same or different sea block) to off load the second army there.

8.8 Transport Fleets do not need to start the Movement Phase stacked with ground units they are going to transport. They can move to a port, load the ground units, then keep moving and eventually drop them off at another friendly port or launch an invasion. It is likewise not necessary for units to be sea transported to start their movement phase already in a port. They can start inland, move to port, be picked up and sea transported, and then even continue their movement from the new port (provided only that they have the necessary movement factors available). (This is a modification to the move-stack-by-stack rule presented in section 6.12.)

8.9 **INVASIONS:** If the transported units are to be off loaded at an enemy controlled dot it's called an "invasion." In such cases the fleet(s) ends its move in the sea block just off shore from where the invasion took place. (Enemy ground units do not actually have to be present to create an "invasion" situation; as long as the dot where the landing takes place is enemy controlled, an "invasion" has taken place.) Ground units taking part in unopposed invasions can move after they land, and even run MAs and later set piece battles. Opposed invasions are fought out in the Set Piece Battle Phase.

Strike and Submarine Fleets can gain control of enemy port dots completely undefended by enemy ground units or fortifications. The presumption

is those fleets, though they can't themselves transport full armies, do have limited landing detachments of their own with them. Such operations are still considered to have involved the fleet(s) in an "invasion."

8.10 IMPORTANT NOTES: It is NOT possible for any fleet unit of any kind to end its move in an ocean wherein its side does not control at least one port dot (and the stopping naval units must be able to trace a line of sea blocks unoccupied by enemy strike or sub fleets from the port to the tracing fleet, and the port dot itself must either be a supply source or in supply, via normal routes, to one). And, yes, the controlled dot that allows the fleet to remain may be the one just seized in the invasion. If you have the movement factors available, you can transit oceans where you don't have a port; you just can't stop there. If you move carelessly, and end up with one of your fleets in such a friendly-portless ocean, your fleet is destroyed. Naval units can never stop their movement in the Arctic Ocean, unless they are put into a specific port dot. If such units are caught alone in an Arctic Port in a winter turn by enemy ground units, they are destroyed.

Further, it is NOT necessary in this game for a player to, say, move all his ground units before he begins with his air forces or fleets, etc. On the contrary, the movement sequence of the various kinds of stacks can be mixed and intermixed in any order the moving player desires. It IS necessary to be sure no single unit of kind performs more than one operation on any one Player Turn (that limitation does NOT apply to retreats from combat--those are not considered "moves"). The simplest way to keep track of which units have done something and which haven't is to maintain all your pieces with a common

orientation on the map. Then, after they've made any kind of move, turn them 180 degrees. Thus at a glance you'll be able to see which have and have not yet moved or performed some mission. Ground units should be moved stacked only with other ground units or with naval units when being sea transported. Air Forces move stacked only with other air forces. Ships move only stacked with other ships (or with ground units when transporting them.) (Though Strike and Submarine fleets don't actually carry ground units, they can, of course, sail along with such loaded transports to guard them.)

8.11 Mechanized units cannot make an invasion attack using the MA technique--they must run a set-piece battle just like non-mechanized units.

8.12 During the first round of any invasion battle, the defending enemy units have their defensive fire strengths increased by one (+1) because of the difficulties invaders have in gaining that first toehold on shore. The only unit that this is not true for is the Japanese SNLF piece; it is fired at normally on that first round. (This is an army specially trained in the most advanced amphibious invasion tactics.)

8.13 If an invasion battle is going badly, the attackers can retreat out to the ships that just brought them. The receiving ships must then stay stationary in the pick-up sea block, unless they're in an ocean wherein they control no ports. In such cases retreat them the minimum sea blocks necessary to put them in an ocean with a port where they can drop off the ground units. (And such retreats are, of course, subject to interceptions along the way.)

8.14 The World Sea is divided into eight oceans in this game: the North Atlantic, the South Atlantic, the Northwest Pacific, the Southwest Pacific, the Northeast Pacific, the Southeast Pacific, the Indian Ocean, and the Arctic Ocean.

The Arctic Ocean is all the water north of the Arctic Circle. No invasions are allowed into port dots lying exclusively on this ocean, and no naval activity at all is allowed there during Winter turns.

The North and South Atlantics are divided from each other by the equator. The Mediterranean, Baltic, Black, and North Seas, etc., are considered appendages of the North Atlantic.

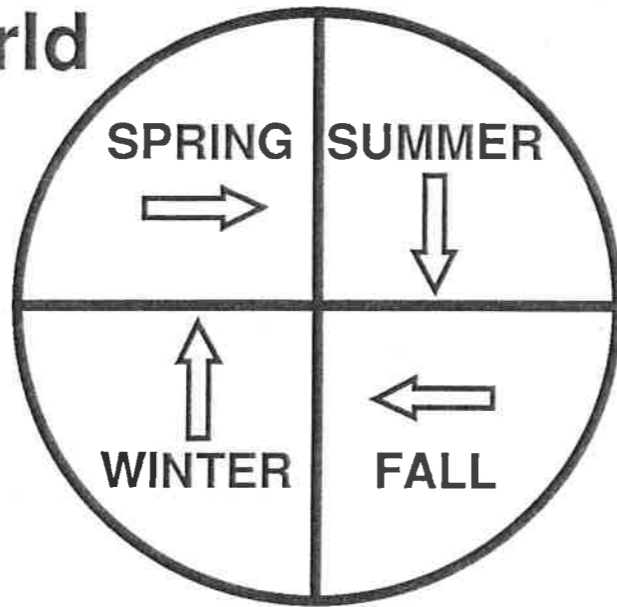
The North and South Pacifics are also divided from each other by the equator, and the map edges divide them vertically into the western and eastern portions.

The Panama Canal dot is, along with its surrounding sea block, considered to lie in both the Northeast and Southeast Pacifics as well as the North Atlantic. In such blocks, naval units cannot attack each other across an isthmus running through the same block. For combat purposes, the divided blocks become two separate sub-blocks.

The Indian Ocean is bounded on its southwest by Capetown. That port is considered to exist in both the South Atlantic and the Indian Ocean. The Red Sea and the Persian Gulf are considered appendages of the Indian Ocean. Movement between the Indian Ocean and the Pacific Oceans is largely governed by Singapore and the four sea blocks centered on that city. Those four sea blocks are considered to simultaneously exist in all three of the neighboring oceans. Australia is considered to exist

Tomorrow The World

Japanese Economics Tracks



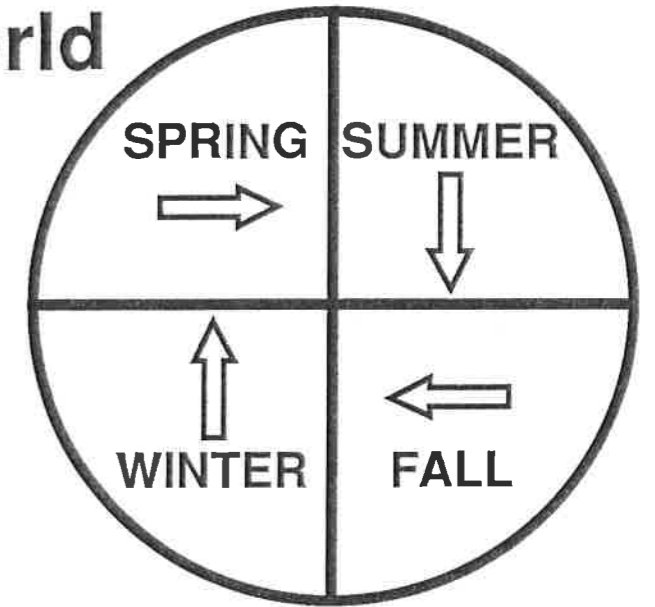
9
8
7
6
5
4
3
2
1
0

Japanese IPP Available

	2	9	9	9	9	9	
	1	8	8	8	8	8	9
	0	7	7	7	7	7	8
Mukden	6	6	6	6	6	6	7
	5	5	5	5	5	5	6
	4	4	4	4	4	4	5
	3	3	3	3	3	3	4
	2	2	2	2	2	2	3
	1	1	1	1	1	1	2
	0	0	0	0	0	0	1
Seoul							0
Nagasaki							
Nagoya							
Osaka							
Sendai							
Tokyo							
Anti-German U.N. Rebellion die roll							

Tomorrow The World

German Economics Tracks



9
8
7
6
5
4
3
2
1
0

German IPP Available

	2	2	2	2	2	2	
	1	1	1	1	1	1	9
	0	0	0	0	0	0	8
Berlin	6						7
	5						6
	4	4					5
	3	3	3	3	3		4
	2	2	2	2	2		3
	1	1	1	1	1		2
	0	0	0	0	0		1
Ruhr							0
Detroit							
Kiel							
Pittsburgh							
Prague							
Anti-Japanese U.N. Rebellion die roll							

How to use this chart:

The German player should place it in front of him on some flat surface. Put a German control marker on the highest number in each of the named city tracks. Put the "x1 IPP" marker on "2" on the German IPP Available Track, and put the "x10 IPP" on "6." (Set the "x100" aside until needed.) Place another control marker on the first season of the game. Place a Japanese control marker on the "2" spot on the "Anti-Japanese U.N. Rebellion track. (Move it up one each time the Japanese player detonates an A-bomb, then back down to "2" again at the end of each Nuclear War Phase.)

As the German multi-point IPP cities shown on this chart lose IPPs from A-bombs, move their respective markers down. The German should also use this method to control losses due to oil shortages, but also keep a separate record of that on scratch paper, as those IPPs may come back.

During the course of the game, as the total number of IPPs available to the German player goes up or down, decrease or increase the recorded total on the "German IPPs Available" track.

How to use this chart:

The Japanese player should place it in front of him on some flat surface. Put a Japanese control marker on the highest number in each of the named city tracks. Put the "x1 IPP" marker on "2" on the Japanese IPP Available Track, and put the "x10 IPP" on "6." (Set the "x100" aside until needed.) Place another control marker on the first season of the game. Place a German control marker on the "2" spot on the "Anti-German U.N. Rebellion track. (Move it up one each time the German player detonates an A-bomb, then back down to "2" again at the end of each Nuclear War Phase.)

As the Japanese multi-point IPP cities shown on this chart lose IPPs from A-bombs, move their respective markers down. The German should also use this method to control losses due to economic shortages, but also keep a separate record of that on scratch paper, as those IPPs may come back.

During the course of the game, as the total number of IPPs available to the Japanese player goes up or down, decrease or increase the recorded total on the "Japanese IPPs Available" track.

Terrain Effects Chart

Terrain Type	Movement Effects	Combat Effects
Red (Industrial)	Costs nothing to enter if you controlled it at the start of your turn; cost 1 otherwise. MAs into always cost 2. An A-bomb hit converts it to green for movement purposes.	No combat effects.
White (Clear)	Costs 1 point to move on to for all ground units.	No combat effects.
Green (Rough)	Costs 2 points for all ground units to enter. Monsoon country in SE Asia costs all units 4 to enter on Summer turns.	Units defending on green have +1 added to their defensive fire strengths. Additionally, units attacking into Monsoon country in Summer have -2 deducted from their attack strength.
Yellow (Desert)	Non-mechanized units pay 2 to enter; mechanized pay 1.	No combat effects.
Blue (Tundra)	Treat like white during Fall turns, like green in Summer and Sprint. No movement into in Winter (see 6.9).	Combat effects as per its seasonal color.
Black (Mountain)	German side: only "Mountain Infantry" can enter, at a cost of 2. Japanese side: Only Japanese non-mech (and AN puppet) can enter, at a cost of 3 (AN pays 2). "Roof of the World" in Central Asia are like blue in winter (see 6.9 and 6.10).	Units defending on black add +2 to their defensive fire strength.

Other Modifiers:

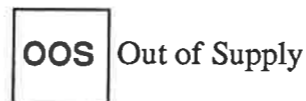
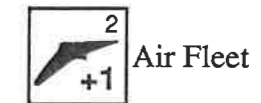
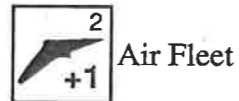
KL Corps: +2 to attack fire of attached unit (see 9.13).
11th Flieger: +2 to attack fires of all other German/puppet units in the same attack. 11th is destroyed each time it is used (9.14).
Imp. Rocket Corps: +1 to all Japanese/puppet units in the same attack and shooting at non-fortified straight-leg enemies. (See 9.15).
Air Support: +1 to the supported unit's attack or defensive fire strength.
Naval Support: same effects as air support. (See 9.11 and 9.10).
Forts: -2 to attacking units' attack fires when shooting into (9.7).
Invasions: On first round, defenders have their defense fires increased by +1, except against SNLF (8.9).
Banzai: Doubles Japanese (only) attack or defensive fire strengths, but they incur an automatic step loss. (See 9.9).
Kamikaze: Only for Japanese air forces basing out of Nippon vs. enemy ships. Their fleet strike number is doubled, but then the planes are automatically destroyed. (See 9.12).
Out of Supply: Halve everything; round remainders down.

Terrain Effects Chart

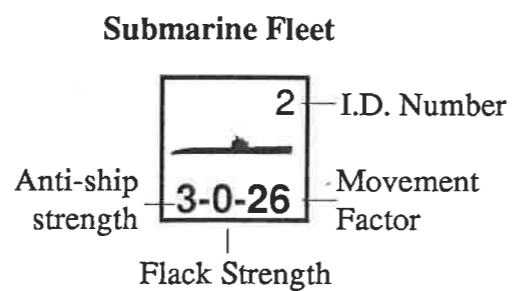
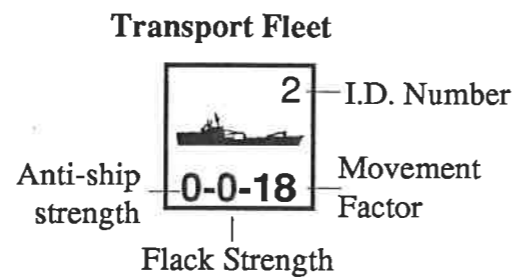
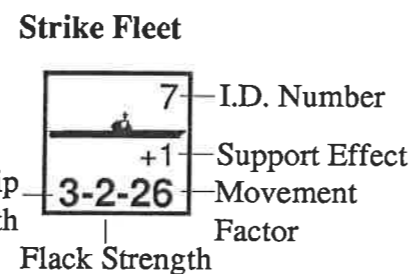
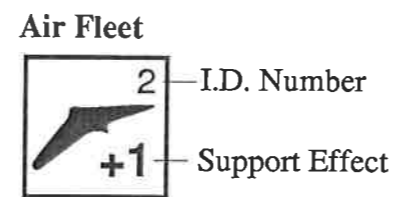
Terrain Type	Movement Effects	Combat Effects
Red (Industrial)	Costs nothing to enter if you controlled it at the start of your turn; cost 1 otherwise. MAs into always cost 2. An A-bomb hit converts it to green for movement purposes.	No combat effects.
White (Clear)	Costs 1 point to move on to for all ground units.	No combat effects.
Green (Rough)	Costs 2 points for all ground units to enter. Monsoon country in SE Asia costs all units 4 to enter on Summer turns.	Units defending on green have +1 added to their defensive fire strengths. Additionally, units attacking into Monsoon country in Summer have -2 deducted from their attack strength.
Yellow (Desert)	Non-mechanized units pay 2 to enter; mechanized pay 1.	No combat effects.
Blue (Tundra)	Treat like white during Fall turns, like green in Summer and Sprint. No movement into in Winter (see 6.9).	Combat effects as per its seasonal color.
Black (Mountain)	German side: only "Mountain Infantry" can enter, at a cost of 2. Japanese side: Only Japanese non-mech (and AN puppet) can enter, at a cost of 3 (AN pays 2). "Roof of the World" in Central Asia are like blue in winter (see 6.9 and 6.10).	Units defending on black add +2 to their defensive fire strength.

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SAMPLE COUNTERS



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