



# 1942 BASIC GAME RULES

## OVERVIEW

- Move military units on a world map to conduct combat, control territories, and earn income
- Side 1 plays the **Axis powers** (Germany and Japan)
- Side 2 plays the **Allies powers** (Russia, UK, and US)

## HOW TO WIN

1. Control **9 victory cities** ( ● on game board), **-OR-**
2. Capture an **enemy capital** ( 🇩🇪, 🇯🇵, 🇷🇺, 🇺🇸 or 🇬🇧 )

## GAME SETUP

- Place Units – in territories and sea zones
  - Follow **setup card** for each power
  - Each power has units of its own **color**
  - Stack **chips** under units to show extra quantity (gray chip = 1 unit, red chip = 5 units)
- Collect Income – each power collects the starting income (IPCs) listed on its setup card

## HOW TO PLAY

- Round = each power takes a **turn in Order of Play**
- Turn = six **phases** (optional except *Collect Income*)
- Check for victory at end of each turn

### Order of Play

1. Russia
2. Germany
3. UK
4. Japan
5. US

### Turn Phases

1. Purchase units
2. Combat movement
3. Conduct combat
4. Non-combat movement
5. Place units
6. Collect income

## TURN PHASES

1. Purchase units – Select units, pay for units, and place units in **mobilization zone** (not in play!)
2. Combat movement – Move your units into one or more hostile territories or sea zones
  - Units moved now cannot move later in the turn
  - Finish all combat movement before Combat
3. Conduct combat – Resolve one battle at a time (*attacker chooses order*):
  - a. **Place units** on battle board in their columns (number in a unit's column is its combat value)
  - b. **Attacking units fire**, one die per unit, scoring a

“hit” if its die roll is  $\leq$  its combat value. Defender chooses casualties, one unit per hit.

- c. **Defending units fire** as above, including units chosen as casualties. Attacker chooses casualties, one unit per hit. Both sides remove casualties from battle board.
  - d. **Repeat combat rounds** (steps a-c) until:
    - One side loses all units, **-OR-**
    - Attacker retreats (*Defender cannot retreat*)
4. Non-combat movement – Move units that have not yet moved this turn into **friendly** territories
  5. Place units – Move units from mobilization zone to territories you control that have an **industrial complex** (# units must be  $\leq$  IPC value of territory)
  6. Collect income – Total the IPC values of all territories you control and collect that many IPCs

## COMMON RULES

### • Movement

- Sea zones 20 and 19 are adjacent via Panama Canal
- All naval units can move up to 2 sea zones
- Units encountering hostile units must end movement
- Subs may submerge if no hostile destroyers present
- Retreated transports may NOT unload in non-combat

### • Combat

- **Combat sequence** – 1) Strategic bombing raids, 2) Amphibious assaults, 3) General combat
- **Bombers** – may conduct either a strategic bombing raid on an industrial complex or general combat
- **AA guns** – fire only at planes attacking the territory they are in; do NOT fire at planes during non-combat
- **Transports** – may carry up to two land units; if two, then one must be an infantry
- **Amphibious assaults** – land units cannot retreat; air units may retreat after one full round of combat
- **Offshore bombardment** – both battleships & cruisers
- **Aircraft** – must land in a friendly territory you owned at start of turn. No Kamikaze attacks: if you can't land, you can't move
- **Aircraft carriers** – may carry up to two fighters (cannot carry bombers)

