



THREE TURN PLAYING SYSTEM and ENHANCED COMBAT

THREE TURN per ROUND PLAYING SYSTEM, “Axis and Allies & Comintern” ORDER OF PLAY

- **Turn 1) Axis** (*Germany, Italy and Japan play together*)
- **Turn 2) “Comintern” + China** (*Russia. China also plays in this turn*) *China plays during this turn as to not to be able to attack together with Allied Forces.*
- **Turn 3) Allies** (*USA, UK, ANZAC play together*)

TURN SEQUENCE

1. **Strategic Planning** (3 minutes)
2. **Unit Purchase & Repairs** (3 minutes)
3. **Combat Movements** (7 minutes)
4. **Resolve Combat** (No Time Limit)
 - a. Strategic Bombing Raids
 - b. Regular Combat
5. **Non-Combat Moves** (5 minutes)
6. **Remove Markers / Update Income** (No Time Limit)
7. **Mobilize Purchased Units** (2 minutes)
8. **Collect Income / Conduct Convoy Raids** (No Time Limit)

MODIFICATIONS TO COUNTRY RULES

Forces Attacking Together

- **Axis forces can attack together during their turn.** Combined arms modifiers only apply for forces of the same nation.
- **Allied forces can attack together during their turn.** Combined arms modifiers only apply for forces of the same nation.
- **Comintern forces cannot attack together during their turn.** *ie .. Soviet and China cannot attack together*

Attacking Together Casualty Selection

- If units from different nations are in the same casualty column, each player will roll 1 dice for each unit potentially affected. The lowest roll(s) will take the casualty(ies).
EXAMPLE: Allies score 2 hits in the Axis Infantry column. There are 3 German and 2 Italian infantry available for casualty selection. The German player rolls 3 dice and the Italian player rolls 2 dice. The two lowest die-rolls will receive the casualties.
- Occupation may be pre-decided. However, the pre-decided occupying power must have at least one ground unit survive the combat, otherwise, territory will go to the other power.



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- If the attacking players cannot agree upon who should occupy the captured territory: Country with the largest army remaining at the end of the battle takes control of the occupied territory.

Allied/Soviet Movement Restrictions

- Allied and Soviet forces cannot occupy the same land territory. *(they can occupy the same sea zone and defend together in that sea zone)*
- Allied and Soviet forces cannot move into, over or through a territory controlled by the other power. *(For example, Allied forces could not enter a territory with a Soviet roundel on it, and vice-versa)*
- Allied and Soviet forces CAN move into an originally controlled Allied/Soviet territory that has been lost to the Axis. This "liberates" the territory and returns the IPC value to the original controller.
- Allied and Soviet forces can remain in a "liberated" original territory. If they leave the territory they cannot return. While this original territory is occupied, forces of the other Power Block cannot enter it. *(Example: Japan takes the "Soviet Far East" territory. USA Liberates this territory, returns the IPC value back to the Soviets and places USA troops and USA Strategic Bombers there. Soviet forces cannot enter the "Soviet Far East" territory while USA forces are present)*

Allied/China Restrictions

- Allied forces can enter China.
- China and Allied forces can defend together, but cannot attack together as they go in different turns.

Soviet/China Restrictions

- Soviet forces cannot enter Chinese controlled territories.

Great Britain (UK)

- If London is captured by the Axis, UK will immediately stop receiving income from Scotland, regardless of who controls it. UK player may remain in the game and continue to manufacture and collect IPCs from Canadian and African territories.

USA - Optional 2-Player Rule for 8-Player Games

- USA is treated as One Economy, 2 Players. (A European Commander and a Pacific Commander)
- IPCs are divided as decided by the two players on a PER ROUND basis during the Unit Purchase Phase. *This is important. USA needs to selectively pour resources into either*



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the Pacific or European theater at different times, it is not wise (or historical) to evenly divide the USA IPCs throughout the entire game)

- **Breaking a Deadlock:** There should be a little tension between the European and Pacific commanders for resources, as there was in real life. This should be part of the fun. If a deadlock should arrive between the two players as to how to divide IPCs, each player should lay out their desired IPC requirements and then flip a coin. The coin-toss winner will receive their desired IPC's for that turn.

France - Sequence to Implement After the Fall of Paris to the Axis

This is a "Sequence" that should be implemented once the combat moves are finished with one of the results being Paris falling to Axis Control:

- French Units in UK are now "Free French" and become fully controlled by the UK Europe player. They should be treated exactly as UK Units with no French/UK country restrictions.
- French cruiser in Sea Zone 110 is now "Free French" and becomes fully controlled by the UK Europe player. It should be treated exactly as a UK Unit with no French/UK country restrictions.
- Remaining French units are now "Vichy France" and are treated as "Axis Friendly Neutrals" with the following exceptions:
 - Units remain Vichy French / Blue, always.
 - Units cannot move from their original territories or sea zones, ever.
 - Units will defend together with Axis Forces in their original territory or sea zone.
- Any French territory can be occupied by Axis, Allies or Comintern forces under the same rules as an "Axis Friendly Neutral".

If Paris is liberated by Allies:

- France Liberation VO is activated as normal.
- Non-occupied / **unclaimed territories** (territories with a France Roundel) and units in these territories return to control of Liberated France.
- Occupied / "**Claimed by Allies**" Territories: Return to control of Liberated France.
- Occupied / "**Claimed by Axis**" Territories: Remain "Vichy" and Axis-Friendly.
- All Sea-Units return to control of Liberated France.
- Any remaining Free French units absorbed by the UK after the fall of Paris should be returned to Liberated French control.

If Paris is occupied by Russia:

- France is not liberated, but instead absorbed into Russian territories and becomes part of the Comintern.
- France Liberation VO is not activated.



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- Non-occupied / unclaimed land territories and units remain Vichy / Axis-Friendly Neutrals
- Sea-Units remain Vichy / Axis-Friendly Neutrals
- Free French units remain under UK Europe control.

COMBAT CASUALTIES (AKA “High Luck” Casualties)

- Hits with a roll of 1 should be applied to the units in the enemy’s “1 Column”
- Hits with a roll of 2 should be applied to the units in the enemy’s “2 Column”
- Hits with a roll of 3 should be applied to the units in the enemy’s “3 Column”
- Hits with a roll of 4 should be applied to the units in the enemy’s “4 Column”
- Defender may choose to move a hit UP to a higher-value column, This would let a BB take a hit for example.
- If no units are available in the target column, it should be applied to lower columns.
- If no lower columns are available to place a hit, it should be placed in the next available higher column.

Exceptions to the Hits Columns

- Strategic Bombers are always considered to be in the “4 Column”
- Aircraft Carriers are always considered to be in the “4 Column”
- Transports can only be selected once no other targets are available. (Same as OOB rules) EXCEPTION: Transports may be hit directly with a TAC hit of “1” if the die-roller decides to apply the hit to a transport. See *TAC Bomber rules below*.

MODIFIED BATTLE RULES

Naval Retreats

- After the each round of combat, either or both players may opt to retreat.
- **If both players decide to retreat:** defending player remains in the sea-zone and attacking player moves all forces one sea zone.
- **If only one player opts to retreat:** a roll of 3 or less must be made to successfully retreat. Otherwise, the battle must continue until both players retreat or a successful retreat roll is made by one player.
- **If either side has ONLY airplanes:** No retreat roll is necessary from the side with only planes and the battle may simply be “called-off” by that player. Airplanes can then move their remaining movement allowance in the Non-Combat Movement Phase.
- Retreating player moves all naval forces together to a single sea-zone.
- If player retreats to a sea-zone that contains enemy surface ships, it is treated the same as if a ship has been mobilized in a sea-zone with enemy ships. No additional combat ensues this round in that sea zone.



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Combat Steps *(There are no modifications to the steps. All revised rules fall within the existing game structure)*

- **1) Sub Special Attacks**
- **2) Naval AAA Rolls** (Naval Combat ONLY) .. Land-based AAA roles are conducted during normal combat.
- **3) Attacker's Rolls**
- **4) Defender's Rolls**
- **5) Remove Casualties**
- **6) Continue?**

MODIFIED UNIT RULES (Information not stated here remains OOB)

Territories: Bases & Factories

- Territories may have a combination of a Naval Base, up to 3 Air Bases and a Factory.
(Pending OOB factory placement restrictions)

Naval Bases

- Operational Naval Bases may roll up to 3 dice @1 at when defending against an amphibious landing. (remove 1 die for each damage marker)
 - Rolls are "Preemptive" and are made after the sea-portion of combat is complete and before the Naval Bombardment land-portion of combat begins.
 - Attacker can select any air, sea or land unit(s) participating in either the Sea or Land portion of the attack as casualties.
- Functioning (*Less than 3 damage*) Naval Bases emit an "Operating Radius" of 3 spaces starting with the sea-zone that surrounds, or is adjacent to, the Naval Base. "Operating Radius" is the extent of the range a Naval Base has to service all friendly surface ships (Submarines are not subject to Operating Radius)
- If a surface ship starts their turn OUTSIDE of an Allied Naval Base's Operating Radius, the ship's movement is reduced to 1 instead of the usual 2 spaces for that turn.

Air Bases

- Air Bases can be "stacked" with up to 3 air bases in a single territory.
- Territories with 3 air bases can scramble up to 9 fighters or Tac Bombers.
- Enemies conducting a tactical bombing raid on a territory with multiple air-bases must specify which attacking plane is attacking which specific air-base. Each attacking Bomber may only target one air-base per bombing raid.
- Air Bases now cost 9 IPCs



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Ship Based AAA All ships have AAA capabilities. It works as follows:

- Ship AAA is rolled at the beginning of every combat round. (*Just after the “Sub Special Attack” step, and before the normal attack rolls*) Each airplane can still only be targeted up to ONE time per combat round.
- Is rolled independently from a ship’s normal combat rolls.
- Can be used in the attack as well as defense.
- **IMPORTANT:** *Is the **only** way a ship can hit an aircraft.* Ship’s regular combat rolls must apply their hits to the other ships.
- Is treated as normal AAA in all other aspects.

Land Based AAA

- Is rolled during the normal combat rolls.
- Is rolled during every round of combat.
- AAA can now only target up to ONE single enemy airplane. (Airplanes can still only be targeted up to ONE time per combat round)
- AAA now cost 4 IPCs.

Aircraft Carriers

- Aircraft carriers can only launch attacks with airplanes of the same nation.
- Aircraft carriers can launch and receive friendly aircraft during the Non-Combat move.
- Have ship based AAA that can target up to 1 plane per turn.

Transports

- Transports can only launch amphibious attacks in the Combat Move with units from the same nation.
- Transports can load, move and unload friendly units in the Non-Combat move.
- Transports do not control a sea-zone. Therefore, when not escorted, they cannot interfere with an amphibious assault. However, attacker must still roll for “Hits” and any surviving transports may attempt to retreat after each round of combat. Once this is finished, the amphibious assault may continue as normal.
- Transports must be chosen last for casualty selection unless Die-Roller chooses a transport with a Tactical Bomber @1 hit. *See TAC Bomber rules below.*
- Have ship based AAA that can target up to 1 plane per turn

Destroyers

- Can only apply their special anti-sub abilities to ONE enemy sub in the sea zone per destroyer.
- Destroyers have ship based AAA that can target up to 1 plane per turn.
- Destroyers now cost 7 IPCs



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Cruisers

- Have ship based AAA that can target up to 2 planes per turn.
- Cruisers now cost 11 IPCs.

Battleships

- Have ship based AAA that can target up to 2 planes per turn.

TAC Bombers

- *Applies to NAVAL BATTLES ONLY:* During attack and defense, if a TAC bomber rolls a 1, the DIE ROLLER may choose which ship to apply the hit to.
- The Die Roller applies their TAC @1 hits before the regular hits are applied that are chosen by the defender.
- With an "@1" hit, Die Roller may choose to hit ANY enemy ship, including Transports.

Strategic Bombers

- Attack at 1 against Naval Units