

Rounding Table (Top row is number of units)

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|
| S | 0 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 | 5 | 5 | 5 | 6 | 6 |
| L | 1 | 1 | 2 | 3 | 3 | 4 | 5 | 5 | 6 | 7 | 7 | 8 | 9 | 9 | 10 | 11 | 11 | 12 |

1.3 Stacking: Unlimited in most land/sea areas. See 5.3 for attacking from land areas. Islands can have size 2 land unit max. Big Port: unlimited naval. Little Port: size 2 naval units max.

1.5 Control of Areas: Sea areas are friendly unless an enemy BB/CV/SUB/Air unit located in the area and no friendly unit in the area. A convoy counts as a friendly unit if not destroyed.

1.7 Supply Lines: Units at sea do not trace supply. Units in a land area trace supply through friendly land and sea areas, using land but not air routes, to a home country. Can trace through neutral country for resources and oil. AFA units can always trace supply to USA sources.

4.0 Sea Area Activities:

4.1 RTB: may not be Blocked. Land area must have a port where the units can stack or unit destroyed.

4.2 Move to Sea Areas: Naval units 1 MP per area. Air units 2 MP per area. TRS can carry land unit it starts it's move with up to twice the TRS size. TRS can embark land units in a sea area where it stops. A TRS that can't trace supply cannot carry any units or pick up units where it stops. If you try to move out of a sea area that is occupied by an enemy naval unit roll for Block.

4.3 Sea Area Combat: The combat in all sea areas begin. The attacker selects one sea area. Defending Subs may RTB from that sea. If there are no enemy units left the battle ends. If not the Defender can send in Naval Air in range. Air round fought first(6.1). Naval Sea round fought second (6.3). Any units that fight in step C and must RTB and can't be used in later Steps D or F. Other air in area may participate in battle. Snow can effect the battle.

5.0 Land Area Activities:

5.1 Rebase Air/Naval Units: Naval unit in port can rebase to another port using 3x it's movement. Can't move into sea area with enemy unit (does not include enemy convoys). May carry or embark/debark when in port; not at sea(not if out of supply). AIR/PARA may rebase using 3x movement provided it didn't move earlier.

5.2 Move Land Units: A land unit at sea on TRS can move to friendly land area but must stop. Land unit must stop after moving through Land Route. Jungle/Mountain/Swamp = 2MP; all other 1MP.

5.3 Land Area Combat: Three types

Factory Attack: If both sides have an air and/or CV unit resolve an Air Round first(6.1). All surviving air (but not CV) then resolve a Strategic Round(6.4).

Ground Attack: if both sides have an air, CV, and/or PARA (*that flew to the land area*) resolve an Air Round (6.1). Then resolve a Land Round(6.2).

Port Attack: if both sides have air and/or CV unit resolve Air Round first (6.1). Then resolve a Naval Round(6.3). Don't include SUBS/Convoys. Only attackers may fire with Naval Factors.

Air units cannot be committed to a Land Combat during Snow turns in country with Snow marker.

Attacking Islands: only Land units (including PARA) whose total size is 2 or less can attack.

Total size of attacking units is 10 from each land or sea area.

Total modified Land Factors from air and naval supporting Ground Attack can't exceed modified Land Factors from land units.

Committing Units: An air unit must, and a PARA may use air movement to move to the target land area. An air unit presently at sea that participated in a sea area combat may NOT participate in a land area combat.

A land unit must be in an adjacent land area (not Land Route) to the target land area or on a TRS in a sea area that touches the target land area and not occupied by enemy air/BB/CV/SUB that you are at war with.

A naval unit must be in adjacent sea area to target land area and not occupied by enemy air/BB/CV/SUB that you are at war with.

A naval unit in Port can't participate in a land area combat.

6.0 Resolving Combat Rounds:

6.1 Fighting an Air Round: Add up air factors of all air/CV/PARA(if flown to target area)/AA units. Add and subtract red/white triangles for each side. V-Weapons do not participate.

6.2 Fighting a Land Round: 1-Add all Land Factors. Air factors can support. Land units attacking from TRS are halved except MAR. Each big BB/CV adds 2; small BB/CV adds 1. 2-Modify based on terrain/snow. 3-add 1 for each white triangle for both sides; subtract 1 for red triangle for attacker. Mountain/Swamp area is target area add 1 white triangle to defender per attacker. If defender can't trace supply considered to have 2 white triangles. 4-Both sides roll the die.

6.3 Fighting a Naval Round: Add up naval factors. Port attack can only use half CV naval factors. Modify for Snow. Add for red/white triangles. Add for each available Convoy Factor (not in a Port Attack). Both sides roll the die.

6.4 Fighting a Strategic Round: Add up all attacking Strategic Factors. Modify for Snow. Add to this the total Factory Factors. Roll the die. Only attacker rolls.

6.5 Resolving a round of Combat:

Air Round: all results assigned to air/CV/attacking PARA (that moved by air to target land area).

Land Round: land units must be assigned all results.

Naval Round: naval/convoy units must be assigned all results.

Strategic Round: Factories must be assigned all results.

Assigning hits/letter results: In Naval/Air combats first hit/letter assigned by owner, second by enemy, etc until all results are assigned. In Land Combat alternate the hits but the letter results is determined by the enemy side.

S Result: 1/3rd of units must retreat/RTB/not advance

L result: 2/3rd's of units must retreat/RTB/not advance

B Result: All units must retreat/RTB/not advance

Retreats: Defenders on islands ignore "Letter" results. Defenders only retreat if they have less ARM than attacker. ARM values are: *Attacker*= size of all ARM units, sized halved if attacking from TRS. *Defender*= ARM size plus size of defending FORT plus bonus ARM terrain value. Don't halve for terrain/weather. Can't retreat to land area being Ground Attacked. If can't retreat land unit takes extra point of damage. FORT can't retreat and must take extra damage. Control only changes if attacker can advance into attacked land area.

Note: All attacking land units that can advance into a land area **MUST** advance.