

DOMINATION

WEI-CHONG CHENG

World War 2, 1939-1945

Domination is a strategic wargame for 2-4 players and playable in 90 minutes. Players command the military forces of Germany, United Kingdom (UK), Japan, and Soviet Union (USSR) during the Second World War. Through smart play of your operation cards, you will help your team (Allies or Axis) earn Victory Points (VPs) and deny them to your opponents by controlling territories, conducting diplomacy, and researching technologies.



1 • COMPONENTS

One board



52 cards



Four technology boards



Number of counters, including:

German player

10 German Armies 2 German Fleets

UK player

3 UK Armies 4 UK Fleets 3 US Armies 2 US Fleets

Japan player

7 Armies 6 Fleets

USSR player

9 USSR Armies 1 USSR Fleet 2 Chinese Armies

Victory Points markers



Allies Join War markers



4 Neutral Armies



Damage markers



Round marker



**[Space for components funded
during the campaign]**



2 • SETUP

- 1 Place the game board in the center of the table.
- 2 You each take a different major power. Sit on your power's side of the board, takes a technology board **1**

Take all units assigned to your power and place them in your supply next to your Technology board. If there are fewer than 4 players, see **10.0 Rules For Two & Three Players**.

- 3 Place the round marker **2** in the leftmost box of the Round track, and the two Allies Join War (USA **3**, China **4**), on the leftmost boxes of their AJW tracks. Set all damage markers **5** aside.

- 4 Put the VP markers on the VP track on the boxes marked with each power's color

6 (☀️) = 7VPs,
 (☒) = 8VPs, (★) = 9VPs, (🇬🇧) = 10VPs).

- 5 Each player's starting units go in their areas as indicated on the game board.

Germany: **1** = [2 units], **2** = [2 units],
3 = [1 unit], **4** = [1 unit]

UK: **5** = [2 units], **6** = [1 unit], **7** = [1 unit],
8 = [1 unit], **9** = [1 unit]

Japan: **10** = [2 units], **11** = [2 units],
12 = [2 units], **13** = [2 units]

USSR: **14** = [2 units], **15** = [1 unit], **16** = [1 unit], **17** = [2 units]

Neutral: **18** = [1 unit], **19** = [1 unit], **20** = [1 unit], **21** = [1 unit]

Experienced players may place their starting units freely; see 11.1 Alternative setup.

- 6 Take the 4 US cards and 2 China cards from the deck. Shuffle them separately to form the US deck and China deck, then place them in the middle of the game board (**7** US, **8** China). Shuffle all other cards to form a draw deck, then place it in the middle of the game board **9**.

You are now ready to play the game.



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3 • CORE CONCEPTS

3.1 Allies and Axis

There are 2 factions: **Allies** (UK and USSR) vs. **Axis** (Germany and Japan).

All areas not controlled by a faction are Neutrals.

3.2 Powers

The UK, USSR, Germany, and Japan are **Major Powers**. The US and China start the game as **Inactive Powers**. Each player commands one Major Power. Inactive Powers may join the Allies faction later in the game, becoming Allied Powers.

Powers in the same faction are **Teammates**, while powers in the other faction are **Opponents**.

Units of the same faction are **Friendly Units**. Units from the other faction and neutral units are **Enemy Units**.

3.3 Colors

Every power has a specific color for its home areas, event cards, and units:

- – Dark Gray for **Germany** (Axis)
- – Tan for **UK** (Allies)
- – White for **Japan** (Axis)
- – Red for **USSR** (Allies)
- – Green for **US** (starts inactive, but can join Allies)
- – Purple for **China** (starts inactive but can join Allies)
- – Seledite for **other countries** (neutral)

3.4 Cards

Cards have multiple uses. When you play a card, choose one of the following actions:

1 Operation points (OPs)

Each card has a number, between 3 and 6, on the top left side, called **Operation Points (OPs)**. OPs are used to build units, move units, attack units, and launch rockets.



2 Technology

In the top right corner of each card is a **Technology** icon. Play the card face down to develop this technology.

3 Event

In the bottom of the card is an **Event** with one or more **Event Icons**.

The color of the card is relevant **only** if the card is played for *the event*. You can play the event only if it is your power's color.

Lend-Lease

UK and USSR players: discard one card to perform a **Lend-Lease** action in a round (see 9.1 Lend-Lease).



Discard pile

It is a place on the board, next to the draw deck, where you are going to put all of your discarded cards. Cards in the

discard pile are always face-up and all players may look through them at any time.

3.5 The Map

The map is an abstracted world map with the North Pole in the center, surrounded by connected **areas** represented by shapes (squares, circles, and octagons).

AREA TYPES



Land areas, where Armies and Air Fleets can be stacked.



Island areas, where Fleets and Air Fleets can be stacked.



Coastal areas, where all unit types can be stacked.

Each area has different stacking (3.7), and control (3.8) restrictions.

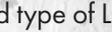
HOME AREAS

Colored areas are **Home Areas** for the corresponding power. A home area with no enemy unit is always in control of its owning power and always in supply, even if it has no friendly units.

CAPITALS

Home Areas with (3 stars)  are Capitals of the corresponding power. The Capitals have a special ability: if there is an enemy unit in your Capital, during your turn you can Attack that unit, even if you don't have any units in adjacent areas.

CONNECTIONS

Adjacent areas are connected by a Sea Link (blue ) , Land link (brown ) , or a matching colored pair of triangles () (which is a second type of Land link).

FACTORY

In areas with a factory icon () , players can deploy land units (Armies and Air Fleets).

SHIPYARD

In areas with shipyard crane icon () , players can deploy sea units (Fleets).

VICTORY TRACK

Around the board is a victory track with a designated threshold of victory points needed to win the game.

3.6 Units

Units represent the various forces that each player will control throughout the course of the game. Units are limited by the amount provided in the game.

Armies

Main land units capable of controlling land and coastal areas.

Fleets

Main sea units capable of controlling island and coastal areas.

3.7 Stacks

A stack is a group of units in the same area. Only units controlled by one player can be in a particular area; units from different powers cannot stack together. Each area has a stacking limit:

- **1 and 2 starred** areas can have a maximum of **2 units**.
- **Capitals** can have a maximum of **4 units**.
- Armies units can stack in **Land** areas.
- Fleets units can stack in **Island** areas.
- All unit types can stack in **Coastal** areas.

Armies can **NEVER** end their move in an Island area. Fleets can **NEVER** end their move in a Land Area. All unit types can end their move in a Coastal area.

3.8 Control

You control each of your areas, except that a home area which has any enemy units is controlled by the enemy units' owner.

 Your Capital is special: if it has exactly one enemy unit, then it is uncontrolled by anyone, and you lose 3 victory points. If your Capital has at least **two** enemy units, then it is controlled by that enemy player, and they gain 3 VPs while you lose 3 VPs. All other areas are controlled by a power if that power has at least **one** unit in the area.

If your Capital contains any enemy unit, you cannot build units there. You can only build in a home area with no enemy units and no damage markers.

A non-home area occupied by units is controlled by those units' owner. A non-home area with no units is uncontrolled. Players immediately gain or lose VPs based on changes in control. When an area changes control, the previous owner loses the appropriate amount of VP and the new controlling country (if there is one) gains VP (indicated by stars on the areas).



3.9 Supply

Your unit is in supply **1** when there is a continuous path of any length through adjacent areas, each controlled by your own Powers (**not by your teammate**) from the unit to one of your home areas that has no enemy unit **2**.

Your units in your home areas are always in supply. If there is no supply path, the unit is out of supply (**OOS 3**) and unable to attack or move.



4 • PLAYING THE GAME

Every round represents one year and is divided into three phases: Strategic, Operation and Administrative. The Strategic phase has several steps. In the Operation phase, players do actions in turns. The Administrative phase ends the current year.

The colors on the round track indicate the initial power for each round (starting with Germany in 1939). The numbers at the top of the round track are the number of cards to draw in each round.

4.1 Strategic Phase

During the Strategic Phase, do the following steps in order:

A. DRAW AND DRAFT NEW CARDS.

You each draw the number of cards indicated above the current year:



Now do the first round of the card draft: simultaneously, you each pick one card from your hand, set it aside to keep, and pass the remaining cards to the player on your left.

IMPORTANT: In '39 the German player draws 5 cards, and in '41 the Japanese player draws 5 cards; they pick 2 cards to keep (instead of only 1) in their first round of draft. If the Japanese in '41 have cards in reserve from '40, in that case, the Japanese player picks 3 cards instead of 2 to keep in the first round of the draft.

After the first round of the card draft, continue additional drafting rounds: simultaneously, you each pick one card from your hand (which you received from the right) and set it aside to keep it, and pass the remaining cards to the left. This continues until you each have two cards in their hand: this is the last round of the draft. You each pick one card to keep and discard the other card.

The draft is now over, and you each take your cards you set aside into your hand.

B. DISCARD ONE CARD AND DRAW A NEW CARD (POWERS MAY USE ENIGMA).

Now in player order, you each may discard one card from your hand and draw a replacement card from the deck. If

you have Enigma technology, you can use it now (draw two replacement cards, keep one, and discard the other).

C. IN PLAYER ORDER, PLAYERS MAY USE ESPIONAGE TECHNOLOGY.

After the Strategic phase, proceed to the Action phase.

4.2 Action Phase

You each take turns playing one card for: **Operations, Technology, Events, Lend-Lease** or **Pass**.

PASS

You must pass when you have no cards in hand, and you may pass if you don't want to play any more cards this round.

When you pass, you may place one card in reserve to have it next round, and you must discard all other cards from your hand. You will get your reserved card in the next strategic phase at the start of the card draft.

IMPORTANT: UK and USSR players: if you did a Lend-Lease action this round, you cannot reserve a card when you pass.

After you pass, you may not do any more actions in this round. In a 2-player game, you may reserve half (round up) of your cards in hand (instead of only 1 card) when you pass.

After you have all passed, proceed to the Administrative Phase.

4.3 Administrative phase

A. CHECK FOR VICTORY.

The VP track shows thresholds which the Allies and the Axis must reach or exceed to win the game. The Allied VP is the sum of UK + USSR VP, and the Axis VP is the sum of German + Japan VP.

Threshold for the Axis to win is 29 VPs . Threshold for Allied at the beginning of the game is 33 VPs . However during the game it may raise 2 additional VPs for any Inactive Power that joins the Allied (the US/China) or up to 37 VPs if both Inactive Powers join the war .

If the Axis has reached its VP threshold, then the Axis wins. Otherwise if the Allies have reached their VP threshold, then the Allies win. At the end of the game if no faction reaches its VP threshold, the Axis wins. See 5.2 Victory at the end of '45).

B. REMOVE DAMAGE MARKERS.

Remove damage markers on your home areas which are under your control.

C. REFRESH USED ROCKETS.

Refresh all used Rockets.

D. TECHNOLOGIES BECOME AVAILABLE.

Turn all the technology cards developed last round face up and announce what new technology they possess. Adjust VP markers immediately for new technologies.

E. ADVANCE THE ROUND MARKER TO THE NEXT YEAR.



5 • WINNING THE GAME

5.1 Victory Points

All VPs are based on the current game state. If you lose a country, discard a card, etc., then immediately adjust your VP marker to subtract or add the appropriate number of VPs. Each player's starting VP (marked on the VP track) equals the VP they have for controlling their home areas.

Control VPs

You earn VP by controlling areas. Each Capital you control gives 3 VPs. Each 2 star area you control gives 2 VPs. Every 1 star area you control gives 1 VP.



Influence VPs

You earn VPs by playing Influence event cards. Every Influence card on the table gives 1 or 2 VPs. If you lose a diplomacy card, then you lose its VPs.

Tech VPs

You earn VPs by developing technology cards of different types. You can gain up to 4 VPs.

5.2 Victory at the end of '45

If an Axis power has reached its VP threshold, the Axis players win. Otherwise, if an Allied power has reached its VP threshold, the Allied players win. If no power has reached its VP threshold, the Axis wins.

6 • OPERATIONS

You may do operations during your turn by playing a card for its operation points. You can use operation points to deploy, attack, move, launch or bombard. You can choose any combination of deploying, attacking and moving in any order with a single card, as long as you do not spend more OPs than the card's OPs.

If you do not spend all your OPs from a card, you can save 1 OP to use later by rotating the played card 90° clockwise. You may have only 1 saved OP at any given time during the Action phase. Later in this Action phase, if you play another card for OPs, you can discard the rotated card to add its 1 saved OP to the later card's OPs. (You can even add 1 OP to the 7 OPs event card.) At the end of the Action phase, all remaining rotated cards are discarded, and their saved OPs are lost.

IMPORTANT: You cannot save 1 OP from discarding a rocket card or after bombardment, and you cannot use only a saved OP for operations in a turn (without playing a card for OPs).

6.1 Deploy

It cost 3 OPs to deploy a unit (1 OP for every  under those icons:  ).

Take 1 unit of your faction from your pool and put it on a (same color) home deploying area without a damage marker or enemy unit. You must respect stacking limits.

The unit type must match the building icon on that area:  = Army;  = Fleet.

With **Logistics technologies** ( ), you deploy units for less OPs. See **8.1 C**.



6.2 Move

Spend the indicated number of OPs on the technology tree

1 OPs for every uncovered  under those icons: 

to move one of your in-supply units through any number of adjacent areas in your control, then into an in-supply area or into an unoccupied area adjacent to an in-supply area.

Example: Germany first moves an army to an adjacent area **1**, then moves another army through the first move's destination **2**, and finally moves another army through the second move's destination **3**. Similarly The UK player first moves an army to an adjacent area **1**, the second army is moved through the off-map connection **2**, thanks to that they may move their fleet into the area on the opposite side of the board **3**.

Units can move **through** either land or sea links to an in supply controlled area and exceed stacking limits during movement, as long as they respect stacking limits in their destination.

IMPORTANT: Units can pass through any type of in-supply area on their way to their final destinations **3**.

Sea Link and Land Link

The first unit to move in a given turn through a blue link (➡) into an unoccupied coastal area adjacent to an in-supply area must be a fleet (and likewise an army through a brown link (➡)).



Example: You are the German player. Ukraine is unoccupied, and you want to move your fleet into Ukraine **1**. But the link from Poland to Ukraine is brown **2**. So you must first move an army through that link **3** and then move your fleet to Poland and then (through the brown link) to Ukraine.



Example: You are the UK player. Italy and Germany are unoccupied. You want to move your army into Germany via Italy

1 The link to Italy is blue 2, so first you must move your fleet into Italy 3, then your army can move (through the blue link) into Italy and (because Italy is now in supply) it can continue moving (through the brown link) into Germany.

You can **ALWAYS** move through, to and from areas containing your Coalition Partner units. You can move through, to and from areas containing

your additional power units if that power is at war, but you can **NEVER** do so if that inactive power is not at war. You can **NEVER** move through or to areas containing units of another major power (not even your teammate) or move into your teammate's empty areas.

★ **Exception:** if an enemy controlled area contains only enemy Air Fleets, you can move an Army or Fleet (not Air Fleet) into that area. In this case, your unit stops and immediately destroys those enemy Air Fleets.



Damage Marker

When units take control of an opponent's home area which can build units, place a Damage Marker () in that area to show it cannot build units. To place a **Damage Marker** in an enemy Capital, you need 2 units there. The marker will remain there until an Administrative Phase when the area is no longer enemy-occupied.

6.3 Attack

1 Spend the number of OPs indicated on the technology tree (1 OPs for every uncovered  under those icons:

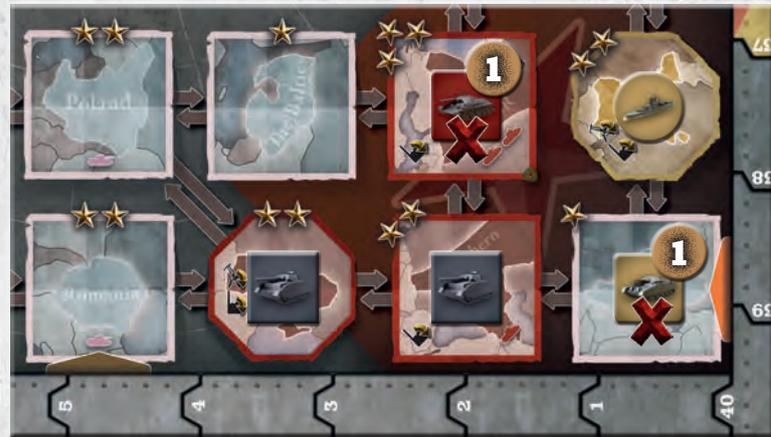


to remove 1 enemy unit. This action can be performed multiple times during your turn and by the same unit. The target unit must be adjacent to one of your own in-supply units.

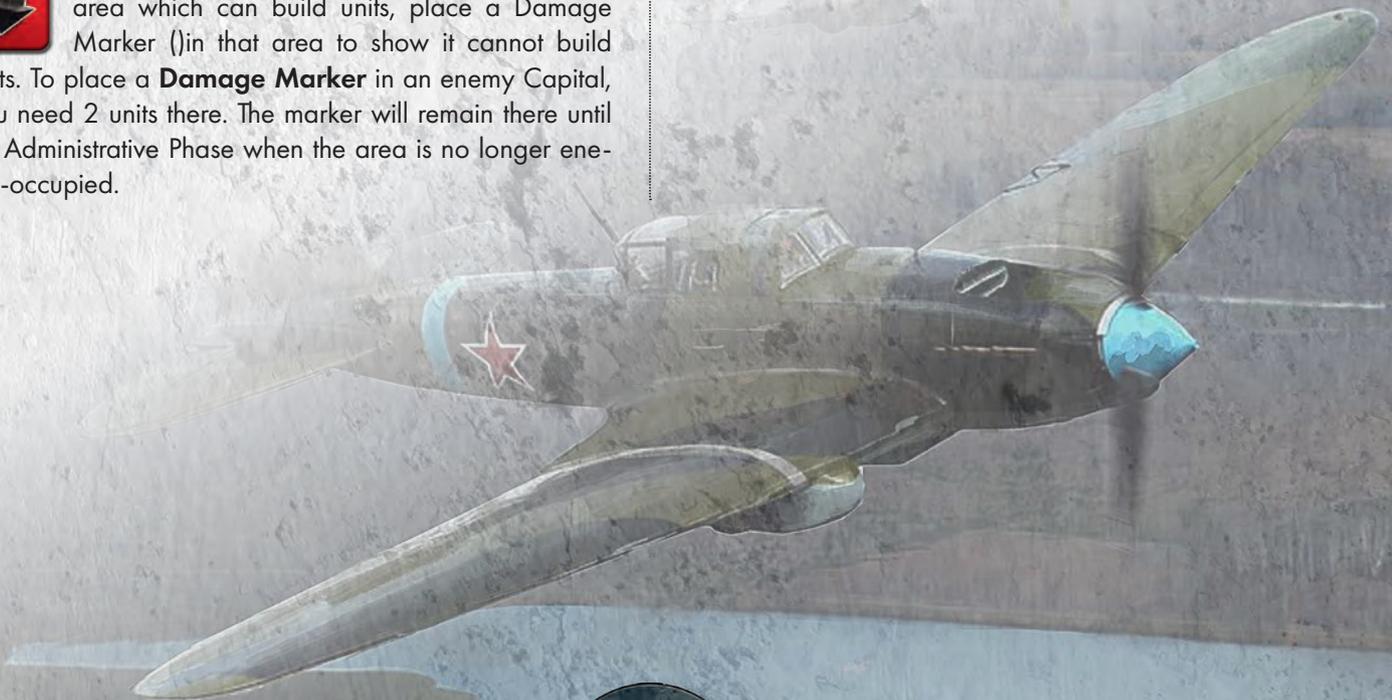
Army and Navy technologies



let you attack more efficiently (see 8.1).



IMPORTANT: It doesn't matter what kind of unit you have adjacent to the target unit. The OP cost depends only on the target type.



6.4 Launch

You can launch one rocket if you have developed any of the **Rocketry technologies**



You can launch only one rocket in a round. You can choose to launch any one type of rocket you developed.

Depending on the type of rocket you launch, you discard one card and choose one opponent to discard cards (+1/-1 tactic events apply to card value, but +1 OP from a saved card does not):



discard a card with minimum 5 OPs; chosen opponent randomly discards 1 card



discard a card with minimum 5 OPs; chosen opponent randomly discards 2 cards



discard a card with minimum 6 OPs; chosen opponent randomly discards 3 cards

IMPORTANT: You cannot save or use extra remaining OPs from your discarded card.

Rotate your rocketry card 90° to mark it as used. In the next Strategic phase (→), you will rotate it back and can use its power again next year.



7 • EVENTS

Cards have event icons at the bottom. You may play an event card only if your power color matches the card color. UK player: you cannot use US event cards until the US enters the war. After the US joins the war, you treat US events as your own, and the Logistic event lets you deploy any type of the event's indicated units in any combination you wish, as long as you deploy UK units in UK homelands and US units in US homelands. Soviet player: likewise for you and China event cards.

Types of events are: **Tactics, Logistics, Science, Influence.**

7.1 Tactics

Tactics events modify the OPs on the cards.

A. 1 OP BONUS/PENALTY

+1 and -1 modify the OPs of a power's cards played for OPs later this round. Multiple +1 and -1 events can be played on the same power for cumulative effect.



+1 OP Bonus

Put the +1 OP tactics in front of you or your teammate. The player in front of whom this card lies gains +1 OP for each operation action until the end of the round.



-1 OP Penalty

Put the -1 OP tactics in front of one of your opponents. The opponent in front of whom this card lies subtracts 1 OP from each operation action until the end of the round.

B. SPECIAL OP VALUE

5/6/7 modify the OPs of cards played with a given value.



Use the OPs at the bottom of the card () instead of the original OPs () printed at the top of the card, if the Event is in your power color. There are three types of these cards: 5 OPs instead of 4, 6 OPs instead of 5 and 7OPs instead of 6.

Any applicable +1 bonuses and -1 bonuses are applied after this effect.

7.2 Logistics

Logistics events let you deploy any unit indicated on the event () and/or move units () and/or deploy Puppets ( Axis). You can play the indicated Logistic event actions in any order.

A DEPLOYMENT

 For each icon, you can deploy one Army in your factory  home areas.

 For each icon, you can deploy one Fleet in your shipyard  home areas.

B MOVEMENT

For each  icon, you can move one unit of any type.

IMPORTANT: You can use this action to move one of your units already on the game board, or a new unit which you deployed during this event.



C PUPPETS

 Axis player: Each Puppets icon lets you deploy up to two of your armies. Each army must go into a different neutral area which already has at least one of your units. *This is an exceptional way to deploy armies, representing the many nations which fought on the Axis side during the war.*

7.4 Influence

Influence cards feature a nation's flag (Brazil, Spain, Sweden, Turkey) and VPs. You may play an influence card to score the VPs indicated on that card. Place the influence card next to your tech board and immediately gain the indicated number of VPs **1**. That influence card stays out of the game until the end of the game, or until another player plays an influence card with this same country on it.



If a second influence card with this country is played, compare both cards:

- If the new card has a higher value than the old cards that were already on the table, the new card remains on the table, and its owner gains the card's VPs. The old cards with the lower values are discarded and their owners lose that card's VPs.
- If the new and old cards have equal values, both cards remain on the table, and the new card's owner gains its VPs.

If the new card has a lower value than the old card, both influence cards are discarded, and the old card's owner loses its VPs.



8 • TECHNOLOGY



Cards have a technology icon on the top right.

To develop a technology, play the card face down next to the right side of your player board during the Action Phase.



During the next Administrative phase, all players reveal their technology developed that round, which activates it for the rest of the game.



Remove cube from the game

Each power can develop only **one** technology card per round. There are five different types of technologies: **Army** (brown), **Navy** (blue), **Rocketry** (orange), **Electronics** (purple), and **Logistics** (yellow). Technologies are ongoing abilities of a power and remain in effect once they are revealed. The actions of **Electronics** and **Rocketry** can be used only once during a round.

8.1 Technology board



A. ARMY TECH (BROWN)

Army tech increases your efficiency when moving your land units and attacking enemy land units.

A1 Mechanization
 You spend only 1 OP (instead of 2 OPs) to move each Army and Air Fleet.
 Move this tech's brown cube to cover one icon under the action to show the cost is only 1 OP.

A2 Self-propelled Artillery
 You spend only 2 OPs (instead of 3 OPs) to destroy an enemy Army or Air Fleet.
 Move this tech's brown cube to cover one icon under the action to show the cost is only 2 OPs.

A3 Attack aircraft
 You spend only 1 OP to destroy an enemy Army or Air Fleet. Additionally, you spend only 2 OPs to destroy an enemy Fleet. You can develop this technology only if you have already developed , , and in previous rounds.
 Move this tech's brown cube to cover one icon under the action.

B. NAVY TECH (BLUE)

Navy tech increases your efficiency when moving your sea units and attacking enemy sea units.



B1 Landing Crafts

You spend only 1 OP (instead of 2 OPs) to move each Fleet.

Move this tech's blue cube to cover one  icon under the  action to show the cost is only 1 OP.



B2 Heavy Battleships

You spend only 2 OPs (instead of 3 OPs) to destroy an enemy Fleet.

Move this tech's blue cube to cover one  icon under the  action to show the cost is only 2 OPs.



B3 Aircraft Carriers

You spend only 1 OP to destroy an enemy Fleet. Additionally, you spend only 2 OPs to destroy an enemy Army and Air Fleets in a Coastal area. You can develop this technology only if you have already developed  and  in previous rounds.

Move this tech's blue cube to cover one  icon under the action.

LOGISTICS TECH

Logistics tech increases your efficiency when building units and partially protects against rocketry attacks.



C1 Arsenal

You spend only 2 OPs (instead of 3 OPs) to deploy an Army or Air Fleet.

Move this tech's yellow cube to cover one  icon under the  action to show the cost is only 2 OPs.



C2 Shipyard

You spend only 2 OPs (instead of 3 OPs) to deploy a Fleet.

Move this tech's yellow cube to cover one  icon under the  action to show the cost is only 2 OPs.

D. ELECTRONICS TECH

Electronics tech lets you manipulate cards during the Strategic phase. It also lets you develop higher levels of Rocketry technologies.



D1 Espionage

During the Strategy phase, you may look at 3 random cards from one opponent's hand. If you wish, choose one of the 3 cards and discard it; in this case, the opponent draws one card from the deck to replace it. Remove this tech's purple cube to show you have developed Espionage.



D2 Enigma

During the Strategy phase, you may draw two cards instead of one, choose one for your hand, and discard the other. Remove this tech's purple cube to show you have developed Enigma.

E. ROCKETRY TECH

Rocketry techs can force opponents to discard one or more random cards from their hands.

IMPORTANT: If you have more than one Rocketry tech, you must choose only one rocket to use in a given round, and you can use that chosen rocket only once in the round.



E1 Flying bomb (V1)

Discard a card with at least 5 OPs to make a selected opponent discard 1 random card. Remove this tech's orange cube to show you have developed V1.



E2 Rocket (V2)

Discard a card with at least 5 OPs to make a selected opponent discard 2 random cards. You can develop this technology only if you have already developed , as well as  or , in previous rounds.

Remove this tech's orange cube to show you have developed V2.



E3 Nuclear Bomb

Discard a card with at least 6 OPs to make a selected opponent discard 3 random cards. You can develop this technology only if you have already developed  in previous rounds.

Remove this tech's orange cube to show you have developed the Nuclear Bomb.

8.2 Technology VPs

There are five tech colors (brown, blue, yellow, purple, orange). After you have developed one of the five colors of technology, each time you develop an additional color of technology, you gain 1 VP. So if you have developed tech in all 5 colors, you gained 4 VP total.

9 • ALLIES JOIN THE WAR

At the start of the game, the US and China are Inactive Powers. The US will immediately join the UK, and China will immediately join the USSR, if the corresponding Allies Join War (AJW) marker reaches the last box on its Join War track.



China Joins War track

US Joins War track

As soon as the US joins the UK, all US units are treated as UK units, and US home areas immediately become UK home areas. US and UK units can stack together, but only US units can be built in US home areas. Likewise for the USSR and China. Allies immediately gain VPs for controlled US or Chinese areas when US or China joins the war.

There are two ways to advance an AJW marker:

9.1 Lend-Lease

Lend-Lease is a special action for the UK and USSR players. Each round, the UK player can discard exactly 1 card from their hand to advance the US AJW marker one box to the right. The UK player then draws one card from the US deck and puts it aside. The UK player gets this card in the next strategic phase at the start of the draft. The UK player can look at this US card but it can't take it or use it until the next draft. If the UK player does Lend-Lease, they cannot

set aside any other card this round. If the AJW marker is in the last box, a Lend-Lease action for this power is no longer possible.

The USSR player can similarly do Lend-Lease to advance the China AJW marker and draw a China card.

These cards are in addition to the normal amount drawn during the draft.

9.2 Axis Invasion

Whenever an Axis player attacks a US (or China) unit or moves one unit into a US (or China) home area, the US (or China) AJW marker advances one box to the right. But the UK (or USSR) does not receive a US (or China) card. Instead, draw 1 US (or China) card and shuffle it into the UK (or USSR) draw deck. (There will be no cards to draw after the AJW reaches the rightmost box.)

An AJW may advance several boxes in one round due to Axis attacks and unit movements.

10 • RULES FOR TWO & THREE PLAYERS

10.1 Two Players

In a 2-player game, you play both Major Powers of one faction and draw cards equal to the total of both powers, minus 1. You can use any card for either power's action, but you must develop technologies separately for each major power (Rocketry and Intelligence are exceptions). The powers' turn order is unchanged (e.g. you cannot do two actions in a row with Germany, unless the UK, Japan, and USSR already passed). If you pass one power, you must discard half of your hand cards (round down).

Your two Powers still act independently, as if played by two separate players.

The **Draft** rules in a two player game are the same, except that you set aside 2 cards (instead of 1) during each round of draft. (In '39, the German player sets aside 3 cards in the first round of the draft, and in '41 the Japanese player does the same.)

Unlike in a game with 3 or 4 players, **Radar** technology is shared between your two powers and used actively, not

passively. When you are a target of **Rocketry** tech, you must decide whether to use radar to decrease the number of cards you must discard. When you use Rocketry, you target the opponent, not a specific enemy Major Power. When you use a Radar tech, rotate its card 90 degrees to show that you cannot use it again this round. But if you have a second Radar tech, you can use it to defend against a second Rocketry attack.

10.2 Three Players

In a 3-player game, one player plays both major powers of one faction, while the two other players play one major power each. All players use cards and develop technology cards separately for each major power (the player covering two major powers will manage two separate hands of cards).

The **Draft** rules are the same as in a 4-player game.

★ 11 • ADVANCED RULES

11.1 Alternative setup

Starting with the USSR player, players may choose and place their units in any areas of their homeland as follows:

USSR – 4 USSR units, plus 2 Chinese Army in China

Japan – 6 Japanese units

UK – 3 UK units, 1 US Fleet in Philippines, and 2 US units in US

Germany – 9 German units

12 • SCENARIOS

You can also choose to play a shorter scenario if you cannot play the whole game. Follow the instructions below to set up a different scenario.

12.1 Rise of the Axis

Skip the **EVENT** and **ALLIES JOIN THE WAR** rules. Players cannot play event actions. Players cannot attack US

or Chinese units. Players cannot enter into US or Chinese areas.

Use the initial **GAME SETUP** and all the map.

The game lasts only 4 rounds, from 1939 to 1942.

In the victory stage of the 4th round (1942), calculate the total VPs of each faction and end the game. The faction with more total VPs wins. If there is a tie the game is unresolved.





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