

WORLD WAR II CAMPAIGN PLAYER NOTES

Optional Rules

All but Airborne transports and Extended Battles are in effect.

Russian options (28/10)

The Cold Winter

On odd turns the Russian player may declare one battle a turn, before it starts, to be in deep snow. The winner automatically loses as many armies as the loser.

Deployment

Mos 1 Army
Len 1 Army, 1 Fort
Cau 1 Army, 1 Fort
Yak 1 Arm 1 Fort

German player (26/7)

Ingenious

Due to advanced engineering the German player receives three research points per turn.

Deployment

Lib 1 Army
Ukr 3 Army
Eeu 1 Army
Fin 1 Army
Weu 1 Fort
Ger 1 Fort
Seu 1 Fort

US player (28/10)

War time economy

The US player may create one army each turn for three production instead of four, however it must be placed in the western or eastern united states.

Deployment

WCO 1 Fleet and 1 Army on Transport
ECO 1 Arm on 1 Transport
Bra 1 Fort
Chi 1 Army, 1 Fort
Sin 1 Army, 1 Fort

British player (28/10)

To the last man

With few options for retreat and dire expectations of the consequences for surrendering

the British player may choose one battle a turn in which they are not pushed out of the location unless losses are inflicted.

Deployment

Aus 1 Fort
Ind 1 Army, 1 Fort
Egypt 1 Army
Persia 1 Army
Gbr 1 Army
Gib 1 Fort
NOR 1 Fleet

Japanese player (26/7)

Surprise attack

The Japanese player can re-roll tactical objectives in one battle for themselves, or for their opponent, once per strategic turn.

Deployment

SJA 1 Army on 1 Transport
Jpn 1 Fort
Kwa 1 Army, 1 Fort
Man 1 Army, 1 Fort
Bur 1 Army
SOS 1 Fleet, 1 Army on 1 Transport

Neutral player (26/7)

Unexpected ally

The neutral countries did not substantially participate in WWII, however in this variant they will join the Axis forces to fight. They may not be attacked until they have first attacked another allied player in a previous strategic turn.

Deployment

BAL 1 Fleet
Swe 1 Army
Spa 1 Army
WMD 1 Transport
Sar 1 Army
Col 1 Army
Tur 1 Army

Modified Rules

Naval engagements

Naval fleets operate on a strategic, rather than tactical level. Each Naval fleet costs four production and requires four population to support

it.

If a Naval fleet encounters other ocean going transports or fleets roll a die and consult the following table to determine losses:

Die-Roll	Roller	Other Player
1	1	3
2	1	3
3	2	2
4	2	2
5	3	1
6	3	1

Each player compares their number of naval fleets to the number in their column. If your force size is equal to or more than your team's number then you destroy one enemy Naval Fleet. If they have no Naval Fleets then you destroy one enemy transport and the army on it. Repeat this a second time.

Custom Designed Units

Each turn every player receives two research points. For one research point you may modify one attribute: Accuracy, Power, Armor, Morale, or Speed by to two levels, you may add or remove one special attack, defense, or speed attribute. This new unit can be up to 25% of your armies' composition, by points.

For two research points you may create an entirely new unit. Units may only use attributes already in use by other units, e.g. Invulnerable move is not allowed. Like a modified unit it may be up to 25% of your armies' composition, by points.

New designs for the turn are available during that same turns production phase.

New units may not take:

- Automatic in combination with Secret Strength or Area effect except One-shot weapons (Rockets)
- Armor <0 except Stationary Floating
- Armor 3+ without Hidden Weakness and Vehicle
- Armor 3+ with Hard to hit, shoot, or melee
- Armor 5 without Vu, Vf, or Vr
- Armor 3+, Easy to Hit, Flying Plane, or Floating without Obvious
- Armor 6 without Vu2, Vf2, or Vr2

- Armor 7 without Vu3, Vf3, or Vr3
- Armor 7 prior to turn 4
- Armor 8+
- Arc and Arc3, but Arc2 is permitted.
- Boat Turns except by Floating (for Zeppelins)
- Deflection <4
- Deflection <6 for Normal (Infantry)
- Distance pick
- Easy to hit, shoot, or melee 3+
- Flamethrower
- Guided
- Hard to hit, shoot, or melee 2+
- Homing
- Floating with Hard to hit, shoot, or melee, Ar 0+. Only Stationary Floating may be spotters.
- Flying planes with Easy to Hit, Easy to melee, Easy to Shoot, or Ar 2+. They also may not be spotters unless they have no attacks.
- Flying
- Hover
- Invulnerable move
- Jump
- Melee Weakness
- Pop-up only by Flying, Plane; Floating; or Arc.
- Power <3 except Ar >1 OR One Shot and Not Automatic
- Power <1 except Ar >2
- Ranged Weakness
- Regeneration
- Restricted turning except Vehicles
- Sail Power
- Sitting Duck
- Speed >24
- Speed >16 except Planes
- Speed >12 except Ar <4-
- Speed >8 except Ar <5
- Speed >6 except Ar <6
- Suicide except for the Japanese player
- Teleporting
- Toughness except on vehicles, stationary, planes, and floating.
- Toughness 4+
- Vulnerable (Vu, Vf, Vr) without Ar 1+
- Vulnerable 2 without Ar 2+
- Vulnerable 3 without Ar 3+

Water Movement

Moving an army onto a transport in an adjacent water strategic point is a free movement. A transport may pick up an army, move to an adjacent water strategic point and drop the army on a touching land strategic point. Note, however that naval battles will occur *before* land battles so if a fleet engages the transports at their destination then they may be destroyed before disembarking.