

First, thank you for purchasing, Second of all I Want to Thank my mother for her unwavering support.

World War II Solitaire: ECHOES OF WAR

As a young man, I grew up playing board games. Many titles sparked my curiosity about different wars, but one stood above the rest: *Axis & Allies*. I loved everything about it: the strategy, the challenge, and especially the fantastic pieces. I spent countless hours with my uncle and brother around that game board in the late hours of the night all the way into the wee hours of the morning. There were plenty of emotional ups and downs with the roll of the dice, plenty of referring to the rules to see if someone could find an advantage, and most of all plenty of fun and great memories.

As life became busier, I found less time to sit down for long multiplayer games, and it became harder to coordinate game nights with friends. That's when the idea hit me: what if I could bring that same level of strategy and historical immersion into a solo WW2 experience that fits into a tighter schedule?

World War II Solitaire: Echoes of War was born from that vision.

This game is my attempt to capture the sweeping conflict of World War II in a compact, solo-friendly format—one that can be played in about 30 minutes. Initially, it was designed with a traditional board and pieces. But to make it more portable and accessible, I reimagined it as a wargame book. Now you can play it anywhere, anytime. All you need is a pencil or pen, and a die or dice app.

The board, the pieces, the strategy are all here. You simply record your results using the charts and tracks provided.

After extensive playtesting, players consistently told me the game offers a challenging, intense, and historically grounded experience. Despite the short playtime, there are plenty of meaningful decisions to make, keeping each campaign session engaging and intriguing.

What's Included

Each two-page spread is a self-contained experience, letting you play through the entire war—from the first shots to final victory—in about 30 minutes.

That's 24 distinct games, each offering a new challenge, fresh strategic decisions, and different historical twists. No need to manage dozens of components or set up a game board, everything you need is on the page, ready to go with just a pencil and a die.

Whether you're at home, traveling, or on a quick break, **World War II Solitaire: Echoes of War** brings the global war to your fingertips—again and again.

This edition is the **AXIS version**, where you take on the role of the Axis forces driving back the Allied powers. A separate **ALLIED version** is on Amazon, letting you experience the war from the USA, UK, and USSR perspective, facing off against a bot-controlled AXIS coalition.

To make gameplay even more comfortable, I've created **both right-handed and left-handed versions** of each book. I know from personal experience how much of a difference it makes to have the record sheets on the same side as your writing hand.

SINCERELY,

MARK W

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1.0 INTRODUCTION:

World War II Solitaire: Echoes of War puts you in command of the **Axis powers**, Germany and Japan, at the height of global conflict. The world is ablaze with war, and now it's your chance to reshape history through strategic dominance and bold military decisions.

As the Axis commander, you will lead campaigns across Europe, North Africa, and the Pacific. Your objective: to outmaneuver the Allied forces, exploit their weaknesses, and secure victory through superior coordination, decisive attacks, and calculated risk.

From the lightning invasion of France in 1940 to the fierce battles of 1945, you must navigate shifting fronts, manage limited resources, and confront the growing might of the Allied war machine. The AI opponent—representing the United States, the United Kingdom, and the Soviet Union—will adapt to your actions, challenge your plans, and fight with relentless determination.

This is a game of ambition, conquest, and historical immersion. Every move you make will shape the course of the war. Can you rewrite history and lead the Axis to triumph—or will your campaign collapse under the weight of global resistance?

1.1 WHAT THE PLAYER PROVIDES:

>> Pen or Pencil to mark in the book the various actions and events that occur throughout the game.

>> One six-sided dice: The dice will be used to determine AI actions, Special Events, Available Human Actions and the outcome of Battles.

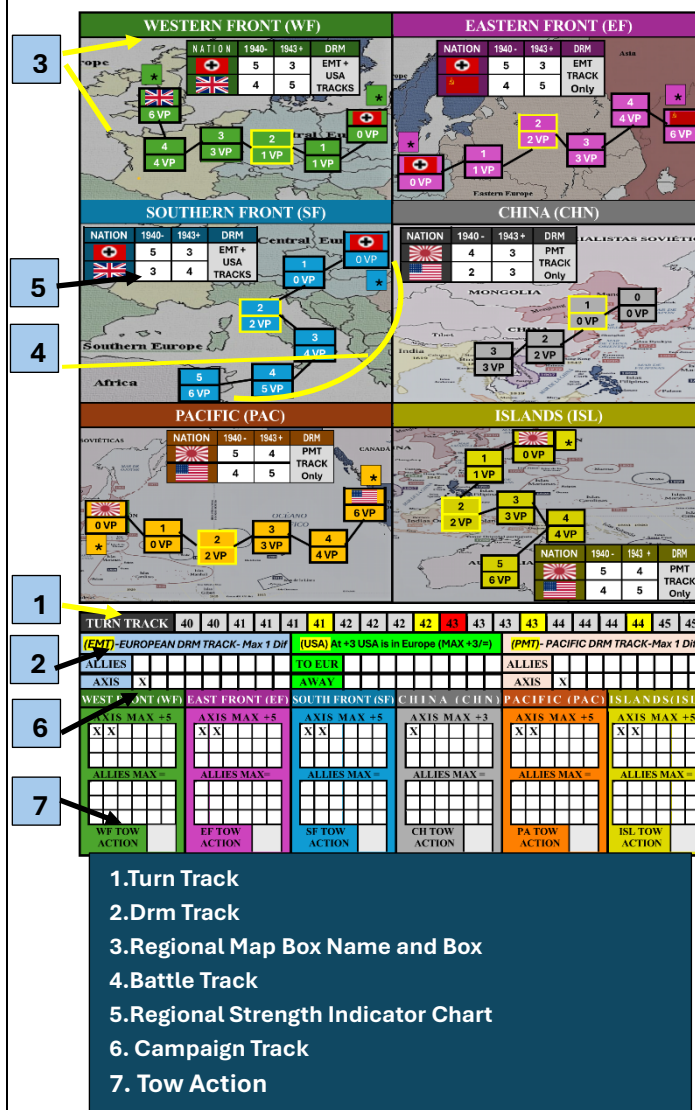
1.2 WHAT'S IN THE BOOK:

There are two pages used for gameplay: The Map Page (where everything is recorded) and the Action Page (that drives the actions and results).

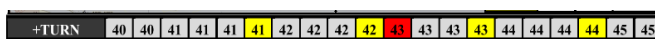
2.0 THE MAP PAGE:

The Map Page is on the right side of the book in the right-handed version of the game and on the left side of the book in the left-handed version of the game.

The Map Page has 1 Turn Track, 3 Die Roll Modifier Tracks (**DRM's**), 6 Regional Map Boxes, 6 Regional Strength Indicator Charts, and 6 Campaign Tracks.



2.1 TURN TRACK: The **Turn Track** spans 20 turns, covering the years **1940 to 1945**. Each turn represents a segment of a year, guiding the pace of the game through key phases of the global conflict. Once a turn is completed simply mark an "X" through the just completed turn year and go to the next turn year box.



Throughout the Turn Track, **four gold-colored turns** mark critical moments when the player must consult the **CC (Confidence Chart)** at the **end of that turn (Year)** to determine whether the campaign continues or concludes prematurely.

The **first turn of 1943** is highlighted in **red**, signifying a major shift in the war effort. From this point forward, both Axis and Allied forces begin using the **1943 Strength Values** on the **Regional Strength Indicator Charts**, reflecting the evolving capabilities and intensity of the conflict.

The **final turn**, the **second box of 1945**, represents the war's endgame. At the conclusion of this turn, the player consults the **Victory Conditions** to determine the outcome of their campaign and whether the Allies have triumphed in shaping the course of history.

2.2 DIE ROLL MODIFICATION TRACKS:

There are three Die Roll Modifier (DRM) Tracks located on the Map Page. These tracks represent strategic factors such as industrial output, morale, reinforcements, and historical momentum. DRM effects apply only to attack rolls and are never used during defense.

(EMT)-EUROPEAN DRM TRACK- Max 1 Dif										(USA) At +3 USA is in Euro War (MAX +3/+)										(PMT)- PACIFIC DRM TRACK- Max 1 Dif									
ALLIES										TO EUROPE (+)										ALLIES									
AXIS	X									AWAY (-)										AXIS	X								

Each DRM Track is associated with specific regions. The applicable tracks for each region are listed on the right-hand side of that region's Regional Strength Indicator Chart.

>> EMT AND PMT TRACKS: The EMT (European Modifier Track) is used in the West (WF), East (EF), and Southern (SF) Fronts. The PMT (Pacific Modifier Track) is used in the China (CHN), Pacific (PAC), and Island (ISL) Fronts. Both tracks follow the same structure.

Each consists of two rows, one for the Allies and one for the Axis, containing 9 empty boxes each. As support is added, players mark the boxes with an "X." If all boxes get marked with an X, players may go back through the track shading the boxes to show the difference (Space is limited in a book).

If one side has one more marked box than the other, it receives a +1 DRM to attack rolls in the regions associated with that track. If both sides have an equal number of marks, no modifier is applied. The maximum DRM that can be gained from either the EMT or PMT is +1. Players may not continue adding boxes to "pad" or exceed this modifier and any instructions to add a box are ignored until the track is back to equal.

The EMT and PMT tracks are at +1 for the AXIS at the start of each game.

>> USA IN EUROPE TRACK: The USA in Europe Track is used to determine whether the United States is actively involved in operations in Europe or Africa. This track affects the West (WF) and Southern (SF) Fronts.

The track includes a label marked USA, along with two rows: TO EUROPE and AWAY. Each row contains 9 empty boxes. As with the other tracks, players mark boxes with an "X," and may shade boxes once all are filled.

If the TO EUR row has three more boxes marked than the AWAY row, the United States is considered to be conducting joint operations with its Allies. In this state, the Allies gain a +1 DRM to attack rolls in the **WF** and **SF** fronts. The TO EUROPE row may never exceed the AWAY row by more than three boxes, and the AWAY row can never have more boxes than the TO EUROPE row, it may only be equal.

NOTE: Multiple DRM sources can apply simultaneously. For example, the Allies may receive a +2 DRM if they are ahead by one box on the EMT and by three boxes on the USA in Europe Track. Additionally, both the Allies and Axis may receive a +1 DRM in the same turn. For instance, the Axis may lead on the EMT, while the Allies lead on the USA in Europe Track

2.3 REGIONAL MAP BOXES AND STRENGTH INDICATOR CHARTS: There are six labeled and color-coded Regional Map Boxes, each representing a key theater of operations during the war. These regions are: **Western Front (WF)** – green, **Eastern Front (EF)** – purple, **Southern Front (SF)** – blue, **China (CHN)** – grey, **Pacific (PAC)** – orange, and **Islands (ISL)** – gold

WESTERN FRONT (WF)					
	NATION	1940-	1943+	DRM	
		5	3	EMT +	
		4	5	USA	
				TRACKS	

The Axis advances up in numbers on the Battle Track, the Allies Advance down in numbers.

Each Regional Map Box contains a stylized map of the region, and a **battle track** made up of four to six connected rectangles. These rectangles represent the sequence of control along the region's front, where the Axis and Allies fight for strategic advancement and Victory Points (VPs). Each Track has a rectangle outlined in yellow and this is where the opposing armies are to start the game. (This is represented by the Allies starting the game with two or three Xs pre-marked on the Campaign track), Each rectangle is number (ranging from 0–5), and the **bottom half** shows the number of VPs awarded if a player controls that space during scoring.

To advance from one space to the next in a regular space on the battle track, a player must roll equal to or higher than the opponent's Regional Strength for the year in which the attack occurs. The strength values are listed in the Regional Strength Indicator Chart, located within each Regional Map Box.

Each Regional Strength Indicator Chart is composed of four columns and three rows. The first row contains the column headers: **Nation**, **1940**, **1943+**, and **DRM**. The second and third rows display the flags of the opposing Axis and Allied nations in that region. The values under the **1940** column indicate the roll required (= or >) to advance against that nation during the years 1940–1942. The **1943+** column lists the required roll for attacks occurring from 1943 to the end of the war. These numbers reflect the evolving strength and resilience of each side over time.

The **DRM** column indicates which Die Roll Modifier Tracks apply to attacks in that region. These tracks may provide a bonus to attack rolls depending on strategic conditions, as outlined in the DRM rules.

At the end of some tracks is a space featuring a nation's flag in the top half of the rectangle. This space represents a **capital**. Attached to this rectangle is a small adjacent box containing a star symbol. To enter a capital space, an enemy player **must** roll a **6 (ignoring the Strength Indicator Chart)** applying any modifiers for that track. These spaces symbolize heavily defended positions that require exceptional force to capture.

Together, the Regional Map Boxes and their associated Strength Indicator Charts serve as the foundation for resolving military conflict in each theater. They combine historical context, strategic progression, and combat mechanics into a streamlined system that drives the core action of the game.

2.4 CAMPAIGN TRACKS: There are six labeled and color-coded Campaign Tracks. The colors and names match and apply to the regional Map Boxes. **Western Front (WF)** – green, **Eastern Front (EF)** – purple, **Southern Front (SF)** – blue, **China (CHN)** – grey, **Pacific (PAC)** – orange, and **Islands (ISL)** – gold. Each Regional Map Box includes a **Campaign Track** used to measure control within that theater. The track consists of two labeled sections: one for the **Allies** and one for the **Axis**. Beneath each label are **18 small boxes**, which players mark as battles won in that region.

WEST FRONT (WF)	EAST FRONT (EF)	SOUTH FRONT (SF)	CHINA (CHN)	PACIFIC (PAC)	ISLANDS (ISL)
AXIS MAX +5 1 2 3 4 5 ALLIES MAX = 1 2 3 4 5 WF TOW ACTION 1 2 3 4 5	AXIS MAX +5 1 2 3 4 5 ALLIES MAX = 1 2 3 4 5 EF TOW ACTION 1 2 3 4 5	AXIS MAX +5 1 2 3 4 5 ALLIES MAX = 1 2 3 4 5 SF TOW ACTION 1 2 3 4 5	AXIS MAX +3 1 2 3 4 5 ALLIES MAX = 1 2 3 4 5 CHN TOW ACTION 1 2 3 4 5	AXIS MAX +5 1 2 3 4 5 ALLIES MAX = 1 2 3 4 5 PAC TOW ACTION 1 2 3 4 5	AXIS MAX +5 1 2 3 4 5 ALLIES MAX = 1 2 3 4 5 ISL TOW ACTION 1 2 3 4 5

When a side wins an attack, it marks an “X” in the next available box on its portion of the track. The difference between the number of boxes marked by the Allies and those marked by the Axis determines the current position of the front line. This difference directly corresponds to the numbered space the Allies occupy on the battle track within the Regional Map Box. The game starts with the armies in rectangle 1 or 2 on each track to start the game. (This is represented by the Axis starting the game with one or two Xs pre-marked on the Campaign track)

For example, if the Axis have two boxes marked and the Allies have one, the Axis are in **Space 1** on the regional battle track. If both sides have the same number of boxes marked, the front remains at **Space 0**.

Each track has defined limits. The **Axis may never exceed +5 boxes** in any region (except for the **China Campaign**, which is limited to +3).

The **Allies may never exceed the number of Axis boxes marked**, meaning they cannot push the front backward beyond neutral (Space 0).

This system represents the gradual advance or resistance within a theater of war

At the bottom of each Campaign Track is a small box labeled with the region's two-letter code followed by **TOW**, indicating the availability of a **Tide of War** action in that region.

These powerful, limited-use abilities may be used at any time the player believes the outcome of a battle or strategic shift could be significant.

A **TOW action** allows the Human player to do **one** of the following:

- Force the Allies to **reroll a winning attack**
- **Reroll a failed Axis attack**
- **Adjust any DRM Track** by one space, at any time, even before an enemy attack roll

To record a TOW action, the player simply marks an **"X"** in the TOW box of the region where it was used. A maximum of **two TOW actions** may be used per game, unless otherwise granted through a special event.

TOW actions represent a surge in momentum, unexpected reinforcements, or decisive leadership that can turn the tide of battle when it matters most.

3.0 THE ACTION PAGE:

The Action Page is on the left side of the book in the right-handed version of the game and on the right side of the book in the left-handed version of the game. The Action Page has a color-coded Die Roll Chart, 4 color-coded Tables that have 6 numbered action/event boxes in each table, 2 color-coded Major Conflict boxes, and a Confidence Chart (CC).

3.1 DIE ROLL CHART- Used to start every turn. Once the player rolls the dice he compares it to the chart. The die roll chart will direct the player to go to a specific table or major conflict box.

ACTION PAGE – ROLL A DIE TO START THE TURN-USE RESULTS BELOW					
DIE RESULT	DIE RESULT	DIE RESULT	DIE RESULT	DIE RESULT	DIE RESULT
GO TO TABLE 1	GO TO TABLE 2	GO TO TABLE 3	GO TO TABLE 4	MAJOR CONFLICT EUROPE	MAJOR CONFLICT PACIFIC
TABLE 1 – Roll a die, Match die # to the # in a box, if in correct year and not used, perform the event, otherwise use Alternate					

3.2 FOUR COLOR-CODED TABLES – Each color-coded table directs the player to a specific set of instructions for the current turn. After identifying the correct table based on the initial die roll, the player remains within that table and rolls the die again. The result of this second roll determines which **Action Event Box** to use by matching the number rolled to the number located in the **bottom right corner** of each box.

ACTION PAGE – ROLL A DIE TO START THE TURN-USE RESULTS BELOW					
1	DIE RESULT	DIE RESULT	DIE RESULT	DIE RESULT	DIE RESULT
	GO TO TABLE 1	GO TO TABLE 2	GO TO TABLE 3	GO TO TABLE 4	MAJOR CONFLICT EUROPE
					MAJOR CONFLICT PACIFIC
TABLE 1 – Roll a die, Match die # to the # in a box, if in correct year and not used, perform the event, otherwise use Alternate					
1940-43: BLITZKRIEG : Axis: Choose 2 Actions OR 3 Attacks - Allies get no actions					
ALTERNATE: Allies: ADV 1 WF, Attack EF					
Axis: Get 1 Action & 1 Attack					
1940-43: DESERT FOX : Allies: Attack PAC, CHN Axis: ADV 1 on SF track and get 2 Actions					
ALTERNATE: Allies: Attack PAC, CHN Axis: 1 Action & 2 Attacks					
1940-43: GENERAL PATTON COMMAND : Roll Die Result (1-3): THY BLITZ: Allies: ADV 1 EMT & ADV 1 WF, SF Result (4-6): Axis: 2 Attacks					
Axis: No Actions					
1940-42: PEARL HARBOR : Allies +1 USA Track, Attack CHN Axis: 2 PMT & ADV 1 on PAC- ISL & 1 Action					
ALTERNATE: Allies: ADV 1 ISL & Attack WF Axis: 1 Action & 1 Attack					
1944-45: OPPENHEIMER : Roll Die Result (1-4): Allies +2 PMT & ADV 1 on PAC- ISL- CHN Result (5-6): Allies +1 PMT					
ALTERNATE: Allies: Attack SF, PAC Axis: 1 Action & 2 Attacks					
1944-45: THE FURHER RALLIES HIS NATION : Allies: Attack WF, EF Axis: -1 EMT and PMT & 2 Actions					
1943-45: BATTLE OF THE BULGE : Roll Die Result (1-4): Allies: ADV 1 EF, SF Result (5-6): Axis: Attack WF Axis: 3 Attack					
ALTERNATE: Allies: Attacks PAC, CHN Axis: 1 Action & 2 Attacks					
1940-1942: OPERATION BARBAROSSA : Roll Die Result (1-4): Allies: ADV 1 EF, SF Result (5-6): Axis: +1 EMT & 2 Actions					
ALTERNATE: Allies: ADV 1 EF, SF Axis: 2 Actions					
1942-45: STALINGRAD : Roll Die Result (1-4): Allies: ADV 1 EF, PAC, CHN Result (5-6): Axis: +1 EMT & 2 Actions					
ALTERNATE: Axis: 2 Actions					
1940-43: MACARTHUR : Roll Die Result (1-2): Axis: 1 Action & 2 Attacks Result (3-6): Allies: +1 PMT and ADV 1 ISL & Attack WF, SF					
1944-45: BRANDENBERGERS : Axis: +1 EMT, PAC & Choose 2 Actions OR 3 Attacks					
Ally: ADV 1 PAC, ISL					
1942-45: RUSSIAN WINTER : If Axis EF army is in the 5,4,3 space on the EF track, then Allies ADV 1 on EF track and +1 Allies on EMT. (If not in 5,4,3 then Ignore) Allies: ADV 1 SF & Attack PAC Axis: 1 Action & 1 Attack					
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1940					

The BOT player performs and completes its actions first unless it doesn't get any actions, or an event switches the order. Some instructions are tied to specific years, while others are general and can be applied whenever the box is used.

Within each box, **light blue highlights** indicate when a die roll is required, and **yellow highlights** are used for year ranges and the word **ALTERNATE**, when present.

>>HOW TO USE THE ACTION EVENT BOXES:

1940-43 BLITZKRIEG - Axis +2 EMT. Axis attacks WF 2x. Axis Attack SF-PAC- ISL- CHN ALTERNATE Axis Attack WF-SF-ISL Allies get 1 Attack and 1 Action	ENIGMA CODE BROKEN – Allies can reroll 1 die roll result this turn • Axis Attack WF-SF- CHN Allies get 1 Attack and 1 Action	1944-45 OPPENHEIMER – ROLL DIE RESULT (1-4) Allies +2 PMT and ADV 1 on PAC-ISL-CHN Result (5-6) Allies get 1 Action ALTERNATE Axis +1 EMT and Attack EF-SF-ISL/ Allies get 3 Attacks
1940-43 DESERT FOX - Axis +1 PMT ADV 1 on SF track. Axis Attack CHN-PAC/ Allies 2 Attacks but no actions or attacks in SF. ALTERNATE Axis +1 PMT and Attack SF-CHN-PAC/ Allies get 1 Action, 2 Attacks.	GENERAL PATTON COMMAND - Roll Die Result (1-4) Allies +1 EMT, +1 on WF OR SF AND Allies get 2 Actions. Result (5-6) Axis Attack SF and WF Allies get No actions.	1940-42 PEARL HARBOR - Axis +2 PMT and ADV 1 on PAC- ISL + Attacks WF-SF Allies +1 USA Track and get 1 Attack. ALTERNATE Axis Attack WF-SF-PAC-ISL Allies get 2 Attacks.

After finding the correct Action Event box the player looks to see if there is a small grey square (indicating an Event) with a yellow-highlighted range of years following it. If the grey square already contains an “X,” or if the current year does not fall on or within the listed range, the player ignores the Special Event and proceeds directly to the text following the yellow-highlighted word **ALTERNATE**. After resolving those instructions, perform the next phase of the turn.

If the grey square is unmarked and the current year is on or within the highlighted range, the player follows all instructions listed until the word **ALTERNATE** is reached, the player then marks an “X” in the grey box to show that the event has occurred and cannot be repeated in future turns. If the Action Event Box comes into play again, go straight to the word **Alternate** and the follow instructions and perform the actions. Alternate instructions in a box can be used 1 or more times.

Some Action Event Boxes do not contain a year range, a grey box, or the word **ALTERNATE**. In these cases, the box is resolved as written each time it is selected. These boxes can be reused if directed by future die rolls, with no limitations unless otherwise specified. This structure ensures that events unfold in a historically grounded sequence, while still allowing for varied outcomes.

>>Types of Instructions in Action

Event Boxes: Start with either “**Axis**” or “**Allies**” to clearly indicate which player must act. The instructions that follow tell that player exactly what they must do or attempt during their turn.

Some instructions are **automatic**—requiring no die roll—while others require the player to roll a die to determine the outcome.

When a player is instructed to adjust a **Die Roll Modifier Track**—**EMT, PMT, or USA**—by +1, +2, etc., they place that number of “X” s in the boxes on their side of the relevant track.

If a player is instructed to **ADV** (advance) on a Campaign Track, they automatically place one “X” in the next available box on that track. This represents a successful advance without needing a die roll.

Note: Capitals can never be entered automatically. To enter an enemy Capital, a die roll of **6** is always required, with DRMs applied if applicable.

If a player is instructed to **Attack** on one or more specific tracks, they must roll a die for each listed track. To advance, the roll must equal or exceed the enemy's **Regional Strength Indicator Number** for each track and year. If the target is a Capital, a roll of **6** is required regardless of the listed strength value.

The **Human Axis player** may also receive instructions granting a certain number of **Attacks** or **Actions**. If instructed to conduct an **Attack(s)**, the player can only conduct an attack. If no specific tracks are listed, the player may choose which tracks to attack.

If given **Actions**, the Axis player may spend each action in one of two ways:

- Shift a DRM track **one space** in their favor, or
- Conduct **one attack** on any track of their choice.

These mechanics ensure that each turn follows a consistent and strategic process, blending historical influence with tactical decision-making.

3.4 MAJOR CONFLICT BOXES: There are two Major Conflict Boxes on the Action Page—**Europe** and **Pacific**.

- The **Europe** Major Conflict Box impacts the **Western Front (WF)**, **Eastern Front (EF)**, and **Southern Front (SF)** Campaign Tracks.
- The **Pacific** Major Conflict Box affects the **China (CHN)**, **Pacific (PAC)**, and **Islands (ISL)** Campaign Tracks.

MAJOR CONFLICT EUROPE	MAJOR CONFLICT PACIFIC
Roll 1D6 2X. ROLL 1 is the ALLIES and ROLL 2 IS THE AXIS. If either side is ahead on the EMT then add the +1 DRM to its roll. Larger Roll minus the Lower Roll result. Advance winner. Diff of 1-2 – Allies ADV WF (If max then ADV WE or SF) - Axis ADV 1 on 1 (WF, EF, or SF) Diff of 3-4 – Allies ADV WF, EF (If max on either add in SF) - Axis ADV 1 on 2 (WF, EF, or SF) Diff of 5-6 – Allies ADV WF, EF, SF (ADV on all possible)- Axis ADV 1 on all WF, EF, or SF	Roll 1D6 2X. ROLL 1 is ALLIES and ROLL 2 IS AXIS. Use PMT for roll. Larger Roll minus the Lower Roll result. Advance winner Diff 1-2 – Allies ADV PAC (If maxed ADV ISL or CHN) -Axis ADV 1 on (PAC, ISL, or CHN) Diff 3-4 – Allies ADV PAC, ISL (If maxed adv SF) - Axis s ADV 1 on 2 (PAC, ISL, CHN) Diff 5-6 – Allies ADV PAC, ISL, CHN (ADV on all possible)- Axis ADV 1 on all PAC, ISL, CHN

When directed by the Die Roll Chart or other game instructions, refer to the appropriate Major Conflict Box and follow all actions and events listed there. These boxes represent critical moments of heightened conflict and can significantly influence multiple regions in a single turn.

3.5 CONFIDENCE CHART (CC)

Located in the bottom-right corner of the Action Page, the **Confidence Chart (CC)** is used at the end of Turns 6, 10, 14, and 18. It represents rising instability and the threat of a **military or political coup within the Axis powers** if victory appears out of reach. If the war effort stalls or suffers major setbacks, internal factions may lose faith in your leadership, forcing a premature end to the campaign.

At the end of each of these designated turns, the

CONFIDENCE CHART (CC)		
TURN	AXIS Points	If Axis Points are =< points in Points column then roll one d6
6	4 OR LESS	Result 1-2 = Allied Victory! Result 3-6 = Continue Game
10	5 OR LESS	Result 1-3 = Allied Victory! Result 4-6 = Continue Game
14	8 OR LESS	Result 1-4 = Allied Victory! Result 5-6 = Continue Game
18	11 OR LESS	Result 1-5 =Allied Victory! Result 6 = Continue Game

Axis player must check if they have earned enough Victory Points (VPs) to avoid an internal call for conditional surrender. To calculate the current VP total, the Axis player reviews each Campaign Track and determines the space they occupy based on the

difference in marked boxes between the Allies and Axis. The VPs associated with each occupied space are added together.

. If your total VP score is equal to or **less than the required threshold** listed on the Confidence Chart (CC) for that turn, you must roll a die to determine whether a **coup or internal collapse** is triggered, ending the game in failure. If you have met or exceeded the required VP threshold, no roll is necessary, and the campaign continues as normal.

The CC adds a layer of **internal political consequence** to your military efforts, emphasizing the need for continued success and momentum. As Axis leadership, you must not only defeat the Allies on the battlefield but also maintain the confidence of your own regime to avoid being overthrown from within.

4.0 SEQUENCE OF PLAY:

Each game turn follows a structured sequence that begins with a die roll and progresses through a series of steps based on the result. The sequence ensures that all actions and events unfold in an organized and historically grounded manner.

Step 1: Roll the Die and Consult the Action Page

At the start of each turn, the player rolls one six-sided die and refers to the **Die Roll Chart** located on the Action Page. This chart will direct the player to either one of the four Action Tables or one of the two Major Conflict Boxes, depending on the result.

Step 2A: If the Die Roll Result is 1–4 (Special Event or Standard Turn)
GO to one of the four **Action Tables**.

1. Go to the specified table indicated by the die roll chart.
2. Roll die again to determine which **Action Event Box** within the table will be used.
3. Locate the correct Action Event Box and follow the set of instructions it contains. Resolve all listed actions and events, including any die rolls or conditions described.

Listed Below is how to resolve the Action Event Box. Also below is a list of instructions that will be in the Action Event boxes and the available actions for the BOT and Human Player:

Action Event Box Resolution

>>**Event Phase:** If the Action Event Box has a grey square with a yellow highlighted year range next to it, AND the current turn is **within** the year range and the grey square is **unmarked**, follow the **Event Instructions and complete the actions listed after the highlighted years**. Then mark the grey square with an “X”.

>>**Alternate Phase:** If Event already occurred (X in the grey square) AND/OR the current turn does not fall on or within the yellow highlighted years, then go to **ALTERNATE** Instructions and perform them.

>>If NO EVENT OR ALTERNATE is present, follow the listed instructions as written.

Perform BOT Actions (Allied AI)

The **Allies act first**, unless otherwise specified.

BOT instructions may include:

>> **ADV (Advance)** – *Example: ADV 1 on ISL and SF.* This action is automatic and there is not an attack roll. Mark an “X” on the Allied Campaign Track of the specified Region(s).

>> **ATTACK** – *Example: Attack EF and SF*
Attack is not an automatic advancement. The Allied player must roll a die, and the result must be equal to or greater than the Axis’ **Regional Strength Indicator Number** for that region and year, after applying all applicable **Die Roll Modifiers (DRMs)**. If the target space is a **Capital**, a modified roll of **6 or more** is required to advance.

>> **Adjust DRM Tracks** – *Example: +1 EMT.* This means to Place an “X(s) on the Allied side of named track(s). No rolls are needed to adjust the DRM track.

Player Phase (Axis)

Axis’ instructions may include:

>>**ADV (Automatic Advance)** – *Example: ADV 1 on ISL and SF.* Mark “X” on specified Axis Campaign Track.

>>**Attacks** – *Example: Axis get 2 Attacks.*
Attacks do not guarantee advancement. The Axis player may attack in any region, but no region may be attacked more than twice per turn. To advance, the player rolls a die and must meet or exceed the Allied **Regional Strength Indicator Number** for that region and year, applying all relevant **Die Roll Modifiers (DRMs)**. If attacking a **Capital space**, a modified roll of **6** is required to advance

>>**Actions** – *Example: Axis get 2 Actions.* Actions may be used for two things. Each Action may:

Shift a DRM Track by 1 in your favor or conduct one attack in any region.

The player can use any of its two **TOW actions** at any time to perform:

- Reroll a failed Axis attack on the track the Tow Action is being used.
- Force Allies to reroll a successful attack on the track the Tow Action is being used.
- Shift any DRM Track by 1 on the track the Tow Action is being used.

Step 2B: If the Die Roll Result is 5 or 6 (Major Conflict Turn) The result will direct the player to one of the two **Major Conflict Boxes**.

1. Go to the specified Major Conflict Box as indicated by the Die Roll Chart.
2. Read and perform all instructions listed in the box, resolving any combat, movement, or special event sequences provided.

Step 3: Check for Immediate Victory

Determine if either the Axis or Allies have met the conditions for an Immediate Victory. If so, the game ends immediately, refer to the **Victory Conditions** section for details. If no immediate victory has been achieved, proceed to Step 4.

Step 4: End Turn and Check for CC Event

Mark off the current turn as completed. If the turn is highlighted in gold, consult the **Confidence Chart (CC)**. If the result does not trigger a game-ending event, return to **Step 1** and repeat the Sequence of Play for the next turn. Continue this process until the game ends

5.0 HOW TO WIN:

The game can end in two ways: through **Immediate Victory** or by **Victory Point Evaluation at the end of Turn 20**.

Immediate Victory

The **Axis player** wins immediately if they control all three Allied capital spaces marked with flags—one each on the EF (Eastern Front), WF (Western Front), and PAC (Pacific) tracks—at the end of any turn.

The **Axis player** must reach the required number of Victory Points on the CC chart after Turns 6 (1941), 10 (1942), 14 (1943), and 18 (1944). If they fail to reach the required number of points and fail their die roll on the CC chart during any of those turns, the **Allied player** wins immediately.

The **Allied player** wins immediately if, at the end of any turn, they have two Allied armies in Berlin (On two of the **EF, SF, WF** Campaign tracks) and two Allied armies in Japan (On the PAC and ISL Tracks). These two locations, marked with flag icons, represent the Axis capitals.

End of Game Victory (Turn 20) If no immediate victory has occurred, the game ends after Turn 20, representing the final turn of 1945. At that point, the player must determine the final position of the Allied army on each of the six battle tracks located on the regional maps.

To do this, consult each corresponding campaign track. For each region, count the number of Allied-marked boxes and subtract the number of Axis-marked boxes. The result is the army's final position on that region's battle track, and it determines how many Victory Points (VPs) the player earns for that region.

After calculating the VP total for all six regions, add them together and apply the total below.

A total of 28 or more points results in a **Major Axis Victory**.

A total of 25 to 27 points results in a **Minor Axis Victory**, unless an Allied army occupies any Axis capital space, in which case it is a **Draw**.

A total of 22 to 24 points results in a **Draw**, unless an Allied army occupies any Axis capital space, in which case it is an **Allied Victory**.

A total of 21 points or fewer results in an **Allied Victory**.

QUICK PLAY:

Start of Turn

1. **Advance the Turn Track**
Ensure the previous turn is marked off on the Turn Track.
2. **Roll 1d6 – Determine Phase Type**
Refer to the Die Roll Chart to determine whether you consult a **Table** or a **Major Conflict Box**:

Die Roll 1–4: Consult Table

Roll 1d6 again.

Match the result to the die number shown in the lower-right corner of an **Action Event Box** within the assigned Table.

Resolve the Action Event Box as follows:

>>**Event Phase:** Follow the instructions in the Event section.

>>**Alternate Phase:** If the Event section is blank, use the Alternate instructions.

>>**No Event or Alternate Present:**
Follow default instructions:

Die Roll 5–6: Consult Major Conflict Box

Resolve the listed instructions in the **Major Conflict Box**.

3. End of Turn

CC Check (Turns 6, 10, 14, and 18 only):

>>Tally current Axis VP totals from all Campaign Tracks.

>>If total VPs are below the required threshold, roll 1d6 and consult the **CC Chart**. A specific result may trigger an early defeat.

Mark Turn Complete and Proceed to the next turn unless the game has ended