



Axis & Allies & ZOMBIES

RULEBOOK

AGES 12+
2-5 PLAYERS

AXIS & ALLIES & ZOMBIES™ DESIGNER NOTES

I've been playing *Axis & Allies*® for over 30 years. As a child, I was thrilled by the worlds it opened up for me to explore. As an adult, I loved its part in the ritual of family gatherings. As a game designer, I appreciate its rich history and deep emergent strategy. And so it was a thrill and an honor to lead the design for *Axis & Allies & Zombies*. *Zombies*, you ask? How in the...?" Well, here's how.

As you might imagine, zombies are a hot topic any old day around our office. We've thought about this particular variant of *Axis & Allies* in some form or another for years. All that was needed was the right time, a set of mechanics that would be interesting and fun (not always the same thing), and a team that was crazy and committed enough (also not always the same thing) to make it happen. To that team of dedicated and talented designers, artists, writers, editors, project managers, and playtesters, I would like to say: "Thank you for turning this crazy idea of ours into a reality."

At their core, games like *Axis & Allies* are less about history than alternate history. A book or a movie can send us on a wonderful trip through historical events; but if the outcome of a game is a foregone conclusion, then it is neither a game nor a meaningful experience. Instead, we place ourselves at a point fixed in time, then allow the game to diverge from the flow of history, due to our decisions, our opponents, and our luck. Making decisions, rather than replicating them, is what allows us to cast ourselves backwards in time. Historically, the game becomes a never-ending series of questions. "What if Admiral Nagumo's scouts at the battle of Midway hadn't been delayed in their search for the US fleet?" "What if General Paulus had been allowed to withdraw his forces from Stalingrad?" The most fun part of the game is reacting to the threats of your opponent and the unpredictable fortunes of war. We embraced that here. After all, what's more threatening and unpredictable than zombies?

I knew this couldn't be just a zombie game with an *Axis & Allies* flavor; it needed to be a classic *Axis & Allies* game at its core. It was also essential for players to experience the emotional impacts central to the zombie genre: the uncertainty of when and where zombies show up, the horror when your own troops turn against you, the inevitable rise of the zombie tide, and the shift from confidence to terror as your ranks dwindle and the zombies swell. Searching for this fusion, we began building zombie rules into the *Axis & Allies* structure piece by piece. As it turned out, we didn't need to change much to change everything.

This is a game for players new and experienced. A game for generations to play together. The start of a new love for *Axis & Allies* or the reward for decades of investment. Whether you came for the zombies, a new challenge, or an alternate take on a familiar game, I hope you will find this to be both a deep and satisfying play experience and a surprising and terrifying thrill ride.



—Scott Van Essen,
Lead Designer

MEMO

14 August 1939

TOP SECRET

Finally located German camp here in Iceland three days ago. It's a digging operation. (Or at least, was one.) From what I saw the Germans excavated a burial mound, maybe the aftermath of a pitched battle between two groups of Viking warriors. The artifacts I managed to spot all looked Norse in origin. That's all I chanced the first day; there was not enough darkness to let me get a closer look.

I came back today to a scene of total chaos. I could see a trail of thick, black smoke reaching high into the sky above the camp. There was a lot of movement down there and occasional bursts of gunfire. I waited until things had quieted down and went in for a closer look.

Let me start by saying I've been a useful asset for this organization for a long time. This endless sunlight has made getting sleep almost impossible, but I know my own mind well enough to trust what my eyes tell me. It looked like a band of Viking warriors pulled themselves out of the ice and hacked the German research team to death. It sounds crazy, but that's what I saw. I'll provide photos when I'm back.

Another weird thing. The smoke sputtered out quickly enough, but I never did find a fire or other source. It's not like a giant cloud of evil could be locked away underground, right?

There's something big going on here. The Germans came here to find something, but instead it found them.

TABLE OF CONTENTS

Axis & Allies & Zombies Designer Notes.....	2	Phase 6: Noncombat Move.....	24
Axis & Allies & Zombies Quick Start Guide.....	4	Phase 7: Purchase New Units	25
Axis & Allies & Zombies 1942.....	5	Step 1: Purchase Units	25
Introduction	6	Step 2: Mobilize Units	25
Game Rules	10	Phase 8: Collect Income.....	25
Phase 1: Play a Zombie Card	13	Appendix A: Flying Range	26
Phase 2: Zombies Attack.....	14	Appendix B: Units	27
Phase 3: Zombies Capture Territories	14	Aircraft Carriers	27
Phase 4: Combat Move.....	15	Artillery	27
Phase 5: Conduct Combat		Battleships	27
and Capture Territories	18	Bombers	28
General Combat.....	19	Destroyers.....	28
Step 1: Place Units on the Battle Board	20	Fighters	28
Step 2: Submarine Surprise Strike		Industrial Complexes.....	29
or Submerge (Sea Battles Only)	20	Infantry.....	29
Step 3: Zombies Bite.....	21	Submarines.....	29
Step 4: Attacking Units Fire	21	Tanks	30
Step 5: Defending Units Fire.....	21	Transports.....	30
Step 6: Generate Zombies	21	Zombies	30
Step 7: Remove All Other Casualties	21	Intro Scenario.....	31
Step 8: Press/Cease Attack or Retreat.....	22	Appendix C: Technology.....	32
Step 9: Conclude Combat and			
Capture Territory	23		

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COMPONENTS

- 1 Game Board
- 1 Battle Board
- 5 National Setup Charts (one for each power)
- 70 National Control Markers
- 12 Custom 6-sided Combat Dice
- 6 Custom 6-sided Zombie Dice
- 50 Plastic Unit Stacking Counters
- 215 Plastic Miniatures (including 30 all-new zombie figures)
- 60 Zombie Cards
- Paper Money
- Rulebook (including quick start rules)
- Introductory Scenario
- 86-card expansion deck for the *Axis & Allies 1942* board game

AXIS & ALLIES & ZOMBIES QUICK START GUIDE

If you are familiar with *Axis & Allies*, this quick start guide will let you dive right into *Axis & Allies & Zombies*. It outlines every significant difference between this new game and our previous *Axis & Allies* games. Each rule included in this quick start guide features a cross-reference to the section of the game rulebook where you can learn more details about it.

CORE RULE CHANGES

Axis & Allies & Zombies makes a few changes to the basic *Axis & Allies* rules to speed up play, despite the addition of zombies to the game.

This game eliminates the purchase units phase. Instead, you just buy units at the end of your turn and immediately mobilize them (page 23).

You cannot land your fighters on your allies' aircraft carriers or transport your land units on their transports.

This game adds recruitment centers, which are like industrial complexes, but they can only produce infantry (pages 25 and 29).



This title has no industrial bombing, you can't purchase new industrial complexes, and there are no anti-aircraft guns, cruisers, or mechanized infantry.

Finally, note that the straits of the Dardanelles are impassable so long as Turkey remains neutral (page 11).

If you and your playgroup prefer to not unlearn any rules that you're already comfortable with from our other games, feel free to bring them into your game as long as everyone agrees. (We promise we won't tell anyone else.)

ZOMBIES

The primary difference between this game and other games in the *Axis & Allies* family is—not surprisingly—zombies.


Zombies are forces that no player controls (page 9). They are created any time an infantry unit is destroyed for any reason (pages 14, 21, and 30). They are also created by Zombie Cards (page 13). The zombies use a special die when they fight (pages 7, 14, and 21). The special die has two  faces, which hit the attacker (if present), one  face, which hits the defender (if present), and three blank faces.

ZOMBIES IN PLAY

This game adds three phases to every turn to reflect zombie activity.

At the beginning of each player's turn, that player draws the top card of the zombie deck and follows its instructions (page 13).



Every zombie in a territory that the active player currently controls then attacks that player's units. For each


zombie, roll one zombie die. For each  result, the player takes one of their units in that territory as a casualty (page 14).

Finally, each territory that contains only zombies becomes zombie controlled (page 14). There is a special case for territories with industrial complexes: they can only be taken over by zombies if there are more zombies than the IPC value of the territory (page 14).

ZOMBIES AND COMBAT

This game adds two steps to combat.

In combat, the zombies get to attack each round before the attacker's units fire. Each zombie rolls a zombie die. On an  they hit the attacker, and on a  they hit the defender (page 21). In the combat phase, zombies can't hit planes (page 21).

Whenever a  is rolled by either side, it hits a zombie. Additionally, any regular hits beyond what is necessary to destroy the opponent's units hit and destroy zombies (page 21).

After the defender fires, but before casualties are removed, every infantry that was destroyed turns into a zombie (page 21).

After the attacker eliminates the defender, the attacker may continue the fight against any remaining zombies, but doesn't have to. They can capture and hold the territory even if there are zombies in it (page 22).

An attacking force of only aircraft may initiate combat against a territory containing only zombies, but may not continue combat past the first round (page 22).

To recapture a zombie-controlled territory, you need to combat move your forces into the territory and survive at least one round of combat. If you have a land unit remaining when you end combat, you recapture the territory. When you recapture the territory, you gain one infantry unit in that territory representing survivors who join your forces (page 23).

WINNING THE GAME

Check for victory at the end of each round. You win by capturing one of your opponent's capitals and holding all of yours. If the zombies control 25 IPCs worth of territories, then the game will end in a zombie apocalypse. Play one more round and at the end of that, the side with the highest IPC value of zombie-free territories wins (page 10).

AXIS & ALLIES & ZOMBIES 1942

Axis & Allies & Zombies includes everything you need to add zombies to your *Axis & Allies 1942 Second Edition* board game. Use the included expansion deck of zombie cards (they say 1942 on the backs), along with the dice, zombies, and zombie control markers from this game.

RULES

The quick start guide (found on page 4 of this rulebook) explains special rules for zombies. Add these rules, turn phases, and attack phase steps to your 1942 board game rules.

The threshold for zombie apocalypse is increased to 40 IPCs

Recruitment centers can be purchased for a cost of 10 IPCs. (Mark recruitment centers by placing a gray stacking chip beneath the industrial complex)

+ GERMANY SETUP 41 IPCS	
Germany	4 Infantry, 1 AAA, 2 Tanks, 1 Fighter, 1 Bomber, Industrial Complex
France	3 Infantry, 1 AAA, 2 Tanks
Northwestern Europe	1 Infantry, 1 Tank, 1 Fighter
Norway	3 Infantry, 1 Fighter
Finland	2 Infantry, 1 Artillery
Baltic States	1 Infantry, 1 Tank
Poland	3 Infantry, 1 Tank, 1 Fighter
Bulgaria/Romania	2 Infantry, 1 Tank, 1 Fighter
Italy	2 Infantry, 1 Artillery, 1 AAA, 1 Tank, Industrial Complex
Southern Europe	1 Infantry, 1 Artillery
Ukraine S.S.R.	3 Infantry, 1 Artillery, 1 Tank, 1 Fighter
Belorussia	3 Infantry
West Russia	3 Infantry, 1 Artillery, 1 Tank
Morocco	1 Infantry
Algeria	1 Infantry, 1 Artillery
Libya	1 Infantry, 1 Tank
Sea Zone 5	1 Cruiser, 1 Submarines, 1 Transport
Sea Zone 9	2 Submarines
Sea Zone 15	1 Battleship, 1 Destroyer, 1 Transport

* JAPAN SETUP 30 IPCS	
Japan	5 Infantry, 2 Artillery, 1 AAA, 1 Tank, 1 Fighter, 1 Bomber, 1 Industrial Complex
Manchuria	3 Infantry, 1 Fighter
Kiangsu	4 Infantry, 1 Artillery
Kwangtung	1 Infantry, 1 Artillery
Iwo Jima	1 Infantry
Okinawa	1 Infantry
Wake Island	1 Infantry
French Indo-China/Thailand	2 Infantry, 1 Artillery, 1 Fighter
Malaya	2 Infantry
East Indies	2 Infantry
Borneo	1 Infantry
New Guinea	1 Infantry
Solomon Islands	1 Infantry
Caroline Islands	1 Infantry
Philippine Islands	1 Infantry, 1 Artillery
Sea Zone 37	1 Aircraft Carrier with 2 Fighters, 1 Battleship
Sea Zone 44	1 Submarine
Sea Zone 50	1 Aircraft Carrier with 1 Fighter, 1 Cruiser
Sea Zone 60	1 Battleship, 2 Transports, 1 Destroyer
Sea Zone 61	1 Transport, 1 Destroyer

SETUP

Use the following setup charts in place of the charts included with your *Axis & Allies 1942 Second Edition* board game.

+ SOVIET UNION SETUP 24 IPCS	
Russia	4 Infantry, 1 Artillery, 1 AAA, 2 Tanks, 1 Fighter, Industrial Complex
Karelia S.S.R.	4 Infantry, 1 Artillery, 1 Fighter, Industrial Complex
Archangel	1 Infantry, 1 Tank
Novosibirsk	2 Infantry
Caucasus	3 Infantry, 1 Artillery, 1 AAA, 1 Fighter, Industrial Complex
Kazakh S.S.R.	1 Infantry
Evenki National Okrug	2 Infantry
Yakut S.S.R.	1 Infantry
Buryatia S.S.R.	2 Infantry, 1 Artillery
Soviet Far East	2 Infantry
Sea Zone 4	1 Submarine

+ UNITED KINGDOM SETUP 31 IPCS	
United Kingdom	2 Infantry, 1 Artillery, 1 AAA, 1 Tank, 2 Fighters, 1 Bomber, Industrial Complex
Eastern Canada	1 Tank
Egypt	1 Infantry, 1 Tank, 1 Artillery, 1 Fighter
French West Africa	1 Infantry
Union of South Africa	1 Infantry, 1 Artillery
Trans-Jordan	1 Infantry
Persia	1 Infantry
India	3 Infantry, 1 AAA, Industrial Complex
Burma	1 Infantry
Eastern Australia	2 Infantry, 1 Tank, Industrial Complex
Western Australia	1 Infantry
New Zealand	1 Infantry
Western Canada	1 Infantry
Sea Zone 7	1 Battleship, 1 Destroyer, 1 Transport
Sea Zone 10	1 Destroyer, 1 Transport
Sea Zone 13	1 Cruiser, 1 Transport
Sea Zone 17	1 Destroyer
Sea Zone 35	1 Aircraft Carrier with 1 Fighter, 1 Cruiser, 1 Transport
Sea Zone 39	1 Cruiser, 1 Transport, 1 Submarine

* UNITED STATES SETUP 42 IPCS	
Eastern United States	2 Infantry, 1 Artillery, 1 AAA, 1 Tank, 1 Fighter, 1 Bomber, Industrial Complex
Central United States	1 Infantry
Brazil	1 Infantry
Alaska	1 Infantry
Western United States	1 Infantry
Midway	1 Infantry
Hawaiian Islands	1 Infantry
Yunnan	2 Infantry, 1 Artillery, 1 Fighter
Szechwan	2 Infantry
Sinkiang	2 Infantry, Recruitment Center
Anhwei	2 Infantry
Sea Zone 11	1 Infantry
Sea Zone 19	1 Infantry
Sea Zone 53	1 Infantry
Sea Zone 56	1 Infantry, 1 Artillery

INTRODUCTION

Before setting up the game the players must break into two teams, one playing the Axis and one playing the Allies. Each player then selects a power from the appropriate side. If there are more powers than players, assign multiple powers to players until all five powers are accounted for. If you control more than one power, each power's resources and operations must be kept separate.

COMBAT FORCES

Take the plastic pieces that represent your power's combat units. Each power is color coded as shown in the table below, which also shows the power's starting income level and treasury in Industrial Production Credits (IPCs).

POWER	STARTING INCOME	COLOR
Soviet Union	14	Maroon
Germany	23	Gray
United Kingdom	22	Tan
Japan	15	Orange
United States	32	Green

PLAYER AIDS

Each player has a cardboard player aid with a setup chart on one side and turn sequence, combat sequence, unit reference, and technology track on the other. The setup chart shows the name of the power, its starting IPCs, its units' color, and its emblem. It also lists the starting numbers and locations on the game board for the power's units. Sea units are listed along with their numbered sea zones.

GERMANY SETUP: 23 IPCs

Germany	4 Infantry, 2 Tanks, 1 Fighter, 1 Bomber
Western Europe	3 Infantry, 2 Tanks, 1 Fighter
Southern Europe	3 Infantry, 1 Artillery
Eastern Europe	3 Infantry, 2 Tanks
Balkans	
Norway/Finland	
Ukraine	

JAPAN SETUP: 15 IPCs

Japan	4 Infantry, 1 Artillery, 1 Tank, 1 Fighter, 1 Bomber
Manchuria	2 Infantry, 1 Artillery
Costal China	2 Infantry
Southeast Asia	1 Infantry, 1 Artillery
Caroline Islands	
Sea Zone 31	
Sea Zone 32	
Sea Zone 33	
Sea Zone 34	

SOVIET UNION SETUP: 14 IPCs

Russia	5 Infantry, 1 Artillery, 1 Tank, 1 Fighter
Archangel	3 Infantry
Karelia	2 Infantry, 1 Artillery
Caucasus	3 Infantry, 1 Tank

UNITED STATES SETUP: 32 IPCs

Eastern United States	2 Infantry, 1 Tank, 1 Fighter, 1 Bomber
Western United States	2 Infantry, 1 Artillery
Brazil	1 Infantry
Alaska	1 Infantry
Hawaiian Islands	1 Infantry
Philippine Islands	1 Infantry
Sinkiang	1 Infantry
Szechwan	1 Infantry
Yunnan	1 Infantry, 1 Artillery
Sea Zone 11	1 Destroyer, 1 Transport
Sea Zone 39	1 Submarine
Sea Zone 42	1 Battleship
Sea Zone 44	1 Aircraft Carrier, 2 Fighters, 1 Destroyer, 1 Transport

UNITED KINGDOM SETUP: 22 IPCs

United Kingdom	1 Infantry, 1 Artillery, 1 Fighter, 1 Bomber
Anglo-Egypt Sudan	2 Infantry, 1 Tank
French West Africa	1 Infantry
Union of South Africa	1 Infantry, 1 Artillery
India	1 Infantry, 1 Artillery, 1 Fighter
Australia	1 Infantry, 1 Tank
Borneo	1 Infantry
Eastern Canada	1 Tank
Western Canada	1 Infantry
Gibraltar	1 Fighter
Sea Zone 8	
Sea Zone 10	
Sea Zone 14	
Sea Zone 30	
Sea Zone 35	

TECHNOLOGY TRACK: U.S.R.A. SUB, N.A. EXPLOSION, OCEANIC WIND, AIR/IO/S, DEEPENING BR. CONVOY, ZOMBIE CONTINGENT

UNIT	COST	MOVE	ATTACK	DEFENSE
LAND UNITS				
Infantry	3	1	1	2
Artillery	4	1	2	2
Tank	5	2	3	3
AIR UNITS				
Fighter	10	4	3	4
Bomber	12	6	4	1
SEA UNITS				
Submarine	6	2	2	1
Transport	7	2	-	-
Destroyer	8	2	2	2
Aircraft Carrier	14	2	1	2
Battleship	20	2	4	4

ORDER OF PLAY:

1. Soviet Union
2. Germany
3. United Kingdom
4. Japan
5. United States
6. Check for Victory

TURN SEQUENCE:

1. Play a Zombie Card
2. Zombies Attack
3. Zombies Capture Territories
4. Combat Movement
5. Conduct Combat & Capture Territories
6. Noncombat Move
7. Purchase New Units
8. Collect Income

INDUSTRIAL PRODUCTION CREDITS (IPCS)


These units are the money of the game, representing capacity for military production. Each power has a beginning national production level, shown as Starting Income on the table on page 6. Each power also begins the game with that many IPCs in its treasury to spend on its first turn. During the game each power will spend IPCs on new units and collect more IPCs as income from territories that it controls. Have one player act as a banker and distribute IPCs to each player equal to their starting income (indicated on their setup card and the National Production Chart).





BATTLE BOARD AND DICE

The battle board is a card with columns that list attacking and defending units and their combat strengths. When combat occurs, the players involved place their units on the battle board. Resolve combat by rolling dice. As combat progresses, some units will be destroyed, and some will be turned into zombies. Two different types of dice are included in the game:

COMBAT DICE

Combat dice are used by all human units. They look like an ordinary 6-sided die, but the 6 is replaced by a . This indicates that the firing unit hit a zombie rather than the intended target.

ZOMBIE DICE

The zombies use a special die which has two  faces (which hit attacking units), and one  face (which hits defending units), and three blank faces.



NATIONAL CONTROL MARKERS

National control markers indicate status in the game. They mark conquered territories, indicate national production levels, and track technology. For each power you are controlling, take all of the national control markers that belong to that power (those printed with its emblem). The back side of each national control marker is a zombie control marker. Use this to mark zombie-controlled territories and track progress towards the zombie apocalypse.





NATIONAL PRODUCTION CHART

UNIT REFERENCE	UNIT	COST	MOVE	ATTACK	DEFENSE
LAND UNITS					
	Infantry	3	1	1	2
	Artillery	4	1	2	2
	Tank	5	2	3	3
AIR UNITS					
	Fighter	10	4	3	4
	Bomber	12	6	4	1
SEA UNITS					
	Submarine	6	2	2	1
	Transport	7	2	-	-
	Destroyer	8	2	2	2
	Aircraft Carrier	18	2	1	2
	Battleship	20	2	4	4

UNIT REFERENCE

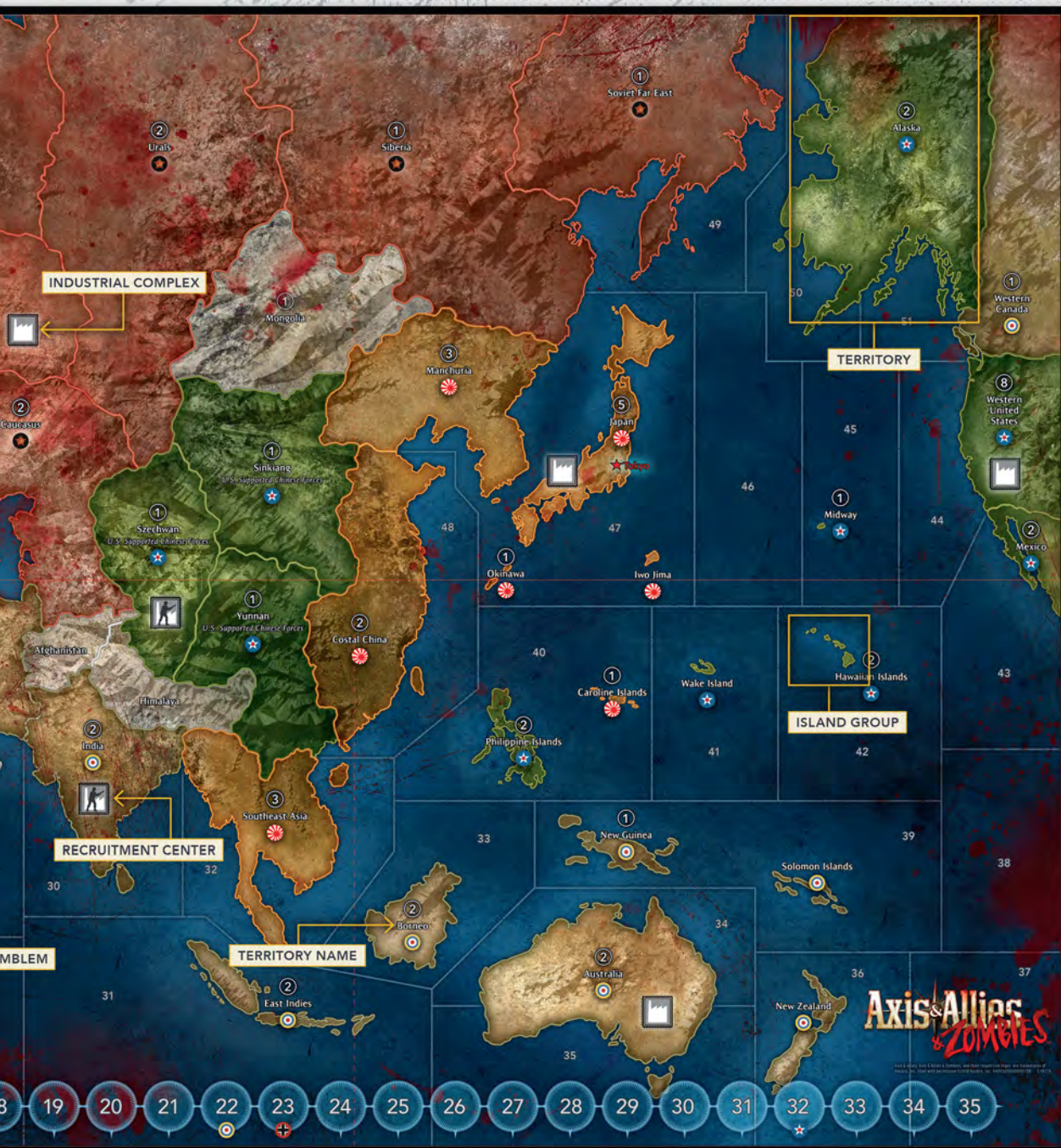
NATIONAL CONTROL

NATIONAL PRODUCTION CHART

This chart is located along the edge of the game map and tracks each power's national production level (income) during the game. The level is based on the total of the IPC values of each territory a power controls. Place one of your power's control markers on the number on the chart that matches your power's starting income. This is the power's starting national production level. Each player should keep track of his or her power's production level separately. The chart also tracks the total value of zombie-controlled territories, which allows you to determine if the zombie apocalypse end game condition has occurred.

UNIT STACKING COUNTERS

Use these plastic counters to save space in overcrowded territories and sea zones. Gray counters represent one combat unit each, green counters represent three units each, and red counters represent five units each. For example, if you wanted to place 10 infantry on a space, you would stack up one red counter, one green counter, and one gray counter, with one infantry unit on top. (If you do not have enough pieces to top off all your stacks, simply use any identifying item.) The number of stacks is not limited by the number of plastic miniatures and counters available.



UNIT REFERENCE

The Unit Reference, located on the game board and each player aid card, is a chart that shows each unit's cost in IPCs, as well as its Move, Attack, and Defense values.

GAME BOARD

The game board is a map of the world, circa 1941. It is divided into spaces—either territories (on land) or sea zones—separated by border lines.

ZOMBIE UNITS

The light green zombie figures are used to represent the zombie forces. No player is their controller, though any player may manipulate them as instructed by the game. Note that although there are three different models of zombie, they are identical in function.



GAME RULES

Axis & Allies & Zombies is played in rounds. During a round, each power takes a turn. At the end of each round, check to see if any side has won the game, or if the zombie apocalypse occurs.

ORDER OF PLAY

The Order of Play table shows the order in which the powers take their turns, starting with the Soviet Union and ending with the United States.

During a power's turn, its controller completes each of the eight phases of the turn in order.

ORDER OF PLAY

1. Soviet Union
2. Germany
3. United Kingdom
4. Japan
5. United States
6. Check for Victory

WINNING THE GAME

If the Axis control Moscow, Washington, or London and all of their own capitals at the end of a round, they win the war.

If the Allies control either Berlin or Tokyo and all of their own capitals at the end of a round, they win the war.

ZOMBIE APOCALYPSE

If the zombies control 25 IPCs of territories at the end of a round, the zombies are overrunning the world, and the game shifts into zombie apocalypse mode. Each power takes one more turn. At the end of the next round, the game ends. At that point, the side that controls the greatest IPC value of zombie-free territories wins the war. In the event of a tie, the side with the highest total IPC income wins the war.

SPACES ON THE GAME BOARD

All playable spaces on the game board have a name (for territories) or number (for sea zones). Spaces without either a name or a number are ornamental, and units cannot be placed in them. The colors of the territories on the game board show which power controls them at the start of the game. The "original controller" of a territory is the power whose emblem is printed on that territory. Each power's color and emblem are shown on the power's player aid card, and in the table on page 6. All other spaces are neutral and are not aligned with any power.

Most territories have an income value ranging from 1 to 8. This is the number of IPCs they produce each turn for their controller. Many territories, such as Gibraltar, have no income value.

Units can move between adjacent spaces (those that share a common border). Territories and sea zones on the right edge of the board are adjacent to territories and sea zones on the left edge. The top and bottom edges of the board are not considered adjacent. The Adjacent Territories and Adjacent Sea Zones tables summarize which spaces are adjacent when moving from the right edge of the board to the left, and vice versa.

ADJACENT TERRITORIES

Western -- Eastern
Canada -- Canada

Western -- Eastern
United States -- United States

Mexico -- Central America

ADJACENT SEA ZONES

43, 20

38, 21

37, 22

TERRITORY CONDITIONS

Territories exist in one of three conditions: friendly, hostile, or neutral.

Friendly: Controlled by you or a friendly power (one on your side).

Hostile: Controlled by an enemy power (one on the opposing side) or by zombies.

Neutral: Neither controlled by any power nor by zombies.

SEA ZONE CONDITIONS

Sea zones are either friendly or hostile.

Friendly: Contains no enemy surface warships. (Surface warships do not include transports or submarines.)

Hostile: Contains enemy surface warships.

NEUTRAL TERRITORIES

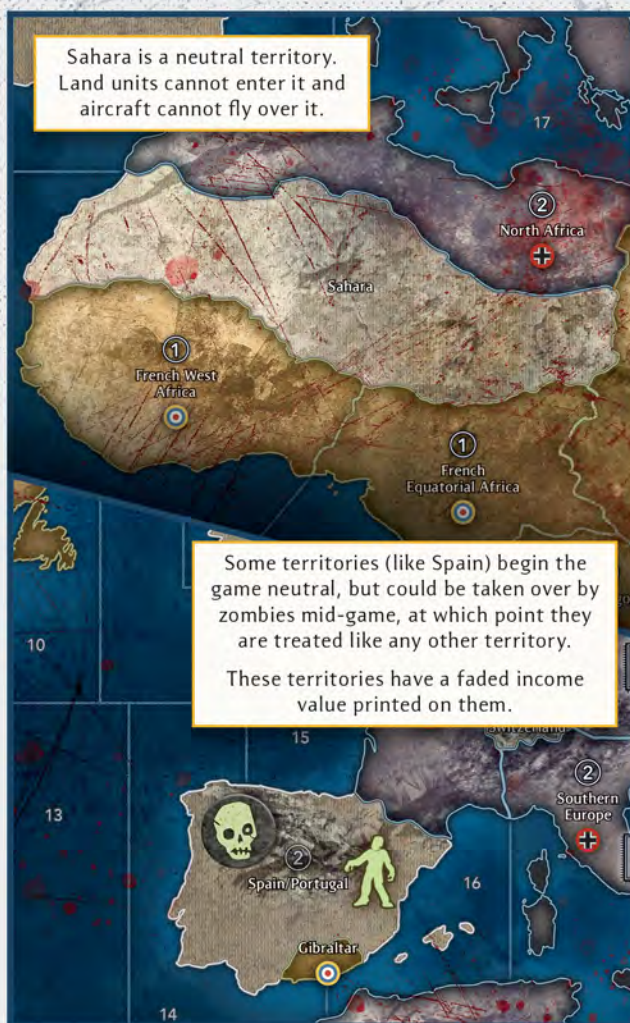
Neutral territories (such as Turkey, Mongolia, or Sahara) do not have any power's emblem printed on them. They represent areas that are initially impassable for political or geographical reasons.

While they remain neutral, you cannot attack these territories, move through them, or move over them with air units.

Neutral Territories and Zombies: Some zombie cards may create a zombie outbreak in a neutral territory. If this happens, the territory is no longer neutral. It becomes a zombie-controlled territory. From that point on, the rules for neutral territories no longer apply to it. It's treated like any other territory, with the exception that it has no "original" controller. Neutral territories that may eventually become overrun with zombies have an IPC value printed on them. However, those IPC values have no effect before a zombie card removes the territory's neutrality.

STRAITS OF THE DARDANELLES

In order to maintain its neutrality, Turkey closed the narrow straits linking the Black Sea and the Mediterranean, permitting no naval passage by any belligerent nation on either side. Sea units cannot move into or out of sea zone 19. However, air units can move over this sea zone freely. If a power gains control of Turkey after it becomes zombie controlled, then naval units friendly to that power may move through the straits as normal. Turkey is adjacent to the Balkans, the Middle East, and Caucasus.



CANALS

The game board has two canals (artificial waterways that connect two larger bodies of water). The Panama Canal, located in Central America, connects the Pacific Ocean (sea zone 20) to the Atlantic Ocean (sea zone 12), while the Suez Canal connects the Mediterranean Sea (sea zone 18) to the Indian Ocean (sea zone 29). A canal is not considered a space, so it does not block land movement. Land units can move freely between Middle East and Anglo-Egypt Sudan. Central America, split by the Panama Canal, is one territory and requires no extra land movement to cross the canal. If you want to move sea units through a canal, your side (but not necessarily your power) must control it at the start of your turn (that is, you cannot use it the turn it is captured). The side that controls Central America controls the Panama Canal. The side that controls both Anglo-Egypt Sudan and Middle East controls the Suez Canal. If one side controls Anglo-Egypt Sudan and the other side (or zombies) controls Middle East, the Suez Canal is closed to sea units. The movement of air units is unaffected by canals. They can pass between sea zones connected by the canal regardless of which side, if any, controls it.



ISLANDS

An island or island group is a territory located entirely inside one sea zone. You cannot split up land-based units so that they are on different islands in the same group. A sea zone can contain more than one island or island group, but each is considered one territory with its own name and national emblem.



INITIAL SET UP

Before play begins, each player should collect their power's starting IPCs, place their power's starting units on the spaces indicated on the setup chart, and place one of their power's Control Markers on the National Production Chart on the value indicating their power's starting income (given on their power's player aid, and shown by their power's emblem on the National Production Chart). One player should shuffle the zombie deck.

PLAYER TURNS

Your power's turn consists of eight phases, which take place in a fixed sequence. You must conduct all of the zombie phases and collect income if you can (Phases 1-3 and 8), but all other parts of the turn sequence are voluntary. When you finish your Collect Income phase, your turn is over. Play then passes to the next power in the turn order. When every power has completed one turn, the round ends. If no side has won, a new round begins.

THE EIGHT PHASES OF A TURN

1. Play a Zombie Card
2. Zombies Attack
3. Zombies Capture Territories
4. Combat Move
5. Conduct Combat & Capture Territories
6. Noncombat Move
7. Purchase New Units
8. Collect Income

PHASE 1: PLAY A ZOMBIE CARD

The zombie cards represent the growing threat posed by the zombies and some of the players' responses to those threats.

Draw the top card of the zombie deck and perform the action instructed on it. The card's instructions override the normal rules of the game.

After you have drawn a card, place it in the zombie card discard pile.

If you need to draw a card from the zombie deck, and all the cards are in the discard pile, replenish the zombie deck by shuffling the discard pile and placing it face down. Then draw cards as necessary.

ANATOMY OF A CARD

- Desperate Times – Turmoil and conflict across the globe cause a horde of zombies to appear in the named territory.
- Desperate Measures – Teams of researchers, agents, and operators intervene against the zombies.





OPTIONAL RULE: DESPERATE MEASURES


The Desperate Measures sections of the zombie cards represent the efforts of research scientists, zombie experts, special anti-zombie units, and the whims of fate. Desperate Measures add an additional layer of flavor, excitement, and variance to the game.

At the beginning of the game, all players may agree to play with the Desperate Measures abilities. If they do, then after each zombie card has its primary effect, the active player gets to use the Desperate Measures ability. If the players do not agree to use this rule, ignore the Desperate Measures section of each card. You can't pick and choose which ones you use.

Some of the Desperate Measures effects give your power an anti-zombie technology. You can track these technologies by putting one of your control markers on the appropriate circle in the technology track on your player aid. Detailed descriptions of the technologies are in Appendix C.

PHASE 2: ZOMBIES ATTACK

During this phase, check if you control any territories that contain zombies. If so, you must resolve those zombies' attacks. You resolve zombie attacks ONLY in territories you control.

For each zombie unit in a territory you control, roll one of the special zombie dice. On a result of , you remove one of your combat units from that territory. Ignore all other results. If an infantry unit is destroyed this way, add a new zombie unit to the territory.

You roll one die for each zombie unit that is in each of your territories at the start of this phase. You do not roll for zombies added due to the loss of infantry units during this phase. After rolling for the zombies and applying casualties, this phase ends. There is no opportunity for your troops to "return fire".

PHASE 3: ZOMBIES CAPTURE TERRITORIES

Each territory that contains only zombie units becomes zombie controlled if it does not already have a zombie control marker on it, regardless of which power currently controls it.

Reduce the national production level of the previous controller by the territory's IPC value and increase the position of the zombie marker on the National Production Chart by the same amount.

CAPTURING INDUSTRIAL COMPLEXES

Industrial complexes represent a massive concentration of people and infrastructure, and they are therefore resistant to falling under zombie control.

Zombies cannot capture an otherwise empty territory that contains an industrial complex unless there are more zombies in the territory than the IPC value of that territory.

MEMO

TOP SECRET

23 July 1941

Soviet resistance in the area around Smolensk continues to sputter due to low-level outbreaks of the phenomenon. Initial assessment on the ground has so far failed to uncover a method of transmission. We have also attempted to ascertain the situation on the German side of the line, but our assets there have gone quiet. We do have one confirmed sighting of a German victim.

The outbreaks appear too random and indiscriminate to indicate German origin, and they have so far failed to gain traction. Whatever the Germans found in Iceland, they can't control it. I worry that this might be a prelude to something far worse. If the source is buried, the phenomenon could arise anywhere that the Vikings reached in their travels. Thank goodness that means the United States is safe.

PHASE 4: COMBAT MOVE

There are two distinct movement phases: combat and noncombat. During the Combat Move phase, all movement must end in a hostile space, with a few exceptions. Movement into a hostile space counts as combat movement whether that space is occupied or not. Movement of units that does not end in a hostile space occurs in the Non-combat Move phase. Remember, units cannot move into neutral territories.

A space is hostile if it is controlled by an opponent or if it is zombie controlled. A space is not hostile if you or an ally control it whether or not it contains zombies.

At no time can an Allied power attack another Allied power, or an Axis power attack another Axis power.

In the Combat Move phase, you can move any or all of your units into hostile spaces. Each unit can move a number of spaces up to its Move Value (shown in the Unit Reference). Units can move from more than one space to attack a single enemy space, as long as each unit is able to reach that space with a legal move.

Most units must stop when they enter a hostile space. Thus a unit with a move value of 2 could move into a friendly space and then a hostile space, or just into a hostile space.

Units can move freely through friendly spaces en route to hostile spaces during this phase. Units cannot end their movement in friendly spaces during the Combat Move phase except for the following instances:

- Tanks that have blitzed through an unoccupied hostile space (see “Tanks and Blitzing”).
- Sea units that will be participating in an amphibious assault from an uncontested sea zone (see “Amphibious Assaults”).
- Units moving from a hostile sea zone (see “Sea Units Starting in Hostile Sea Zones”) or from a friendly space where combat will be initiated to escape combat as their combat move.
- Units moving into a sea zone containing only enemy submarines and/or transports in order to attack those units. (Remember that such a sea zone is not considered hostile.)
- Units that are attacking zombies in a friendly territory.

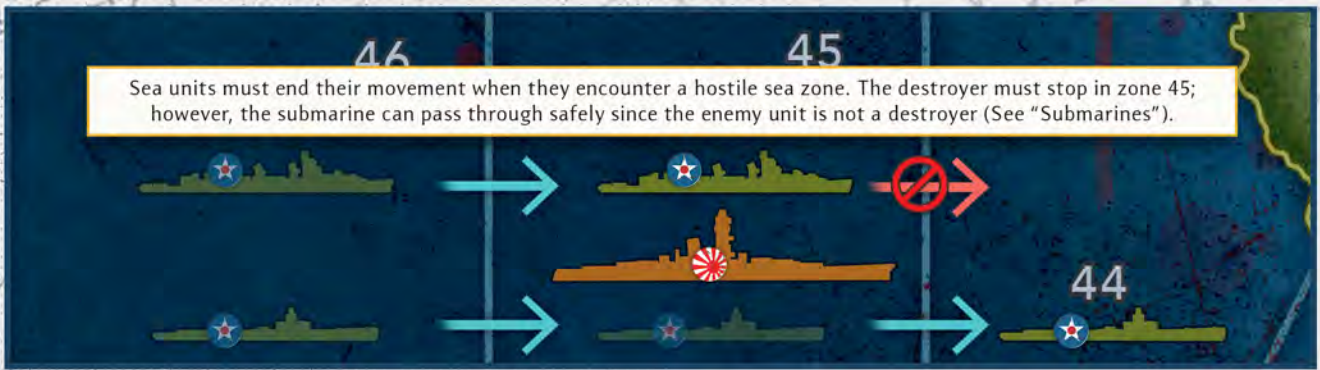
If you move all of your units out of a territory you control, you still retain control of that territory until an enemy moves in and captures it, or it falls under zombie control.

Units from the same side can freely share territories and sea zones.

All combat movement is considered to be taking place at the same time. Thus you cannot move a unit, then conduct combat, then move that unit again during this phase. The only exception to this is an amphibious assault that is preceded by a sea battle (see “Amphibious Assaults”), since the transported land units must offload after the sea battle is successfully completed. You cannot move additional units into an embattled space once an attack has begun.

Enemy submarines and/or transports do not block any of your units' movement, nor do they prevent loading or off-loading in that sea zone (with one exception: see “Special Combat Movement: Transports”). As the moving player, you have the option of attacking an enemy submarine and/or transport that shares a sea zone with you. However, if you choose to make such an attack with a unit, that unit must end its movement in that sea zone, and it must attack all such units present. In other words, you must either attack all enemy submarines and transports in the sea zone, or you must ignore all of them. You may not attack some enemy units and ignore others in the same sea zone. It is possible that some of your units stop to attack while others continue moving through the sea zone.





SEA UNITS STARTING IN HOSTILE SEA ZONES

At the beginning of the Combat Move phase, you might already have sea units (and fighters on carriers) in spaces containing enemy units that were there at the start of your turn. For example, an enemy might have mobilized new surface warships in a sea zone where you have sea units. When your turn comes around again, you are sharing that sea zone with enemy forces.

If your sea units are sharing a sea zone with enemy surface warships (not submarines and/or transports), this situation requires you to take one of the following actions.

- Remain in the sea zone and conduct combat.
- Leave the sea zone, load units if desired, and conduct combat elsewhere.
- Leave the sea zone, load units, and return to the same sea zone to conduct combat (you cannot load units while in a hostile sea zone).
- Leave the sea zone and conduct no combat.

Once these units have moved and/or participated in combat, they cannot move or participate in the Noncombat Move phase of the turn.

AIR UNITS

Each air unit that moves in the Combat Move phase must generally reserve part of its Move value for the Noncombat Move phase, when it must return to a safe landing place using its remaining movement.

An air unit's movement in any complete turn is limited to its total Move value. For example, a bomber has Move value of 6, but it cannot move 6 spaces to end its movement in a hostile space. It must save enough movement points to get to a friendly territory where it can land. A fighter can move up to its full Move value of 4 to attack in a sea zone, but only if a carrier could be there for it to land on by the end of the Mobilize New Units phase.

Appendix A provides further details and clarification on moving air units.

Air units can move through a hostile space as if it were friendly.

AMPHIBIOUS ASSAULTS

If you want to make any amphibious assaults, you must announce your intent to do so during the Combat Move phase. During the Conduct Combat phase, you can launch only those amphibious assaults that you announced during the Combat Move phase.

An amphibious assault takes place when you attack a coastal territory (a territory bordering a sea zone) or island group from a sea zone by offloading land units from transports into that target territory (or make a joint attack with both offloading units and other units from one or more neighboring territories). The sea zone can be friendly or hostile, but if it is hostile, it must be made friendly through sea combat before the amphibious assault can commence.

Moving transports and their cargo into a sea zone from which you plan to make an amphibious assault counts as a combat movement, even if there are no defending surface warships there. If an amphibious assault involves a sea combat, and air units are involved, the attacker must assign each air unit to either the sea zone or the territory being attacked. During the Conduct Combat phase, those air units participate in combat only in the space to which they were assigned.



AIRCRAFT CARRIERS

Any fighters being carried on an aircraft carrier launch before the carrier moves and move independently of the carrier. These fighters can make a combat move from the carrier's sea zone, or they can remain in the sea zone until the Noncombat Move phase.

Whether it moves during the Combat Move or Noncombat Move phase, an aircraft carrier allows friendly fighters to land on it in the sea zone where it finishes its move.

SUBMARINES

Submarines are capable of moving undetected due to their ability to submerge, and thus they have special movement rules. If there are no enemy destroyers present, a submarine can move through a sea zone containing enemy warships without stopping. However, if a submarine enters a sea zone containing an enemy destroyer during the Combat Move phase, its movement ends immediately and combat will result.

TANKS AND BLITZING

A tank can "blitz" by moving through an unoccupied hostile territory as the first part of a move that can end in a friendly or hostile territory. Blitzing tanks must complete their move during the Combat Move phase. The tank establishes control of the first territory before it moves to the next. Place your control marker on the first territory and adjust the national production levels as you blitz. A tank that encounters enemy units (including an industrial complex or a zombie) in the first unfriendly territory it enters must stop there, and may not blitz.

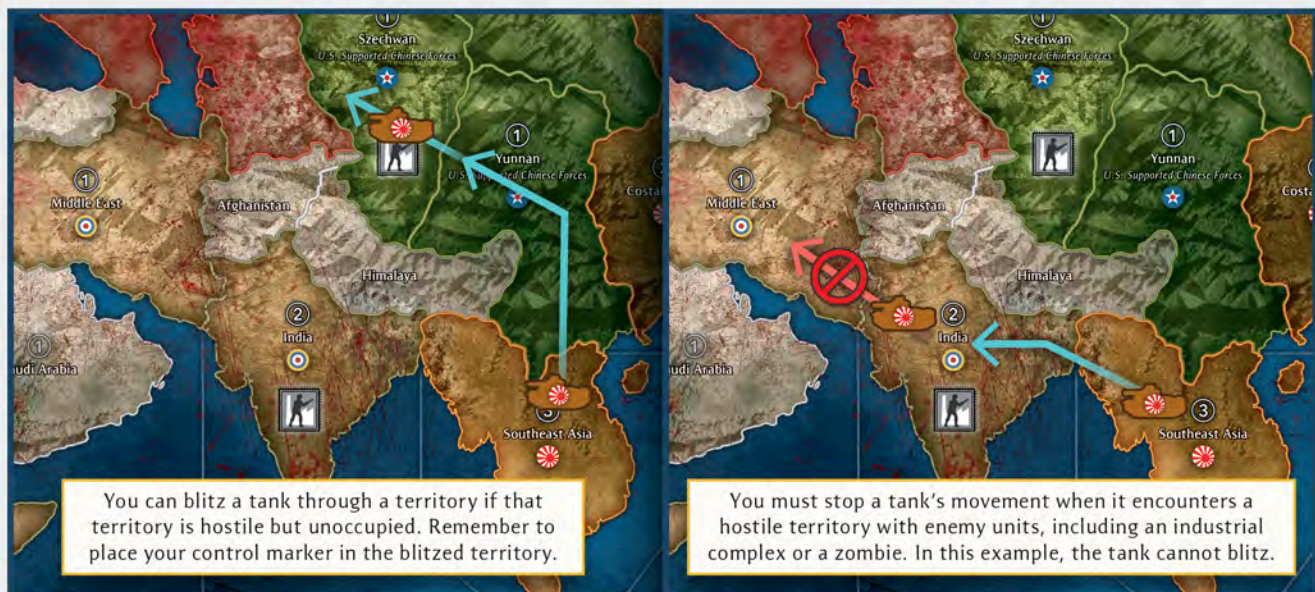
TRANSPORTS

If a transport encounters hostile surface warships (not enemy submarines and/or transports) after it begins to move (not counting the sea zone it started in), its movement for that turn ends. It must stop in that sea zone and conduct sea combat.

A transport can load units while in any friendly sea zone along its route, including the sea zone it started in. If a transport loads land units during the Combat Move phase, it must offload those units to attack a hostile territory as part of an amphibious assault during the Conduct Combat phase, or it must retreat during the sea combat step of the amphibious assault sequence while attempting to do so.

A transport that is part of an amphibious assault must end its movement in a friendly sea zone from which it can conduct the assault. It can also end its movement in a hostile sea zone that could become friendly as a result of sea combat. However, a transport cannot ignore enemy submarines to offload land units for an amphibious assault, unless at least one warship belonging to the attacking power is also present in the sea zone at the end of the Combat Move phase.

Any land units aboard a transport are considered cargo until they offload. Cargo cannot take part in sea combat and is destroyed if the transport is destroyed.



PHASE 5: CONDUCT COMBAT AND CAPTURE TERRITORIES

In this phase, you fight battles in all spaces that contain your units and enemy units. Optionally, you can fight battles in territories that contain your units and zombies.

A number of units have special rules that modify or overwrite the general combat rules in this section. See the unit profiles in Appendix B for special combat rules associated with each type of unit.

STEP 1: AMPHIBIOUS ASSAULTS

During this step you resolve each amphibious assault you announced during the Combat Move phase. If you did not announce any amphibious assaults, go to the general combat step.

AMPHIBIOUS ASSAULT SEQUENCE

1. Sea combat
2. Land combat

Sea Combat: If there are defending surface warships in the sea zone where you are offloading units from transports, sea combat occurs. If there are only defending submarines and/or transports, you can choose to ignore those units or conduct sea combat. (Destroying defenseless enemy transports counts as sea combat.)

If sea combat occurs, all attacking and defending sea and air units present must participate in the battle. Conduct the sea combat using the rules for general combat, then go to land combat. If no sea combat occurs, go directly to land combat.

Land Combat: Land combat can take place only if there was no sea battle or the sea zone has been cleared of all defending enemy units (except transports and submarines that submerged during the sea battle). If the attacker has surviving land units committed to the assault move all attacking and defending land and air units to the battle board. Conduct combat using the general combat rules.

Attacking land units can come from transports (seaborne) as well as from other territories that are adjacent to the attacked territory (overland). In the case of an attack on zombies in a friendly territory, the overland attacking units can also already be in the territory. A single transport can offload land units only into a single territory.

If no seaborne land units survived the sea combat, or if the attacking sea units retreated from the sea combat, then any other units that were designated to participate in the land attack (including air units) must still conduct one round of land combat in the intended territory before they can retreat or cease attacking. If the attacker does not have any attacking land or air units left, the amphibious assault is over.

MULTINATIONAL FORCES

Units on the same side can share a territory or sea zone, constituting a multinational force. Such forces can defend together, but they cannot attack together. (This does not mean powers can share income; only the power that controls a territory collects income for that territory.)

Attacking: A multinational force cannot attack the same space together, because each power moves and attacks with its own units only on its own turn. In a sea zone where a battle occurs, any units that belong to a friendly power cannot participate in the battle in any way. Such units cannot be chosen as casualties in the sea combat and have no effect on any defending submarines.

Defending: When a space containing a multinational force is attacked, all units in that space defend together. If the defending units belong to powers under the control of different players, those players mutually determine the casualties. If they cannot agree, the attacker chooses.

Retreats: Keep the attacking overland and seaborne land units separated on the battle board. Attacking seaborne units cannot retreat (but may cease attacking if fighting only zombies). Attacking overland units and aircraft can retreat as normal at the end of any round of combat (see "Step 6: Press Attack or Retreat"). All attacking overland units must retreat together as a group, at the same time and to the same place. They can retreat only to a territory from which at least one of those units entered the contested territory.

Attacking air units, whether involved in the sea combat or the attack on the territory, can retreat as normal. Air units and overland units (if any) must retreat at the same time. However, the air units do not land until the Noncombat Move phase.

Air Units: Each attacking air unit can participate in either the sea battle or the land battle; it cannot do both. The attacking player must declare which air units are involved in each part of the attack during the Combat Move phase and cannot change their assignments later. At the end of the amphibious assault, all air units remain in place; they will land during the Noncombat Move phase. Air units defending in a territory can fight only in that territory. They cannot participate in the sea combat.

GENERAL COMBAT

In this step, you resolve combat in each space that contains your units and either contains enemy units or is enemy controlled. You may also resolve combat in each friendly territory that contains your units and zombies (in fact, you must do so in such territories that you moved units into during the previous phase). Combat follows the general combat sequence described below. Combat in each space takes place at the same time, but you resolve combat in each affected territory or sea zone separately and completely before resolving combat in the next contested space. The attacker decides the order of spaces in which each combat occurs. No new units can enter as reinforcements once combat has begun.

If you moved any land units into hostile territories that are unoccupied or that contain only industrial complexes, you do not resolve combat. Simply skip to Step 9: Conclude Combat for each of these territories. Attacking and defending units in each space are considered to fire at the same time, but for ease of play you roll dice in sequence: zombies first, then attacker, then defender.

Combat takes place over a number of rounds. Each battle round consists of several steps.

GENERAL COMBAT SEQUENCE

1. Place Units on the Battle Board
2. Submarine Surprise Strike or Submerge (sea battles only)
3. Zombies Bite
4. Attacking Units Fire
5. Defending Units Fire
6. Generate Zombies
7. Remove Non-infantry Casualties
8. Press/Cease Attack or Retreat
9. Conclude Combat and Capture Territory

STALINGRAD AFLAME

*German Bombing Devastates the City;
Panic and Chaos in Stalingrad*

The gory battle for Stalingrad continued this week, adding a fresh new chapter to the mounting horrors of the war. Intense German bombing has devastated the city, turning it into a burning pyre for vast numbers of innocent Soviet men, women, and children. Clouds of thick, black smoke now soar from the once proud industrial center, a grim beacon of German aggression.

Shortly before midnight on August 24, in the midst of another devastating German bombing attack, a tremendous thunder crash echoed through the city, seeming to erupt from the ground. Witnesses claim a sudden tremor then rocked the earth and great plumes of black, sulfurous smoke belched from cracks that appeared in the ground. Chaos engulfed the region. Reports have filtered in of Soviet civilians and armed forces turning against each other in blind panic amid the devastation. Dissension is rumored among the Red Army's medical corps, and is a distraction the Soviets can ill afford as the Germans continue to press their attack.

STEP 1: PLACE UNITS ON THE BATTLE BOARD

The battle board has two sides, labeled "Attacker" and "Defender." Place all the attacking and defending units from the contested space on their respective sides, aligned with the numbered columns that contain those units' names. The number in a unit's column identifies that unit's Attack or Defense value. Industrial complexes don't participate in combat. An attacking or defending unit must roll its column's Attack or Defense value or lower to score a hit.

Place zombies on the board in the Z column. Zombies aren't on either player's side, but their dice are rolled by the defender. (Players on the opposite side may elect one of them to roll if a zombie-controlled territory is being attacked.) Players rolling for Zombies use the special zombie dice which indicate whose units they hit.

In an amphibious assault, place any bombarding battleships on the battle board for the first round of combat. They may fire but may not have hits assigned to them.

Transports have no combat value and are not represented on the battle board. Place these units beside the battle board, as they are still participants in the battle and may be taken as casualties.

In a sea battle involving transports or beside the sea unit that is carrying it. Cargo does not roll for hits, nor can it be chosen as a casualty. It is lost with the sea unit carrying it if that sea unit is destroyed.

If you are attacking in a sea zone that already contains units belonging to a friendly power, those units are not placed along the battle board. They remain out of play for this turn.

STEP 2: SUBMARINE SURPRISE STRIKE OR SUBMERGE (SEA BATTLES ONLY)

This step is specific to attacking and defending submarines.

Before all other units fire and resolve casualties (steps 3–7), both attacking and defending submarines can choose to either make a Surprise Strike die roll or submerge. A player may choose to submerge all, some, or none of his or her submarines. However, if the opposing side has a destroyer in the battle, the attacking or defending submarines cannot submerge or make a Surprise Strike. Combat proceeds normally, and your submarines fire along with your other units in step 3 or 4.

Submerge: Attacking or defending submarines that choose to submerge are immediately removed from the battle board and returned to the game board in the contested sea zone. They are removed from the rest of that sea battle.

When it is time for a submarine to roll a die for Surprise Strike, you may submerge it instead of rolling. A submarine that has been taken as a casualty cannot submerge.

Surprise Strike: Each attacking submarine conducting a Surprise Strike rolls one die, scoring a hit on a roll of "2" or less.

After the attacker has rolled for all attacking submarines, the defender chooses one sea unit for each hit scored and moves it behind the casualty line. (Submarines cannot hit air units.) Then each defending submarine conducting a Surprise Strike rolls one die, scoring a hit on a roll of "1." After the defender has rolled for all defending submarines, the attacker chooses one sea unit for each hit scored and removes it from play.

Once all Surprise Strike rolls have been made, remove the defender's casualties. This step is over for this round of combat. Repeat this step during each round of combat as long as there are attacking and/or defending submarines and no opposing destroyers. Any hits made during this step that do not destroy units (such as battleships) remain in effect until the end of the combat.

In both cases, attacking or defending, transports can be chosen as casualties only if there are no other eligible units.

You cannot choose submerged submarines as casualties since they have been removed from the battle.

In both steps 3 and 4, submarines that fired in step 2 cannot fire again during the same combat round.

STEP 3: ZOMBIES BITE

This step takes place in land battles with zombies present.

For each zombie unit, the defender rolls a zombie die. For each result of ⑦, the attacker chooses a unit and moves it behind the casualty line. For each result of ②, the defender chooses a unit and moves it behind the casualty line.

Zombies cannot eliminate air units during this step. Neither the attacker or the defender can select air units as casualties.

STEP 4: ATTACKING UNITS FIRE

This step takes place in both land and sea battles.

The attacking player rolls one die for each attacking unit with an Attack value that did not fire or submerge in step 2. Roll for units with the same Attack value at the same time; for example, all units with an Attack value of 3 roll together. An attacking unit scores a hit if you roll its Attack value or less.

After the attacking player has rolled for all attacking units, the defender chooses one unit for each hit scored and moves it behind the casualty line. (Units behind the casualty line will return fire in step 5.) The defending player has to assign as many hits as possible. For example, if a destroyer and two submarines attack a destroyer and a carrier with a fighter and score three hits, the defender must assign the hit from the attacking destroyer to the fighter and the submarine hits to the ships. The defender cannot assign the destroyer hit to a ship because submarines cannot hit air units, so one hit from the submarine would be lost. Excess hits beyond those necessary to eliminate the defending units are assigned to zombie units if there are any present. Additionally, each roll of ⑦ will hit a zombie unit if there is one in the battle. Each zombie unit that is hit is removed from the battle board.

Remember that in sea battles, hits from air units cannot be assigned to submarines unless there is a destroyer that is friendly to the air units in the battle, and hits can be assigned to transports only if there are no other eligible units.

STEP 5: DEFENDING UNITS FIRE

This step takes place in both land and sea battles.

As with attacking units, defending units roll one die for each unit with a Defense value that did not fire or submerge in step 2. These include units that were moved behind the casualty line in step 3. Roll for units with the same Defense value at the same time. A defending unit scores a hit if you roll its Defense value or less. After the defender has rolled for all defending units with a Defense value, the attacker chooses one unit for each hit scored and moves it behind the casualty line. As in step 3, the attacker must assign as many hits as possible. Any remaining hits must be assigned to zombie units if there are any present.

Additionally, each roll of a ⑦ will hit a zombie unit if there is one in the battle. Each zombie unit that is hit is removed from the battle board.

Remember that in sea battles, hits from air units cannot be assigned to submarines unless there is a destroyer that is friendly to the air units in the battle, and hits can be assigned to transports only if there are no other eligible units.

STEP 6: GENERATE ZOMBIES

Remove from play any infantry units behind the casualty line on either side. Replace each of them with a zombie in the zombie column.

STEP 7: REMOVE ALL OTHER CASUALTIES

This step takes place in both land and sea battles.

Remove from play all remaining units (Attacker, Defender, and Zombie) that are behind the casualty line.

After casualties are removed, it might be necessary to reevaluate certain units' capabilities that depend on the presence or absence of other units. For example, submarines might no longer have their abilities canceled by enemy destroyers that have been destroyed. Any such changes will take effect in the following combat round.

BIZARRE FUMES SPREAD STRANGE RUMORS FOLLOW

High Command Denounces Scaremongering and Demands Calm

Since August 29, reports have filtered in from the Pacific theater of strange, dark clouds of a smoke-like gas in the upper atmosphere, seemingly spreading eastward from Stalingrad. Where the clouds appear, rumors soon arise of panic and dissension in the ranks. The Admiral himself took time to denounce such stories as Japanese propaganda. "The Imperial Japanese

Army is a formidable foe, but tales of some strange new gas weapon are just that: baseless rumors planted by our enemies to shake our resolve." The Admiral's comments have only fanned the flames of speculation, and unconfirmed reports insist that the bizarre fumes have affected the armed forces of both the Axis and the Allies.

STEP 8: PRESS/CEASE ATTACK OR RETREAT

Continue fighting combat rounds (steps 2 through 7) until one of the following two conditions occurs (in this order).

ENDING COMBAT

1. Attacker and/or Defender Eliminated
2. Attacker Retreats

Attacker and/or Defender Eliminated: Once all non-zombie units that can either fire or retreat on one or both sides have been destroyed, the combat ends. However, if there are still zombie units, and the attacker has at least one land unit remaining, they may choose to continue the attack in order to clear out some or all of the zombies. (The defender does not have this option.)

Continuing an attack against zombies only is entirely optional and is not required to capture the territory. A single surviving land unit will be able to capture the territory no matter how many zombies are in it. If this option is exercised, retreat is no longer possible, but the attack may be ceased during this step in a future combat round if there are still attacking and zombie units. (An attack may not be ceased in any other circumstances.)

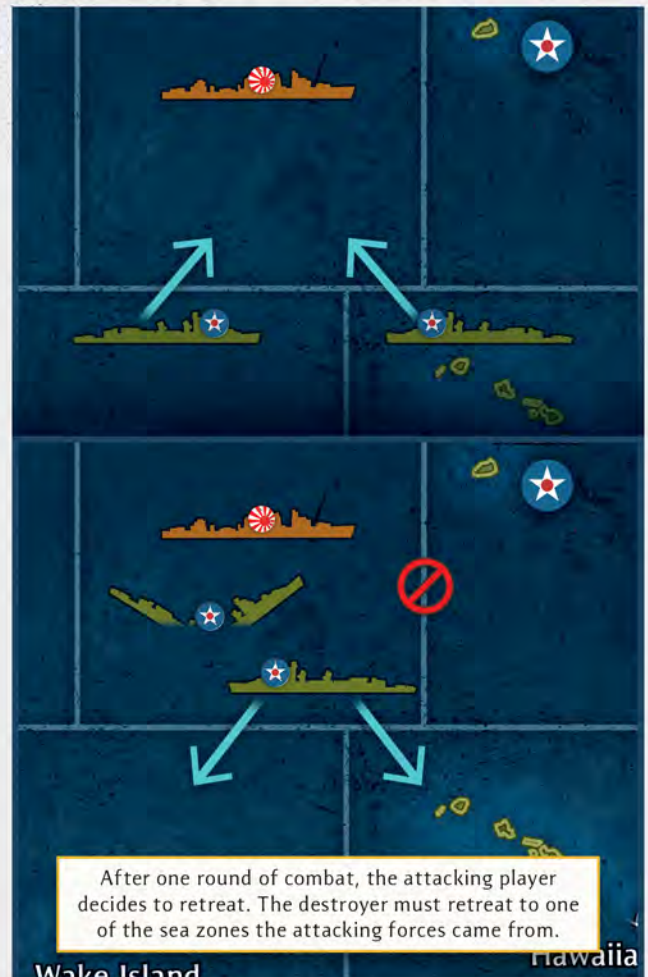
An attacking force consisting entirely of air units may initiate combat against a force of only zombies, but they may not continue after the first round of combat. They must retreat after the first round.

Once the combat ends, if a power has combat units remaining on the battle board, that power wins. Players who have units remaining on the battle board return those units to the contested space on the game board, along with any remaining zombie units. In a sea battle, if both sides have only transports remaining, the attacker's transports can remain in the contested sea zone or retreat, if possible (see below).

Attacker Retreats: The attacker (never the defender) can retreat during this step, provided there are enemy units remaining to retreat from. The attacker may never retreat from zombies alone.

Move all attacking land and sea units in that combat on the battle board to a single adjacent friendly space from or through which at least one of the original attacking land or sea units moved. In the case of sea units, that space must have been friendly at the start of the turn. All such units must retreat together to the same space, regardless of where they came from.

Retreating air units remain in the contested space temporarily. They complete their retreat movement during the Noncombat Move phase using the same rules as air units involved in a successful battle.



DEFENSELESS TRANSPORTS

In a sea battle, if the defender has only transports remaining and the attacker still has units capable of attacking, the defending transports are all destroyed, along with their cargo. You don't have to continue rolling dice until all the transports receive hits. (This will speed up combats.) This also occurs if the only combat units remaining cannot hit each other. For example, if the defender has only transports and submarines remaining, and the attacker has only air units remaining, the air units and submarines can't hit each other, so the transports are defenseless. At this point, the defenseless transports are all destroyed, along with their cargo. Attacking transports are not usually considered defenseless, since they generally have the option of retreating. If they can't retreat, they are treated the same as defending transports.

STEP 9: CONCLUDE COMBAT AND CAPTURE TERRITORY

If you win a combat as the attacker in a territory that is controlled by an enemy power or by zombies, and you have one or more surviving land units there, you take control of (capture) it (even if there are zombies remaining in the territory). Otherwise, control of the territory remains unchanged. (If all units on both sides were destroyed, control of the territory remains unchanged.)

Sea units cannot capture a territory; they must stay at sea. Air units cannot capture a territory. If your attack force has only air units remaining, they cannot occupy the territory you attacked, even if there are no enemy units remaining. Air units must return to a friendly territory or carrier during the Noncombat Move phase. Until then, they stay in the space where they fought. If you have captured the territory, place your control marker on the territory and adjust the national production levels (including the zombie level if the territory was zombie controlled). Your national production level increases by the value of the captured territory; the loser's national production level decreases by the same amount.

An industrial complex located in the captured territory now belongs to your side (see "Liberating a Territory"). If you capture an industrial complex, you cannot mobilize new units there until your next turn.

Liberating a Territory: If you capture a territory that was originally controlled by another power on your side, you "liberate" the territory. You do not take control of it; instead, the original controller regains the territory and adjusts that power's national production level accordingly. Any industrial complex in that territory reverts to the original controller of the territory.

If the original controller's capital is in enemy hands at the end of the turn in which you would otherwise have liberated the territory, you capture the territory instead. You adjust your national production level instead of that power's, and you can use any industrial complex there until the original controller's capital is liberated.

Capitals: If you capture a territory containing an enemy capital (Washington, Moscow, London, Berlin, or Tokyo), follow the same rules as for capturing a territory above. Add the captured territory's income value to your national production level. In addition, you collect all unspent IPCs from the treasury of the original controller of the captured capital. For example, if Germany captures Moscow while the Soviet Union's player is holding six IPCs, those IPCs are immediately transferred to Germany's player. You collect these IPCs even if your own capital is in enemy hands. If the capital was captured by Zombies, those IPCs are instead returned to the bank. The original controller of the captured capital is still in the game but cannot

CHAOS IN LOS ANGELES

BANK ROBBERS ON RAMPAGE

Smoke Clouds Sighted Above City; Panic as Crime Wave Sweeps Downtown

On September 6th, the city of Los Angeles witnessed perhaps the most dramatic act of crime in its history. A violent shootout in the aftermath of a failed bank heist in downtown Los Angeles has sent the city into a panic. The brazen thieves responded to the arrival of police with heavy gun fire. In a bloody exchange of bullets, the criminals were cut down leaving only one survivor. As police closed in for the arrest, the bandit's fellows arose and fell upon their former comrade with murderous intent despite their mortal wounds, tearing him to pieces before turning on police. Nearly 30 minutes of gun fire followed before the gang was finally overwhelmed. Witnesses insist the criminals suffered obviously fatal injuries yet continued to press the attack.

collect income from any territories they still control and cannot purchase new units. They skip the Purchase New Units and Collect Income phases of that power's turns until that power's capital is liberated. If that power's capital is liberated, the original controller can once again collect income, including from territories reverting control to that power.

If a capital is liberated, ownership of the industrial complex in that capital's territory reverts to the original controller. Other territories and industrial complexes that were originally controlled by the newly liberated capital's controller but are currently in the hands of friendly powers also revert control immediately. You do not collect IPCs from the controlling power when you liberate a capital. For example, if the United Kingdom's player takes Moscow from Germany, Germany's player does not surrender any IPCs.

Liberating Zombie Controlled Territories: If the captured or liberated territory was zombie controlled (regardless of its original controller), immediately mobilize a free infantry unit in the territory. This infantry belongs to the power that captured the territory, regardless of who the original controller of the territory is. It represents partisans, armed civilians, and scattered military forces who had been fighting to survive against the zombies in the territory. They organize and join your forces when rescued.

PHASE 6: NONCOMBAT MOVE

In this phase, you can move any of your units that did not move in the Combat Move phase or participate in combat during your turn. You now also land all your air units that participated in and survived the Conduct Combat phase. This is a good time to gather your units, either to fortify vulnerable territories or to reinforce units at the front.

Just as in the Combat Move phase, each of your land and sea units can move a number of spaces up to its Move value. Each of your air units can move a number of spaces up to its Move value, less the number of spaces it moved during the Combat Move phase (if any). Air units that did not move at all during the Combat Move phase can use their entire movement allowance in this phase.

STRANDED DEFENDING FIGHTERS

Stranded defending fighters also have to land during this phase. These are carrier-based fighters whose aircraft carrier has been destroyed in combat. They are allowed to move up to one space to find a friendly territory or carrier on which to land. If no landing space is available, they are removed from play. This movement occurs before the acting player makes any noncombat movements.

WHERE UNITS CAN MOVE

Certain restrictions apply to where various kinds of units can move during this phase. In general, units cannot move through or into hostile spaces during noncombat movement. However, air units and submarines can move through hostile spaces during this phase.

LAND UNITS

A land unit can move into any friendly territory, including those that were captured in the current turn. It cannot move into or through a hostile territory (not even one that contains no combat units but is enemy controlled).

Land units may move into and through friendly zombie-occupied territories in noncombat movement, even if there are no friendly units in the territory. This could happen if units moved out of that territory in combat movement or if they were eliminated while attacking the zombies, because the zombies won't capture the territory until the next zombie phase.

AIR UNITS

An air unit must end its move in an eligible safe landing place. Bombers and fighters can land in any territory that was friendly at the start of the current turn. (A territory you just captured this turn isn't eligible for landing.)

Air units may land in friendly zombie-occupied territories in Non-combat movement, even if there are no friendly units in the territory. This could happen if units moved out of that territory in combat movement or if they were eliminated while attacking the zombies, because the zombies won't capture the territory until the next zombie phase.

Air units that cannot move to a safe landing place by the end of the Noncombat Move phase are destroyed. This includes stranded defending fighters (see above).

Appendix A provides further details and clarification on moving aircraft.

CARRIER LANDINGS

Only fighters can land in a sea zone, and only if a friendly aircraft carrier is present. The carrier must have available space for the fighter to land. Bombers can never land on carriers.

A fighter can land in a sea zone (even a hostile one) that is adjacent to an industrial complex you control if you have enough IPCs to purchase an aircraft carrier in that sea zone. You must then follow through with that purchase.

In order for a fighter to land on a carrier, both units must end their movement in the same sea zone.

You must have a carrier move, remain in place, or be mobilized (new carriers only) to pick up a fighter that would end its noncombat movement in a sea zone. You cannot deliberately move an air unit out of range of a potential safe landing space.

SEA UNITS

A sea unit can move through any friendly sea zone. It cannot enter a hostile sea zone during this phase.

Submarines: Unlike other sea units, submarines can move through and even into hostile sea zones during this phase. However, a submarine must end its movement when it enters a sea zone containing one or more enemy destroyers.

Transports: Transports can move to friendly coastal territories and load or offload cargo. However, they cannot do so if they loaded, moved, offloaded, or were involved in combat during the Combat Move or Conduct Combat phase.

Aircraft Carriers: Carriers can move to sea zones to allow friendly fighters to land. They must move there, range permitting, if they did not move in the Combat Move phase, and the friendly sea zone is the only safe landing place for the fighters. An aircraft carrier and a fighter must both end their moves in the same sea zone in order for the fighter to land on the carrier.

PHASE 7: PURCHASE NEW UNITS

In this phase, you purchase new units and place them in the board in territories with eligible industrial complexes and sea zones adjacent to them. An eligible industrial complex is one that you have controlled since the start of your turn. You cannot use industrial complexes that you captured this turn. You can never use an industrial complex controlled by a friendly power.

STEP 1: PURCHASE UNITS

You can purchase as many units of any type as you can afford and can mobilize. The maximum number of units you can mobilize is the total IPC value of each of your territories that contains an industrial complex. Pay IPCs to the bank equal to the total cost of the units purchased. You don't have to spend all of your IPCs.

STEP 2: MOBILIZE UNITS

Each eligible industrial complex can mobilize only as many units as the IPC value of the territory containing it. This limit includes units mobilized in sea zones adjacent to the industrial complex. For example, the industrial complex in Germany can mobilize up to five units, either in that territory or in sea zone 5.



RECRUITMENT CENTERS

Recruitment Centers (such as the one in India) are a special kind of industrial complex that can only produce infantry (this represents regions with limited industrial capacity). You may only produce infantry in these territories. In all other aspects, treat Recruitment Centers like regular industrial complexes.

RESTRICTIONS ON PLACEMENT

Place new land units and bombers only in territories containing eligible industrial complexes. Land units cannot enter play on transports.

Place sea units only in sea zones adjacent to territories containing eligible industrial complexes. New sea units can enter play even in a hostile sea zone. No combat occurs because the Conduct Combat phase is over.

Place fighters either in territories containing eligible industrial complexes, or on your aircraft carriers in sea zones (even hostile ones) adjacent to such territories. You can even place new fighters on an aircraft carrier currently being mobilized. However, you cannot place a new fighter on a carrier owned by a friendly power. If you declared your intention to mobilize a new carrier in a specific sea zone to provide a safe landing place for a fighter, you must do so unless the fighter has landed safely elsewhere or has been destroyed.

PHASE 8: COLLECT INCOME

In this phase, you earn income to finance future attacks and strategies. Look up your power's national production level (indicated by your control marker) on the National Production Chart. This is the amount of IPC income you have generated. Collect that number of IPCs from the bank. If your capital is under an enemy power's control, you cannot collect income. A power cannot lend or give IPCs to another power, even if both powers are on the same side.

WORLDWIDE PANIC *THE DEAD WALK!*

FROM EUROPE TO THE PACIFIC

Smoke Clouds Completely Circle
Globe; High Command Insists
Plans in Place to Contain Threat

After weeks of denial, even in the face of martial law and onerous new regulations concerning the disposal of the recently dead, The President addressed the nation and confirmed as fact that the dead were returning to life and

attacking the living. And so this great and terrible war, which has already claimed so many lives and caused so much destruction, now enters a new and even worse chapter. Our only relief is that the dead seem intent on destroying both sides. But what little comfort that brings.

APPENDIX A: FLYING RANGE

To determine an air unit's range, count each space your air unit enters "after takeoff." When moving over water from a coastal territory or an island group, count the first sea zone entered as one space. When flying to an island group, count the surrounding sea zone and the island group itself as one space each. (An island is considered a territory within a sea zone; air units based on an island cannot defend the surrounding sea zone.) When moving a fighter from a carrier, do not count the carrier's sea zone as the first space— your fighter is in that sea zone already. In other words, each time an air unit crosses a boundary between spaces, whether territories or sea zones, it uses one movement point. To participate in combat, a fighter must take off from its carrier before the carrier moves; otherwise it is cargo.

You cannot deliberately move air units into combat situations that place them out of range of a potential safe landing place. During the Combat Move phase, before conducting any combat, you must demonstrate some possible way (however remote the possibility is) for all your attacking air units to land safely that turn. This could include a combination of combat moves. It could also include noncombat moves by a carrier or the mobilization of a new carrier. (If it does include a noncombat move by a carrier, then the carrier cannot move in the Combat Move phase.)

For the purpose of this demonstration, you can assume that all of your attacking rolls will be hits and all defending rolls will be misses. You cannot, however, use a planned retreat of any carrier to demonstrate a possible safe landing place for any fighter. Once you have demonstrated possible safe landing places, you have no obligation to guarantee they will exist after combat begins. For example, aircraft carriers can freely retreat or be chosen as casualties, even if doing so leaves fighters with no place to land after combat. (Such fighters will be destroyed at the end of the Noncombat Move phase.) However, during the Noncombat Move and Mobilize New Units phases, you must provide for safe landing of as many surviving air units as possible.

If you declared that a carrier will move during the Noncombat Move phase to provide a safe landing place for a fighter moved in the Combat Move phase, you must follow through and move the carrier to its planned location in the Noncombat Move phase. The only exceptions are if the fighter has landed safely elsewhere or has been destroyed before then, or if a combat required to clear an intervening sea zone failed to do so. Likewise, if you declared that a new carrier will be mobilized to provide a safe landing place for a fighter, it must be mobilized in that sea zone unless the fighter has landed safely elsewhere or has been destroyed.



APPENDIX B: UNITS

This section provides detailed information for each unit in the game. Each entry includes the unit's name, its silhouette, a brief description, and a quick statistical reference for the unit: its cost in IPCs, its Attack and Defense values, and its Move value.

Each unit type also has unit characteristics, which are summarized below its statistics.

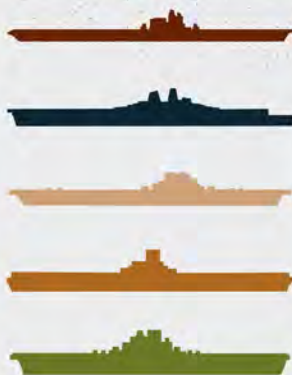
AIRCRAFT CARRIERS

Cost: 14
Attack: 1
Defense: 2
Move: 2

Sea Unit: Aircraft carriers are sea units. They move, attack, and defend in sea zones. They cannot move into territories. They are surface warships.

Carry Fighters: An aircraft carrier can carry up to two fighters. Fighters move independently of the carrier. These fighters can make a combat move from the carrier's original sea zone, or they can remain in the original sea zone until the Noncombat Move phase. Your aircraft carrier can move to or remain in a sea zone where one of your fighters will end its noncombat move; and in fact, it must do so if it is able.

Fighter Defense: Whenever a carrier is attacked, its fighters are considered to be defending in the air and fight normally, even if only submarines are attacking and the fighters cannot hit them because there is no defending destroyer. (However, a fighter cannot be chosen as a casualty from a submarine hit, because submarines can attack only sea units.)



ARTILLERY

Cost: 4
Attack: 2
Defense: 2
Move: 1

Land Unit: Artillery can attack and defend only in territories. They can capture hostile territories and can be carried by transports.

Supports Attacking Infantry: When an infantry attacks along with an artillery, its attack value increases to 2. Each infantry must be matched one-for-one with a supporting artillery unit.



BATTLESHIPS

Cost: 20
Attack: 4
Defense: 4
Move: 2

Sea Unit: Battleships are sea units. They move, attack, and defend in sea zones. They cannot move into territories. They are surface warships.

Two Hits to Destroy: Attacking and defending battleships require two hits to destroy. If a battleship is hit once, even by a submarine's Surprise Strike, turn it on its side to mark its damaged status. In the case of an attacking battleship, do not remove it from play unless it takes a second hit in the same combat. In the case of a defending battleship, do not move it behind the casualty line unless it takes a second hit in the same combat. If a battleship survives a combat after taking one hit, return it upright to the game board.

Shore Bombardment: In an amphibious assault, your battleships in the same sea zone as the offloading transport can conduct shore bombardment. Each battleship fires once during the opening fire step against enemy land units in the territory being attacked. (The enemy units do not fire back.) A battleship cannot conduct shore bombardment if it was involved in a sea combat prior to the amphibious assault.



BOMBERS

Cost: 12
Attack: 4
Defense: 1
Move: 6

Air Unit: Bombers are air units. They can attack and defend in territories, and they can attack in sea zones.

Air units can move through hostile territories and sea zones as if they were friendly.

Air units can land in friendly territories. Your air units cannot land in territories you just captured, whether they were involved in the combat or not.

Air units can hit submarines only if a friendly destroyer is participating in the combat.

Air units can move during both the Combat Move and the Noncombat Move phases, up to a combined total of their Move values.



DESTROYERS

Cost: 8
Attack: 2
Defense: 2
Move: 2

Sea Unit: Destroyers are sea units. They move, attack, and defend in sea zones. They cannot move into territories. They are surface warships.

Anti-Submarine: Destroyers are specially equipped for anti-submarine warfare. As a result, they can cancel many of the unit characteristics of enemy submarines.

A destroyer cancels the Treat Hostile Sea Zones as Friendly unit characteristic of any enemy submarine that moves into the sea zone with it. The submarine must immediately end its movement, whether combat or noncombat, upon entering the sea zone. If a submarine ends its combat movement in a sea zone with an enemy destroyer, combat will result. If a destroyer is in a battle, it cancels the following unit characteristics of all enemy submarines in that battle: Surprise Strike, Submersible, and Cannot Be Hit by Air Units. However, destroyers belonging to a power friendly to the attacker that happen to be in the same sea zone do not participate in the battle; thus they do not cancel any of these characteristics of defending submarines.



FIGHTERS

Cost: 10
Attack: 3
Defense: 4
Move: 4

Air Unit: Fighters are air units. They can attack and defend in territories and attack in sea zones. They can also defend in sea zones, but only when stationed on a carrier.

Air units can move through hostile territories and sea zones as if they were friendly.

Air units can land in friendly territories. Your air units cannot land in territories you just captured, whether they were involved in the combat or not.

Air units can only hit submarines if a friendly destroyer is participating in the combat.

Air units can move during both the Combat Move and the Noncombat Move phases, up to a combined total of their Move values.

Land on Aircraft Carriers: Fighters can be carried by aircraft carriers. Up to two fighters can be on an aircraft carrier at a time. A fighter must be launched from the carrier's initial position to participate in combat this turn. However, it can land on a carrier in the Noncombat Move phase (even if retreating) or during any other noncombat move. A fighter cannot land on a carrier during the carrier's movement. Your aircraft carrier can move to a sea zone where one of your fighters has ended its move--and in fact, it must do so if it is able--but cannot move any farther that turn.

A fighter based on a defending carrier must land on the same carrier, if possible, after the battle. If that carrier is destroyed in combat, the fighter must try to land elsewhere. It must land on a different friendly carrier in the same sea zone, move one space to a friendly territory, island, or aircraft carrier, or be destroyed. This movement occurs during the Noncombat Move phase, before the acting player makes any noncombat moves. Carrier-based fighters are always considered to be defending in the air, even if only submarines are attacking and the fighters cannot hit them because there is no defending destroyer.

Each of your fighters based on your attacking carrier launches before combat (even if it is not participating in combat) and can retreat to a friendly territory, island, or carrier within range if it survives combat. If any fighter is not in a safe landing place by the end of the Noncombat Move phase, it is destroyed. (A safe landing place can include a sea zone in which a new carrier will be placed in the Mobilize New Units phase, as long as there is space available on it.)



INDUSTRIAL COMPLEXES

Cost: —
Attack: —
Defense: —
Move: —



Factories: Industrial complexes are the point of entry for all purchased land, air, and sea units. Each industrial complex can produce a number of combat (land, air, or sea) units each turn, up to the IPC value of the territory that contains it.

Cannot Attack, Defend, or Move: An industrial complex cannot attack, defend, or move.

Subject to Capture: If a territory is captured, an industrial complex located there is also captured. The capturing player can use the industrial complex on the turn after it is captured.

Fortified: Zombies can't take control of an otherwise unoccupied territory that contains an industrial complex unless there are more zombies in the territory than the IPC value of the territory. Tanks cannot blitz through a territory that contains a hostile industrial complex.

Recruitment Centers: Recruitment centers are a special kind of industrial complex that can only produce infantry. In all other ways they are treated as industrial complexes.



INFANTRY

Cost: 3
Attack: 1
Defense: 2
Move: 1

Land Unit: Infantry can attack and defend only in territories. They can capture hostile territories and can be carried by transports.

The Dead Rise: Whenever an infantry unit is removed from play, replace it with a zombie.



SUBMARINES

Cost: 6
Attack: 2
Defense: 1
Move: 2

Sea Unit: Submarines are sea units. They move, attack, and defend in sea zones. They cannot move into territories. They are warships, but not surface warships.

Surprise Strike: Both attacking and defending submarines can make a Surprise Strike, firing before any other units fire in a sea battle. As detailed in step 2 of the general combat sequence (page 20), submarines make their rolls before any other units, unless an enemy destroyer is present in the battle. If neither side is eligible for a Surprise Strike, there is no step 2. Players move directly to step 3 of the general combat sequence.

Submersible: A submarine has the option of submerging instead of taking part in the sea combat. It can do this anytime it would otherwise make a Surprise Strike. As detailed in step 2 of the general combat sequence (page 20), the decision is made when the submarine would roll a die and takes effect immediately. When a submarine submerges, it is immediately removed from the battle board and returned to the contested sea zone. As a result, it can no longer fire or take hits in that combat. However, a submarine cannot submerge if an enemy destroyer is present in the battle, or if it has already been taken as a casualty.

Treat Hostile Sea Zones as Friendly: A submarine can move through a sea zone that contains enemy units, either in combat or noncombat movement. However, if a submarine enters a sea zone containing an enemy destroyer, it must end its movement there. If it ends its combat move in a hostile sea zone, combat will occur.

Does Not Block Enemy Movement: Any sea zone that contains only enemy submarines does not stop the movement of sea units. Sea units ending their combat movement in a sea zone containing only enemy submarines can choose to attack the submarines or not. Sea units can also end their noncombat movement in a sea zone containing only enemy submarines.

Cannot Hit Air Units: Whether attacking or defending, submarines cannot hit air units.

Cannot Be Hit by Air Units: Hits scored by air units cannot be assigned to attacking or defending submarines unless there is a destroyer that is friendly to the air units in the battle.



TANKS

Cost: 5
Attack: 3
Defense: 3
Move: 2

Land Unit: Tanks can attack and defend only in territories. They can capture hostile territories and can be carried by transports.

Blitz: Tanks can “blitz” by moving through an unoccupied hostile territory as the first part of a two-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. By blitzing, the tank establishes control of the first territory before it moves to the next. The second territory can be friendly or hostile, or even the space the tank came from. A tank cannot blitz through a territory that contains an enemy unit, even if the unit is an industrial complex.



TRANSPORTS

Cost: 7
Attack: 0
Defense: 0
Move: 2

Sea Unit: Transports are sea units. They move, attack, and defend in sea zones. They cannot move into territories. They are not warships.

No Combat Value: A transport can attack or defend in combat, either alone or with other units, but it has Attack and Defense values of 0. This means that it cannot fire in the attacking or the defending units’ fire step. Transports cannot attack in a sea battle unless they are accompanied by at least one unit with an Attack value.

Does Not Block Enemy Movement: Any sea zone that contains only enemy transports does not stop the movement of sea units. Air or sea units other than transports ending their combat movement in a sea zone containing only enemy transports automatically destroy those transports. (Destroying enemy transports counts as a sea combat for those sea units.) Sea units can also end their noncombat movement in a sea zone containing only enemy transports.

Chosen Last: Transports can be chosen as casualties only if there are no other eligible units. Normally this happens when only transports are left, but it can also occur under other circumstances. For example, if fighters attack a group containing only transports and submarines, the transports must take any hits because the submarines cannot be hit without an attacking destroyer present.

Carry Land Units: A transport can carry land units belonging to you. Its capacity is any one land unit, plus one additional infantry. Thus, a full transport can carry a tank and an infantry or two infantry. Land units on a transport



are cargo; they cannot attack or defend while at sea and are destroyed if their transport is destroyed.

Loading and Offloading: A transport can load cargo from one or two territories in, or adjacent to, friendly sea zones that it occupies before, during, and after it moves, then offload the cargo at the end of its movement. For example, it could pick up one land unit, move one sea zone, pick up another land unit, move one more sea zone, and finally offload both land units. A transport can also remain at sea with cargo still aboard. Loading onto and/or offloading from a transport counts as a land unit’s entire move; it cannot move before loading or after offloading. Place the land units alongside the transport in the sea zone. If the transport moves in the Noncombat Move phase, any number of units aboard can offload into a single friendly territory.

Once a transport offloads, it cannot move again on that turn. If a transport retreats, it cannot offload that turn. A transport cannot offload units into two territories during a single turn, nor can it offload cargo onto another transport. A transport cannot load or offload while in a hostile sea zone. (Remember that submarines and transports are ignored when determining whether a sea zone is hostile.)

A transport can load and offload units without moving from the friendly sea zone it is in. Each such transport is still limited to its cargo capacity. It can offload in only one territory, and once it offloads, it cannot move, load, or offload again that turn.

Amphibious Assaults: A transport can take part in an amphibious assault during the Conduct Combat phase. Doing so is the only situation in which a transport can offload cargo into a hostile territory.

ZOMBIES

Cost: —
Attack: —
Defense: —
Move: —

Not Player Units: Zombies are not controlled by any player, though any player may perform actions for zombies as required by cards or game rules.

Rising Dead: Zombies are created by zombie cards, or whenever an infantry unit is destroyed.

Zombie Dice: Zombies roll a special die (see page 7) to determine whether they hit the attacker (🎲) or defender (🎲) in combat.

Zombies Attack: In Phase 2 (Zombies Attack) of each turn, zombies attack in each territory the active player controls. They hit on 🎲. There is no return fire.

Shambling Bystanders: In combat, players attempt to destroy each other’s units before attempting to destroying zombies, but results of 🎲 always hit zombies.



INTRO SCENARIO

Summer 1939. The eve of world war. German forces are poised to begin their conquest of Europe. Soviet forces are looking to protect the motherland and perhaps snatch up a few choice parcels of land while nobody's looking.

This quick-playing scenario will allow you to gain familiarity with the game of *Axis & Allies & Zombies* while experiencing a prelude to the full game. If this is your first time playing, it is recommended that you play without the "Desperate Measures" optional rule and ignore that section on all Zombie Cards.

SETUP

Place United States control markers in the following spaces:

Territories: Middle East, Szechuan, Urals.

Sea Zones: 3, 4, 6, 7, 8, 14, 15, 16, 17, 18, 19

These spaces represent the borders of the intro scenario area. You cannot move into or through these spaces, build into them, or fly over them.

Go through the Zombie deck and pull out all of the cards with the "Intro Scenario" tag on them. Shuffle them. These form the zombie deck for this game (remember to return those cards to the zombie deck before playing the full game).

ORDER OF PLAY

1. Germany
2. Soviet Union
3. Check for Victory

WINNING THE GAME

The German player wins by ending a round with an IPC income of 20 IPCs or more before Round 6. The degree of their victory depends on how long it takes to achieve this condition.

- Round 3 or earlier: Total Victory
- Round 4: Major Victory
- Round 5: Minor Victory
- Round 6 or later: Defeat


The Soviet player wins by keeping the German player at or below 19 IPCs of income at the end of each round until Round 6.

GERMANY SETUP		7 IPCS
Germany	7 Infantry, 3 Artillery, 3 Tanks, 2 Fighters, 1 Bomber	
Southern Europe	3 Infantry, 2 Artillery, 2 Tanks	
Sea Zone 5	1 Destroyer, 1 Transport	

SOVIET UNION SETUP		10 IPCS
Russia	3 Infantry, 1 Tank, 1 Fighter	
Caucasus	2 Infantry, 1 Artillery	
Archangel	2 Infantry	
Karelia	2 Infantry	

UNITED KINGDOM SETUP		0 IPCS
Western Europe	2 Infantry, 1 Tank, 1 Fighter, UK Control Marker	
Norway/Finland	2 Infantry, UK Control Marker	
Eastern Europe	2 Infantry, 1 Artillery, UK Control Marker	
Balkans	1 Infantry, 1 Artillery, UK Control Marker	
West Russia	1 Infantry, UK Control Marker	
Ukraine	1 Infantry, UK Control Marker	

The UK pieces represent the forces of the nations of Europe prior to the war, including France, Belgium, Poland, and Romania. These units will defend their territories when attacked (have the player who is not attacking roll for them), but do not have their own turns or incomes, and will not purchase new units or mount offensive operations.

During the Check for Victory phase, if there are zombies in a territory with UK pieces, the zombies will attack them. Roll a zombie die for each zombie in those territories. For each result of , the Soviet Union player removes a UK piece from that territory. If an infantry is removed this way, create a zombie.

APPENDIX C: TECHNOLOGY

When instructed to do so by a Zombie card, roll on the zombie technology chart below (reroll technologies you have already developed). Place one of your power's control markers on your player aid to indicate the technology you developed.

ROLL	TECHNOLOGY
1	<p>Z.I.B.R.A. Suits – Each of your infantry units in a territory prevents one zombie in that territory from attacking in the Zombies Attack phase (phase 2).</p> <p>Field Note #213: “Though the Zombie Impervious Bite Resistant Armor (Z.I.B.R.A.) Suit is bulky and uncomfortable, the troops have embraced it without complaint. Our herding battalions have even reported a decrease in malingering.”</p>
2	<p>Z-4 Explosives – While you have artillery present in a battle, your units in that battle now hit zombies on a 5 or .</p> <p>Field Note #86: “The focalized blast wave from our new ‘Decapitator’ shells has proven quite effective at neutralizing zombies with absolutely no risk to intermingled troops.”</p> <p>Field Note #87: “A memo has been issued to our training centers emphasizing to new recruits the importance of keeping their heads below five feet when fighting zombies.”</p>
3	<p>Chainsaw Tanks – Each tank that ends its combat move in a territory containing zombies may roll a combat die to attack those zombies before combat.</p> <p>Field Note #502: “The reprimand in Corporal Zimmerman’s file for misappropriation of army property has been rescinded. A commendation will follow.”</p>
4	<p>Air-D.O.T.s – When you have no land units present in a battle against only zombies, your aircraft may continue combat for one additional round against zombies.</p> <p>Field Note #794: “Crews shall henceforth be prohibited from referring to the Air-Deployable Observation Towers as ‘Lunch Buckets’. It has been determined that this nickname is the source of morale issues that have been reported among the remaining observation teams.”</p>
5	<p>Deadnapper Convoys – In non-combat movement, your unused transports may pick up one or two zombies from friendly or zombie-controlled territories and deploy them into any territory as though they were infantry.</p> <p>Field Note #116: “We have had no shortage of volunteers for ship crews. We remain below targets for bait teams and zombie compartment cleanup squads.”</p>
	<p>Zombie Mind Control Ray – Once per turn you may non-combat move a zombie from a territory your units occupy into an adjacent non-neutral territory (even an enemy territory)</p> <p>Field Note #430: “It was determined that the zombies are irresistibly attracted to the sound of a human heartbeat. The device is a simple sound projection tower, but everybody insists on calling it a mind-control ray.”</p>