

M I N I A T U R E S

Campaign Rules

CAMPAIGN RULESET

Intelligence Office
of Military Information

Document Title



Every piece in the game has an attack and defense value. We use those values in determining the points and complexion of the Battle Tickets and Fleet Actions. Here are the attack and defense values for each piece in the game as used for determining Battle Tickets or Fleet Actions:

Infantry: Att 1, Def 2

if attacking with artillery the attack value is 2

Artillery: Att 2, Def 2

Armor: Att 3, Def 3

Fighters: Att 3, Def 4

Tactical Bombers: Att 3, Def 3

Bombers: Att 4, Def 1

Transports: Att 0.5, Def 1

Normally transports can't attack but the strategy of bringing them with a fleet as cannon fodder is well established so we gave them a value of half a point to simulate the extra hit they would normally absorb.

Submarines: Att 2, Def 2

Destroyers: Att 3, Def 3

Cruisers: Att 3, Def 3

Carriers: Att 1, Def 3

Battleships: Att 6, Def 6

Battleships in the board game normally have an attack and defense value of 4 but they can take two hits, so we gave them a value of 6 to simulate their extra ability.

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When we do a Battle Ticket we look at the value of the attacking force and the value of the defending force.

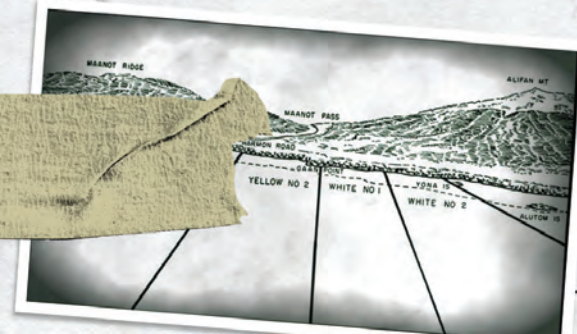
For example: three infantry and a tank attack an infantry and a fighter. The attacker's value is 6.

Three infantry at 1 each = 3 and one tank is 3, thus $3+3=6$ for the attacker. The defender's value is also 6.

One infantry defends on a 2 and a fighter defends on a 4, thus $2+4=6$.

We then determine how many points are going to be used for the army build. 100 points is the most common.

We take the defender's value and divide that by the build total to determine the "multiplier."



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So in our example the multiplier would be $100/6 = 16.66$. We round the multiplier to the nearest number and get 17. We now use that number times the value of the units to determine the complexion of the army build.

Infantry always represent Soldier points.
Tanks always represent Vehicle points.

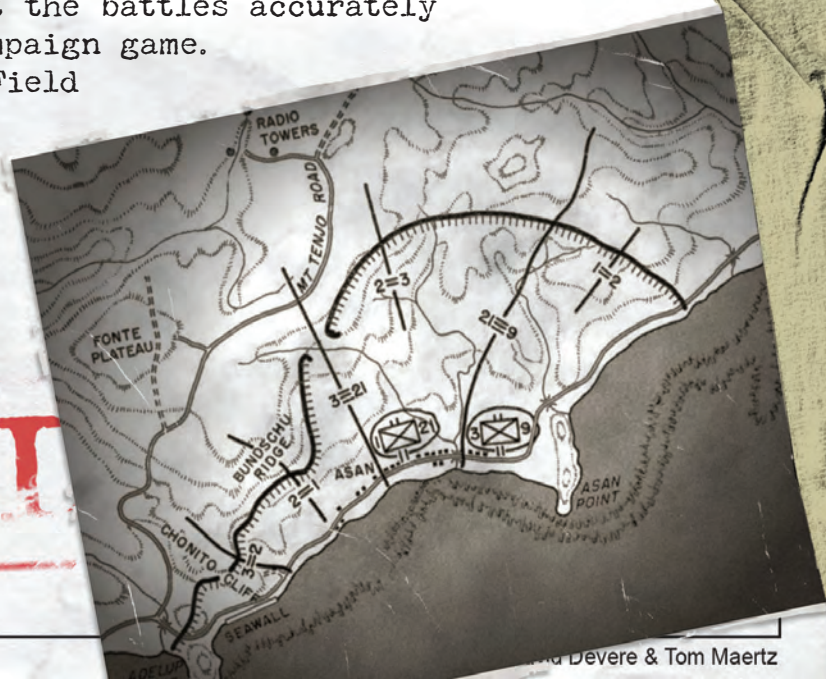
Artillery, Fighters, Tactical Bombers and Bombers always represent Wild points. So in our example the attacker would have 51 points in Soldier ($3 \times 17 = 51$) and 51 points in Vehicles ($3 \times 17 = 51$) for a total build of 102. The defender would have 34 points in Soldier ($2 \times 17 = 34$) and 68 points in Wild ($4 \times 17 = 68$) for 102 points total army build.

At the end of the battle we "reconstitute" the surviving number of points back into game board pieces. So if 30 points survived from the defending side the defender would have 2 points remaining ($30/17 = 1.76$ rounded to 2) for an infantry. If the attacker also had 30 points remaining he could reconstitute 2 infantry because his attacking infantry attack on ones where the defending infantry defend on twos.

We can make every battle in the game from this formula. Obviously we only produce Battle Tickets and Fleet Actions for the battles that offer at least some kind of competitive play.

No one wants to play 300 points to 100. Battles that are obviously one sided are rolled out by High Command using the standard game board attack and defense rules. Using this formula virtually guarantees that no two battles will be alike and that the battles accurately reflect the outcome of the entire campaign game.

This is why it is important for the Field Commander to keep a close watch on their units and to know when to retreat to fight another day.



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The Intelligence Office
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AGENCY

BATTLE TICKET

2. YEAR:

☐ WINTER / SPRING

☐ SUMMER / FALL

1. BATTLE TYPE:

☒ FIXED DEFENDER ☐ STANDARD ASSAULT ☐ BLITZ ☐ BREAKOUT

4. RULES FOR FIXED DEFENDER:

1. Defender can set up on and up to one hex row past the Objective.
2. Defender always sets up first.
3. Defender may retreat after turn 5.
4. Attacker may retreat at any time.

3. LOCATION:

☐ EASTERN FRONT

☐ WESTERN FRONT

☐ NORTH AFRICA

☐ MEDITERRANEAN

☐ PACIFIC

☐ S.E. ASIA / INDIA

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5. DEFENDER COMMAND DECISIONS - CHOOSE TWO:

- ☐ PLACE A TERRAIN TILE ANYWHERE ☐ CHOOSE SIDE
- ☐ MOVE OBJECTIVE 2 HEXES ANY DIRECTION ☐ CHANGE HALF THE MAP
- ☐ MAKE 2 RANDOM TERRAIN TILE ROLLS ☐ MAP - COUNTS AS BOTH OPTIONS
- ☐ BOTH SIDES GET 25 PTS REINFORCEMENTS ON TURN 4

6. ATTACKER POINTS:

7. DEFENDER POINTS:

8. MINOR NATION & LEND-LEASE
TROOPS USABLE IN BUILDS:

SOLDIER

SOLDIER

VEHICLE

VEHICLE

WILD

WILD

TOTAL

0

TOTAL

0

9. SALVAGE EQUIPMENT AVAILABLE:

10. NATIONALITY COMMAND REQUIREMENTS:

The Intelligence Office
of Military Information

BATTLE TICKET

2. YEAR:

- ☐ WINTER / SPRING
☐ SUMMER / FALL

1. BATTLE TYPE:

- ☐ FIXED DEFENDER ☒ STANDARD ASSAULT ☐ BLITZ ☐ BREAKOUT

4. RULES FOR STANDARD ASSAULT:

1. Use standard victory conditions.
2. Units may retreat off their side of the map without having to make retreat rolls after turn 5.
3. Fulfill Nationality command requirements.
4. Salvage Equipment may be available, if used do not exceed quantity listed.

3. LOCATION:

- ☐ EASTERN FRONT
☐ WESTERN FRONT
☐ NORTH AFRICA
☐ MEDITERRANEAN
☒ PACIFIC
☐ S.E. ASIA / INDIA

5. DEFENDER COMMAND DECISIONS - CHOOSE TWO:

- ☐ PLACE A TERRAIN TILE ANYWHERE ☐ CHOOSE SIDE
☐ MOVE OBJECTIVE 2 HEXES ANY DIRECTION ☐ CHANGE HALF THE MAP
☐ MAKE 2 RANDOM TERRAIN TILE ROLLS ☐ MAP - COUNTS AS BOTH OPTIONS
☐ BOTH SIDES GET 25 PTS REINFORCEMENTS ON TURN 4

6. ATTACKER POINTS:

7. DEFENDER POINTS:

8. MINOR NATION & LEND-LEASE
TROOPS USABLE IN BUILDS:

SOLDIER		SOLDIER	
VEHICLE		VEHICLE	
WILD		WILD	
TOTAL	0	TOTAL	0

9. SALVAGE EQUIPMENT AVAILABLE:

10. NATIONALITY COMMAND REQUIREMENTS:

The Intelligence Office
of Military Information
AGENCY

BATTLE TICKET

1. BATTLE TYPE:

☐ FIXED DEFENDER ☐ STANDARD ASSAULT ☒ BLITZ ☐ BREAKOUT

4. RULES FOR BLITZ:

1. Defender chooses map.
2. Defender may retreat after turn 5.
3. Defender may place obstacles.
4. Attacker may retreat at any time.
5. Attacker chooses 1 exclusion below.
6. Either side can win using standard victory conditions.
7. The Attacker has the option for a quick victory by controlling the Objective and exiting 1/4 of their points off the defenders side of the map. If these conditions are met the attacker wins at the end of the turn and all defending units are destroyed.

2. YEAR:

☐ WINTER / SPRING

☐ SUMMER / FALL

3. LOCATION:

EASTERN FRONT

WESTERN FRONT

NORTH AFRICA

MEDITERRANEAN



PACIFIC

S.E. ASIA / INDIA

5. DEFENDER COMMAND DECISIONS - CHOOSE TWO:

☐ PLACE A TERRAIN TILE ANYWHERE	☐ CHOOSE SIDE
☐ MOVE OBJECTIVE 2 HEXES ANY DIRECTION	☐ CHANGE HALF THE MAP
☐ MAKE 2 RANDOM TERRAIN TILE ROLLS	☐ MAP - COUNTS AS BOTH OPTIONS
☐ BOTH SIDES GET 25 PTS REINFORCEMENTS ON TURN 4	

6. ATTACKER POINTS:

7. DEFENDER POINTS:

8. MINOR NATION & LEND-LEASE TROOPS USABLE IN BUILDS:

SOLDIER

SOLDIER

VEHICLE

VEHICLE

WILD

WILD

TOTAL

0

TOTAL

C

9. SALVAGE EQUIPMENT AVAILABLE:

10. NATIONALITY COMMAND REQUIREMENTS:

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of Military Information
AGENCY

BATTLE TICKET

1. BATTLE TYPE:

☐ FIXED DEFENDER ☐ STANDARD ASSAULT ☐ BLITZ ☒ BREAKOUT

4. RULES FOR STANDARD ASSAULT:

1. Attacker can set up on and up to 1 hex row past the Objective.
2. Attacker always sets up first.
3. The Attacker may retreat after turn 5.
4. Defender may retreat at any time.

NOT ASSISTED

2. YEAR:

☐ WINTER / SPRING
☐ SUMMER / FALL

3. LOCATION:

☐ EASTERN FRONT
☐ WESTERN FRONT
☐ NORTH AFRICA
☐ MEDITERRANEAN
☐ PACIFIC
☐ S.E. ASIA / INDIA

5. DEFENDER COMMAND DECISIONS - CHOOSE TWO:

☐ PLACE A TERRAIN TILE ANYWHERE ☐ CHOOSE SIDE
☐ MOVE OBJECTIVE 2 HEXES ANY DIRECTION ☐ CHANGE HALF THE MAP
☐ MAKE 2 RANDOM TERRAIN TILE ROLLS ☐ MAP - COUNTS AS BOTH OPTIONS
☐ BOTH SIDES GET 25 PTS REINFORCEMENTS ON TURN 4

6. ATTACKER POINTS:

7. DEFENDER POINTS:

8. MINOR NATION & LEND-LEASE TROOPS USABLE IN BUILDS:

SOLDIER		SOLDIER	
VEHICLE		VEHICLE	
WILD		WILD	
TOTAL	0	TOTAL	0

9. SALVAGE EQUIPMENT AVAILABLE:

10. NATIONALITY COMMAND REQUIREMENTS:

**The Intelligence Office
of Military Information**
AGENCY

FLEET ACTION

3. YEAR:

☐ WINTER / SPRING

☐ SUMMER / FALL

1. VICTORY POINTS:

2. EACH OBJECTIVE WORTH:

4. LOCATION:

5. RULES FOR FLEET ACTION:

1. Use Standard victory conditions.
2. Either side may retreat units by exiting their side of the map at any time.
3. Units not destroyed at the end of the game automatically retreat and are reported as points remaining on the AAR.
4. Check the Victory points at the top of the page. First player to accumulate this number of points wins the battle.

☐ ATLANTIC OCEAN

☐ PACIFIC OCEAN

☐ INDIAN OCEAN

☐ MEDITERRANEAN SEA

6. DEFENDER COMMAND DECISIONS - CHOOSE TWO:

☐ PLACE AN ISLAND, SHOAL OR SQUALL ON ANY NON-OBJECTIVE SECTOR

☐ MOVE 1 OBJECTIVE 1 SECTOR ANY DIRECTION

☐ BOTH SIDES GET 25 PTS REINFORCEMENTS ON TURN 4

☐ FORCE ATTACKER TO SET UP FIRST

☐ CHOOSE SIDE

☐ MAP - COUNTS AS 1 CHOICE

7. ATTACKER POINTS:

8. DEFENDER POINTS:

9. MINOR NATION & LEND-LEASE TROOPS USABLE IN BUILDS:

10. BUILD MUST INCLUDE AT LEAST THIS NUMBER OF:

	Battleships	
	Carriers	
	Cruisers	
	Destroyers	
	Submarines	
	Aircraft	
	Transports	

11. NATIONALITY COMMAND REQUIREMENTS:

**The Intelligence Office
of Military Information**

AGENCY

BATTLESHIP HUNT

1. VICTORY POINTS:

ATTACKER: Destroy ONE
Battleship.

2. EACH OBJECTIVE WORTH:

DEFENDER: Destroy BOTH
Battleships.

5. RULES FOR FLET ACTION:

1. Units may only retreat off the opposite side of the map.
2. Units not destroyed at the end of the game automatically retreat and are reported as points remaining ob the AAR.
3. There are No Objectives in the game.

3. YEAR:

☐ WINTER / SPRING

☐ SUMMER / FALL

4. LOCATION:

☐ ATLANTIC
OCEAN

☐ PACIFIC
OCEAN

☐ INDIAN
OCEAN

☐ MEDITERRANEAN
SEA

6. DEFENDER COMMAND DECISIONS - CHOOSE TWO:

☐ PLACE AN ISLAND, SHOAL OR SQUALL ON
ANY NON-OBJECTIVE SECTOR

☐ FORCE ATTACKER TO SET UP
FIRST

☐ MOVE 1 OBJECTIVE 1 SECTOR ANY DIRECTION

☐ CHOOSE SIDE

☐ BOTH SIDES GET 25 PTS REINFORCEMENTS
ON TURN 4

☐ MAP - COUNTS AS 1 CHOICE

7. ATTACKER POINTS:

8. DEFENDER POINTS:

9. MINOR NATION & LEND-LEASE
TROOPS USABLE IN BUILDS:

10. BUILD MUST INCLUDE AT LEAST THIS NUMBER OF:

	Battleships	
	Carriers	
	Cruisers	
	Destroyers	
	Submarines	
	Aircraft	
	Transports	

11. NATIONALITY COMMAND REQUIREMENTS:

The United States
Office of War Information
AGENCY

SUB HUNT

3. YEAR:

- ☐ WINTER / SPRING
☐ SUMMER / FALL

1. VICTORY POINTS:

ATTACKER: Destroy ALL
Submarines.

2. EACH OBJECTIVE WORTH:

DEFENDER: Retreat ONE
Submarine.

4. LOCATION:

- ☐ ATLANTIC OCEAN
☐ PACIFIC OCEAN
☐ INDIAN OCEAN
☐ MEDITERRANEAN SEA

5. RULES FOR FLET ACTION:

1. Defender deploys First in middle 3 rows.
2. Defender places 10 Sub markers -- 5 are Decoys.
3. Limit of 3 subs per sector with no more than 1 being an actual sub.
4. Attacker divides fleet and deploys surface units in the first or/and last row of the map.
5. Defender can retreat off either end of the map.
6. Defender deploys 3 Squals anywhere on the map before either fleet is deployed.

6. DEFENDER COMMAND DECISIONS - CHOOSE TWO:

- ☐ PLACE AN ISLAND, SHOAL OR SQUALL ON ANY NON-OBJECTIVE SECTOR
☐ FORCE ATTACKER TO SET UP FIRST
☐ MOVE 1 OBJECTIVE 1 SECTOR ANY DIRECTION
☐ CHOOSE SIDE
☐ BOTH SIDES GET 25 PTS REINFORCEMENTS ON TURN 4
☐ MAP - COUNTS AS 1 CHOICE

7. ATTACKER POINTS:

8. DEFENDER POINTS:

9. MINOR NATION & LEND-LEASE
TROOPS USABLE IN BUILDS:

10. BUILD MUST INCLUDE AT LEAST THIS NUMBER OF:

	Battleships	
	Carriers	
	Cruisers	
	Destroyers	
	Submarines	
	Aircraft	
	Transports	

11. NATIONALITY COMMAND REQUIREMENTS:

The Intelligence Office
of Military Information

AGENCY

CONVOY ESCAPE

3. YEAR:

- ☐ WINTER / SPRING
☐ SUMMER / FALL

1. VICTORY POINTS:

2. EACH TRANSPORT WORTH:

25 Defender with each retreated.
Attacker with each sunk.

4. LOCATION:

- ☐ ATLANTIC OCEAN
☐ PACIFIC OCEAN
☐ INDIAN OCEAN
☐ MEDITERRANEAN SEA

5. RULES FOR CONVOY ESCAPE:

- Defender sets up ships in the row adjacent to the Objective row on their side of the map, subs deploy as normal. Attacker sets up as normal.
- Either side may retreat units by exiting their side of the map at any time.
- Units not destroyed at the end of the game automatically retreat and are reported as points remaining on the AAR.
- There are ~~No Objectives~~ in this game---See box 2.

6. DEFENDER COMMAND DECISIONS - CHOOSE TWO:

- ☐ PLACE AN ISLAND, SHOAL OR SQUALL ON ANY NON-OBJECTIVE SECTOR
☐ MOVE 1 TRANSPORT 1 SECTOR ANY DIRECTION
☐ BOTH SIDES GET 25 PTS REINFORCEMENTS ON TURN 4
- ☐ FORCE ATTACKER TO SET UP FIRST
☐ CHOOSE SIDE
☐ MAP - COUNTS AS 2 CHOICES

7. ATTACKER POINTS:

8. DEFENDER POINTS:

9. MINOR NATION & LEND-LEASE TROOPS USABLE IN BUILDS:

10. BUILD MUST INCLUDE AT LEAST THIS NUMBER OF:

	Battleships	
	Carriers	
	Cruisers	
	Destroyers	
	Submarines	
	Aircraft	
	Transports	

11. NATIONALITY COMMAND REQUIREMENTS:

AFTER ACTION REPORTS

Document Title

Use the following forms to record your results.

1. BATTLE:	1. BATTLE:	1. BATTLE:
2. VICTOR: <i>PLAYER and SIDE</i>	2. VICTOR: <i>PLAYER and SIDE</i>	2. VICTOR: <i>PLAYER and SIDE</i>
3: SURVIVING UNIT POINTS IF ANY, UNIT TYPE	3: SURVIVING UNIT POINTS IF ANY, UNIT TYPE	3: SURVIVING UNIT POINTS IF ANY, UNIT TYPE
4. DEFEATED: <i>PLAYER and SIDE</i>	4. DEFEATED: <i>PLAYER and SIDE</i>	4. DEFEATED: <i>PLAYER and SIDE</i>
5: SURVIVING UNIT POINTS IF ANY, UNIT TYPE	5: SURVIVING UNIT POINTS IF ANY, UNIT TYPE	5: SURVIVING UNIT POINTS IF ANY, UNIT TYPE
1. BATTLE:	1. BATTLE:	1. BATTLE:
2. VICTOR: <i>PLAYER and SIDE</i>	2. VICTOR: <i>PLAYER and SIDE</i>	2. VICTOR: <i>PLAYER and SIDE</i>
3: SURVIVING UNIT POINTS IF ANY, UNIT TYPE	3: SURVIVING UNIT POINTS IF ANY, UNIT TYPE	3: SURVIVING UNIT POINTS IF ANY, UNIT TYPE
4. DEFEATED: <i>PLAYER and SIDE</i>	4. DEFEATED: <i>PLAYER and SIDE</i>	4. DEFEATED: <i>PLAYER and SIDE</i>
5: SURVIVING UNIT POINTS IF ANY, UNIT TYPE	5: SURVIVING UNIT POINTS IF ANY, UNIT TYPE	5: SURVIVING UNIT POINTS IF ANY, UNIT TYPE