EUROPEAN THEATER

OF OPERATIONS GAME

## TABLE OF CONTENTS

INTRODUCTION....2
LEARNING THE GAME....3
SUMMARY OF UNIT TYPES....4
PART 1: SEQUENCE OF PLAY....5
PART 2: WEATHER....8
PART 3: STRATEGIC WARFARE....9
PART 4: NAVAL OPERATIONS....11
PART 5: AIR OPERATIONS....20
PART 6: OFFENSIVE PHASE....27
PART 7: MOVEMENT PHASE....33
PART 8: SUPPLY....34
PART 9: SEASONAL TURNS....36
PART 10: POLITICS AND PARTNERS....40
PART 11: SPECIAL RULES....43
PART 12: HISTORICAL CONSIDERATIONS....44
PART 13: INTRODUCTION FOR PLAYERS OF THE FIRST EDITION....46
CASE INDEX....48

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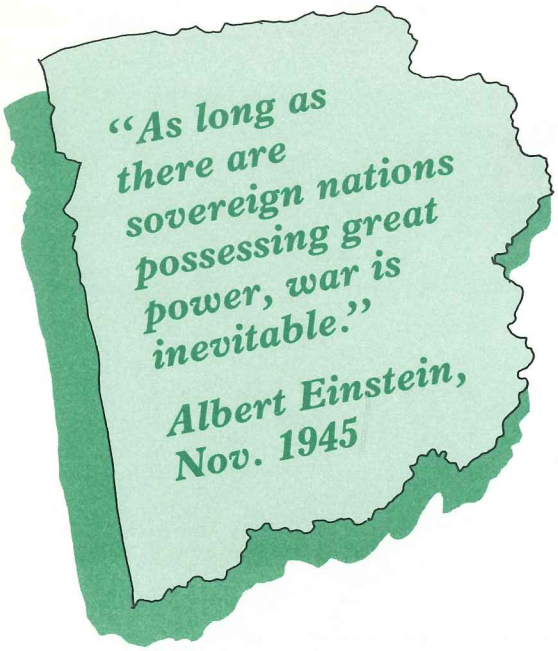



***The World War II: European Theater of Operations game is a strategic-level game about the Second World War in Europe and the Middle East from 1939 to 1945. It is a complete game in itself; however, it can be linked to World War II: Pacific Theater of Operations (scheduled for release in mid-1991) to recreate the entire war in both European and Pacific theaters.***

***The game can be played by up to five players. In a two-player game, one person controls the Axis forces and the other controls the Allies. In a three-player game, the Allies are divided between the Western Allies (France, United Kingdom, United States) and the Soviet Union. More than three players retain these three basic sides (called partnerships), with the individual countries in the partnerships divided between players. With five players, the recommended allotment is Germany, Italy, the U.S.S.R., the U.K., and France/U.S. When France is conquered, that player controls allied minor nations (or perhaps the U.K. Mediterranean theater) until the U.S. enters the war.***

***The game is played in monthly turns (12 per year), with four additional seasonal turns each game year (one after every three months). Many shorter scenarios allow players to recreate only a portion of the war. The campaign game covers the entire course of the war in Europe.***

***The rules are written in case format. Major topics are presented, as much as possible, in the order in which they occur during a game turn. These major topics are called Parts (e.g., Part 5: Air Operations). Within each part are one or more sections numbered 1.0, 2.0, etc. The sections contain numbered rules, called cases. Each case is designated by a decimal number (rule 4.3, for example, is the third case of section 4).***

***This is the second edition of WWII: ETO. While most of the game will be familiar to players of the first edition, numerous minor changes have been made. Additionally, major modifications have been made to the rules for sea and air transport, partisans, U-boat and submarine activities, politics, and historical restrictions. These are listed in some detail at the end of this book.***

***We hope you enjoy this game. If you have any questions, please write to us at TSR/SPI. Identify the case by number and phrase your questions so they can be answered with a word, number, or short sentence, and please include a stamped, self-addressed return envelope.***

***Write to:***

***Rules Editor***
***World War II Game***
***TSR Inc.***
***POB 756***
***Lake Geneva, WI 53147***

**Game Parts** - A complete copy of WWII-ETO should include:

- One 48-page rule book (this book)
- One 16-page scenario book
- One 8-page examples of play book
- Two 22" x 34" game maps
- 1,200 die-cut cardboard counters (three sheets of 400 each)
- Two player aid cards
- Two six-sided dice
- Two plastic storage trays
- One game box

# LEARNING THE GAME

To learn the game, start by examining the components. Read the Sequence of Play to get a general idea of the flow of a turn.

If you have some experience with wargames, read the Example of Play book next. This should give you enough information to set up and start playing the game, referring to this rule book for the answers to questions as they arise.

If you are new to wargaming, read the Example of Play book thoroughly to familiarize yourself with the action. Then read this rule book, but not the whole thing. Read Part 1—the Sequence of Play, Part 2—Weather, and Part 4—Naval Operations. This will teach you everything you need to set up and play the first scenario, "Sink the Bismarck!" As you play, refer to the specific cases of the rules as questions arise.

The first three scenarios are designed to use only one part of the rules each (naval operations, air operations, and land operations, respectively). By playing each of these three scenarios, you can learn all the rules to the WWII: E.T.O. game in manageable portions. Scenario 4 ("Case White") combines air and land operations on a small scale. Scenario 5 ("Northward Strike") combines air, land, and naval operations. Once you have played the first five scenarios, you're ready to tackle the whole game. And as your familiarity with the rules increases, playing time decreases significantly.

## The Scenario Book

The scenario book contains 15 scenarios, each focusing on a different aspect or stage of the war. These range in size and complexity from short games about the Battle of Britain or the pursuit of the *Bismarck*, to the massive invasion of the Soviet Union in 1941, to the entire war beginning in 1939 and continuing into 1945. The longer scenarios that play through to the war's conclusion are termed campaigns. Even experienced players are encouraged to play some of the shorter scenarios before tackling a campaign.

## The Game Maps

The game maps are identified as the Western and Eastern maps. A hexagonal grid regulates the placement of units and markers. When a specific hex is referred to in the rules, the four digit number identifying the hex is preceded by W or E, indicating Western or Eastern map (hex E1924, for example, is Moscow).

The scale of the map is 50 miles per hexagon. Some terrain features, such as rivers, have been modified slightly to conform to the hex grid.

To make the maps lie flat, open them and then back-fold along the existing creases. Overlap the edge of the Eastern map over the edge of the Western map until the hex grid and terrain line up. Small pieces of masking or drafting tape at the corners will hold the maps in position.

Included on the maps are the following charts and tables:

**Terrain Key.** This shows the meanings of the colors and symbols on the map.

**Turn Record Tracks.** Markers are moved along these tracks to show the current month (or seasonal turn) and year.

**Economic Point Cost Tables.** Each partnership (Axis, Western Allies, U.S.S.R.) has its own table listing the costs in economic points (EPs) to build and repair units and perform certain game activities.

**Bookkeeping Tracks.** Each partnership has two tracks. The economic point track displays the current number of economic points (EPs, or "eeps") held by the partnership. The offensives track displays the current number of offensives available to each major nation of the partnership.

**Combat Results Table.** The CRT is used to determine the results of attacks by land units. Next to the CRT is a table listing the conditions that can modify the die roll made to resolve land combat.

**Bombing Table.** This table is used to determine the EP loss resulting from strategic bombing missions, as well as the success or failure of bombing missions intended to destroy installations.

**Display Boxes.** Several boxes are used to hold counters which are in play but do not occupy a specific hex or sea area on the map. These include:

- A *force pool* for each partnership, where units and markers eligible to be built during a seasonal turn are kept;
- The *Suez Adds box,* which serves as a type of force pool for the British player (see 37.7);
- One or more *fleet boxes* for each major nation, to hold large groups of ships that would otherwise create unwieldy stacks on the map;
- *Convoy boxes* which display the status of convoys in the North and South Atlantic, the U.S. Coast, and the arctic convoy routes;
- *Convoy escort boxes* where naval units are placed when assigned to escort convoys on each of the routes;
- The *strategic bombing box* for holding units assigned to perform or defend against strategic bombing attacks;
- The *replenishment box* for infantry units destroyed within their home country on the current turn;
- The *U.S., Canada, India,* and *Iraq land transit boxes*, all of which represent areas which are not pictured on the map but where units can be held in reserve.

**National Ratings.** Under the name of each major country on the map (France, Germany, Italy, the U.K., the U.S.S.R.) is listed its *seasonal income* in economic points. If several numbers are listed, only one applies at any time—see 36.0. The listed *rail cap* number indicates how many units that country can move by rail each turn.

**Clarification:** Hexes W1314 and W1315 are connected coastal hexes. A naval unit can travel directly from one to the other without moving into the western Mediterranean sea area.

## Player Aid Cards

The Axis player aid card is used by the German and Italian players; the Allied card is used by the French, British, Soviet, and American players.

Each card contains the partnership's order of battle for the entire game, listing all forces used by those nations, and the dates those forces become available by entering the force pool.

In addition, the card lists the sequence of play as a reference, plus many other tables and rules that are frequently needed during play. These include the paradrop table, a list of terrain effects, transport point costs for air and sea transport, a summary of weather effects, and the conquered country naval units table, as well as activation and colony income information specific to each partnership.

## The Counters

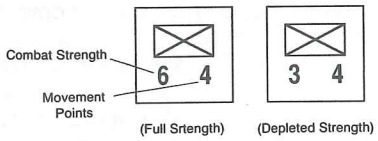
Several types of cardboard counters serve as playing pieces in the game. These include units, representing each nation's military forces; generals, representing influential unit commanders and their staffs; installations, showing hexes where airfields or fortifications have been built; and markers, used to display current game information on many game functions. Most counters are printed on both sides, with the back representing a different condition than the front.

**Erratum:** Five British battleships of the Revange class—*Revenge, Ramillies, Resolution, Royal Oak,* and *Royal Sovereign*—have incorrect ratings (5-12-31) printed on the fronts of their counters. The correct ratings are 4-11-28. Also the British CVE's speed is 30, not 3.

# Sample Counters:

FRONT BACK

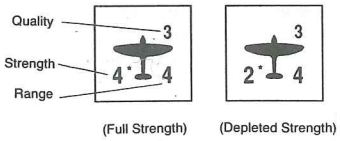
## LAND UNIT




(Full Srtength) (Depleted Strength)

FRONT BACK

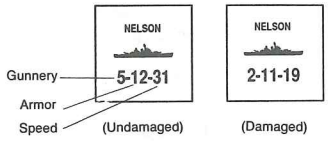
## AIR UNIT




(Full Strength) (Depleted Strength)

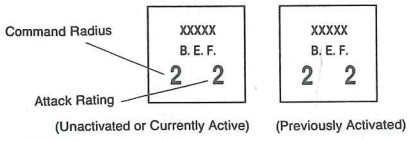
FRONT BACK

## NAVAL UNIT



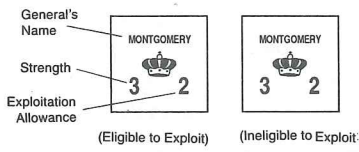

(Undamaged) (Damaged)

## HEADQUARTERS



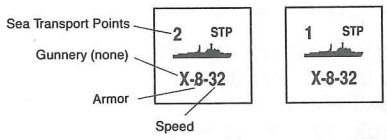

(Unactivated or Currently Active) (Previously Activated)

## GENERAL




(Eligible to Exploit) (Ineligible to Exploit)

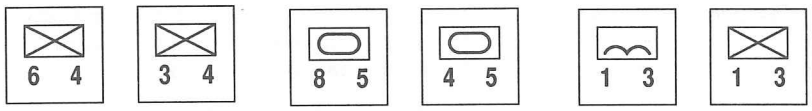
## SEA TRANSPORT MARKERS



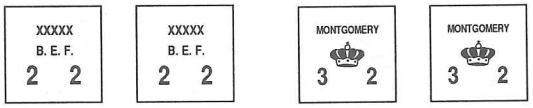

# Summary of Unit Types:

## LAND UNIT TYPES

Infantry Armor Paratroop

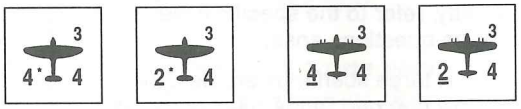



Army Group Headquarters Generals

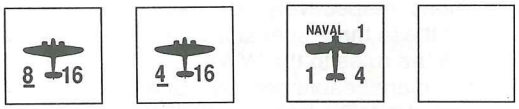



## AIR UNIT TYPES

Fighter Fighter-Bomber

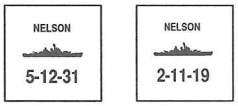



Bomber Naval Air

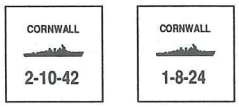



## NAVAL UNITS: INDIVIDUAL SHIPS

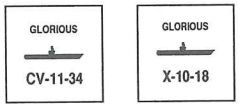
Battleship




Heavy Cruiser

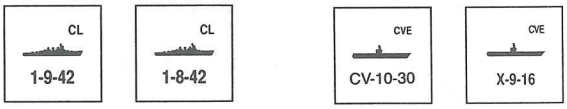



Aircraft Carrier

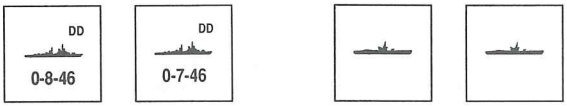



## NAVAL UNITS: MULTIPLE SHIPS

Light Cruiser Escort Carriers



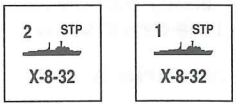

Destroyers U-Boat



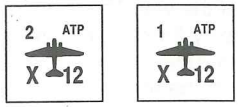

Destroyer Escort Tactical Submarine

## TRANSPORT MARKERS

Sea Transport Points

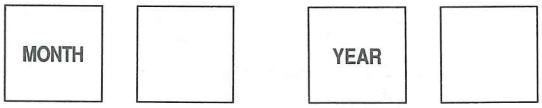



Air Transport Points

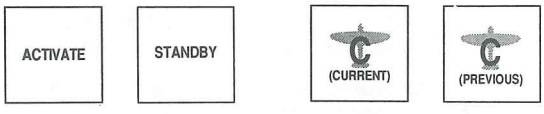



## OTHER MARKERS

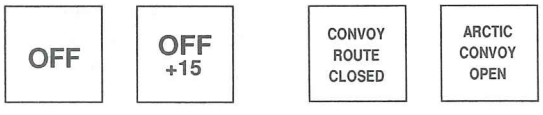
Month Year




Activation Commited Aircraft

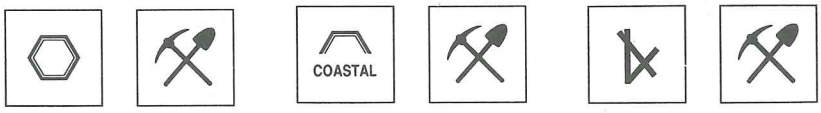



Purchased Offensives Convoy Route Closed/In Use

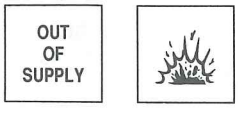



## INSTALLATIONS

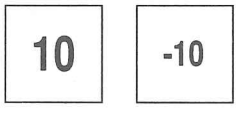
Fortification Coastal Defense Airfield



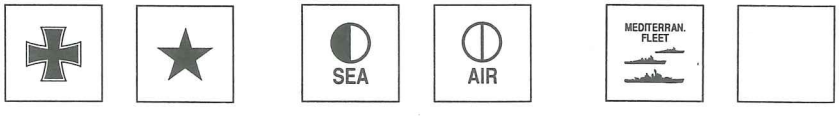

Out of Supply Destroyed Installation

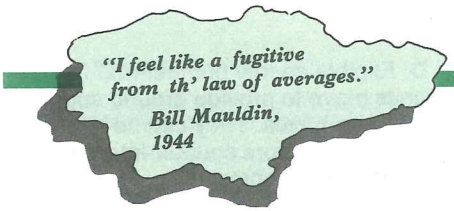



E P Track Marker




Controlled Hex Transported Supply Fleet






# PART 1: SEQUENCE OF PLAY

The sequence of play describes the steps players follow during the course of a turn in the World War II game. Use the turn track on the map to record each turn as it is completed by moving the "Month" marker to the current turn. Place the "Year" marker in the appropriate box on the year track.

There are two types of turns in the game: seasonal turns (winter, spring, summer and autumn) during which players adjust their economic status and purchase new units and offensive capabilities; and monthly turns (January to December) during which players perform the actual air, land, and sea operations of the war. Each year starts with the winter seasonal turn. Each seasonal turn is followed by three monthly turns.

Each turn is divided into phases, which are further divided into steps. Note that often, some steps, and even complete phases, can be skipped because no one wants to perform any of the actions that normally occur during that step or phase.

Rule section numbers [1.0, 2.0, etc.] next to the steps of the sequence of play are for reference— they indicate which rule covers that procedure.

## Monthly Turn

### Sequence of Play

The members of a partnership perform each phase at the same time, except for offensives, which are performed individually. The Soviet Union performs phases at the same time as the Western Allies, even if the U.S.S.R. has not yet entered the war. Likewise, Italy performs phases at the same time as Germany, regardless of its status.

In the sequence of play, units belonging to the partnership performing a given phase are referred to as "friendly;" units belonging to the opposing partnership are called "enemy" units.

**1. WEATHER PHASE** [1.0]

Check the turn track for the weather in the current month. If more than one possibility is listed, roll a die to determine the actual weather condition. If winter or mud conditions exist, roll 2 dice for each affected weather zone to determine whether air units in that zone are grounded for the turn.

**2. STRATEGIC WARFARE PHASE**

Resolve all strategic warfare attacks players choose to make. Strategic warfare is optional; players are never required to attack, so some or all of these steps may be skipped in many turns. Perform strategic warfare in the following order:

**Step 1: Strategic Bombing** [2.0]. The Allied and Axis players alternate placing one escort or fighter unit at a time into the Allied strategic bombing box, beginning with the Allied player. After all units are placed, air-to-air combat is resolved. Total the surviving, unaborted bomber strength points, roll 2 dice, and consult the bombing table (on the map) to determine how many Axis EPs are lost. The process is then repeated for Axis strategic bombing attacks, if any, beginning with the Axis player placing one bomber or fighter in the Axis strategic bombing box.

**Step 2: Axis Air Interdiction of Arctic Convoys** [3.0]. Axis air units that can reach the path of the arctic convoy can move to interdict that route. Allied land and naval fighters within range can intercept. After air-to-air combat, the Axis player rolls a die to determine Allied EP losses, if any Axis bombers are still in position to attack the convoy route.

**Step 3: German Surface Raider Activity** [4.0]. The Axis player rolls a die for each convoy route where he has surface raiders to determine EP losses inflicted on the Allies.

**Step 4: German U-boat Operations** [5.0]. The Axis player rolls 2 dice for every U-boat currently in the same area as an active Allied convoy route. Damage to convoy escorts and U-boats is marked as it occurs. After all U-boats in an area have attacked, the Axis player rolls 1 die per successful attack to determine Allied EP losses.

**Step 5: Allied Interdiction of German Iron Supply** [6.0]. If the German iron route is interdicted, the Allied player rolls 2 dice (or, rarely, 3 dice) to determine German EP losses.

**3. NAVAL AND AIR PHASE**

The player with initiative decides which side performs this phase first. That side performs the following steps:

**Step 1: First Naval Movement.** Move friendly naval units and sea transports (STPs). Units are embarked and moved for amphibious assault and naval transport. Supply markers are embarked on STPs and moved from port of origin to port of destination.

Enemy naval and air units in interception range [8.0, 13.0] can move to intercept moving units. Friendly naval and air units in interception range of intercepting enemy units can perform counter-interception. Resolve combat in each space as it occurs, counter-interceptions before interceptions.

**Step 2: Air-Naval Attacks.** Friendly air units that are attacking enemy naval units in coastal hexes or sea areas with hexes move to their targets and attack. These air units can be intercepted enroute by enemy fighters, which can in turn be counter-intercepted, etc. After all interceptions and air-naval combat are resolved, air units which moved return to their bases. (As a memory aid, the active player may mark his air units which flew missions during this step with PC markers. These markers must be removed at the end of the phase.)

**Step 3: Naval Attacks.** After friendly air-naval combat is concluded, friendly naval units that have not performed a successful counter-interception this phase can attempt to intercept enemy units if the two stacks occupy the same space. Resolve combat in each space as it occurs.

**Step 4: Air Movement.** Move eligible friendly air units that are attacking enemy air units, or changing base. Air transport points (ATPs) can carry air supply markers and land units from origin to destination. Enemy fighter units can move to intercept moving air units within range; friendly fighter units can counter-intercept moving enemy fighter units. Resolve combat in each hex as it occurs, before air units continue moving. As their missions are completed, return all air units from both sides to base. Air supply markers are landed and transporting ATPs return to their original bases.

Now the other side performs the Naval and Air phase following the same sequence. When both players have concluded steps 1 through 4, both perform step 5 simultaneously.

**Step 5: Supply Debarkation.** Supply markers that have been transported by sea are debarked in their ports of destination.

## 4. OFFENSIVE PHASE

One major or minor friendly nation at a time performs an offensive, activating some of its units and following steps 1 through 6 below. After one offensive is concluded, an enemy nation performs an offensive, followed by another friendly offensive, etc. The sides alternate until all players have performed all desired (or eligible) offensives.

In steps 2, 4, and 5 of this phase, land combat is resolved using the attack sequence described in section 4A of the sequence of play.

A player can choose to perform an air offensive instead of a standard offensive. In that case, ignore these steps of the Offensive phase and instead follow the air offensive sequence.

**Step 1: Command Status [22.0]**

**A.** Reduce your country's total on the offensives track by 1, or more if this is to be a combined offensive. (Exceptions: if this will be a minor nation offensive with no major partner units participating, or a major nation impromptu offensive, the offensives track is not adjusted.) Pay EPs if necessary for a combined offensive or impromptu offensive.

**B.** Activate and move up to three hexes all HQ units that will participate in this offensive.

**Step 2: Breakthroughs [28.0]**

**A.** Activate and move up to two hexes one stack of armor units (possibly including a general) that is performing a breakthrough attack.

**B.** Follow the attack sequence to resolve that armor stack's breakthrough attack.

**C.** If the attack was successful, perform breakthrough movement. Flip the general counter, if one is present, to its "ineligible to exploit" side.

**D.** Repeat this procedure for any other breakthrough attacks, one stack of armor at a time.

**Step 3: Land and Amphibious Offensive Movement [24.0]**

**A.** Move all eligible ground units activated for this offensive. Armor units and generals that participated in breakthrough attacks are not eligible to move during this step.

**B.** Debark units that will perform amphibious assault in their target hexes.

**C.** Move activated HQ unit(s) (if any) up to three hexes.

**D.** Activate any additional units for the offensive; no further activations can be made after this point. Announce which hexes will be attacked during step 4.

**Step 4: Combat [26.0]**

Follow the attack sequence to resolve combat for this offensive. Resolve attacks and amphibious assaults in any order the attacking player desires, up to the number of attacks allowed by the offensive.

**Step 5: Exploitation [29.0]**

**A.** Move all eligible armor units and generals.

**B.** Follow the attack sequence to resolve all resulting combat.

**Step 6: Unit Status**

**A.** Flip all aircraft C markers to their PC sides.

**B.** Mark ground units "Activated" or "Standby," as necessary.

**C.** Flip activated HQ units to their "Previously Activated" sides.

**D.** The enemy player now has the option of performing an offensive. If he declines, the friendly player can perform another offensive. If both players decline, play proceeds to the Movement phase.

[4A] ATTACK SEQUENCE

This sequence is used to resolve attacks in step 2 (Breakthroughs), step 4 (Combat), and step 5 (Exploitation) of the Offensive phase. Not all units are eligible to attack in all steps.

**A:** Friendly paratroops that will make paradrops this step are activated and moved.

**B:** Friendly bomber units that will provide ground support to attacking units are moved. Friendly fighter units can move to accompany the bombers. Enemy fighter units can intercept moving friendly units within range; friendly fighter units can counter-intercept moving enemy fighters. All air combat in a given hex is resolved before air units continue on to additional hexes.

**C:** The attacker designates which ground units are attacking which enemy-held hexes.

**D:** Eligible enemy bomber and fighter units move to provide ground support to attacked hexes. They can be intercepted (and interceptors counter-intercepted) as outlined in B, above.

**E:** Resolve all paradrops [19.0].

**F:** Conduct all ground attacks [26.0]. Perform advance after combat [27.4] for each combat as it is resolved.

**F:** Return all air units from both sides to their original bases. No interception or air combat occurs now.

[4B] AIR OFFENSIVE SEQUENCE [21.0]

Use this sequence only when a player decides to perform an air offensive instead of a standard offensive. Attacks can include attempts to destroy installations, air-to-air combat, and air-naval combat.

**A:** Spend an offensive from each friendly major country whose air units will participate (or pay for an impromptu offensive).

**B:** Move participating friendly air units to their target hexes, or to new bases if they are using the air offensive only to rebase. Enemy fighter units (whether previously committed or not) within range of moving friendly units can intercept those friendly units. Friendly fighter units can counter-intercept moving enemy units. Conduct combat in each hex as it occurs.

**C:** The friendly player conducts all attacks for his activated, unaborted air units.

**D:** All air units from both sides return to their bases; no air combat occurs during this step. Place PC markers on all friendly air units that participated in the offensive.

## 5. MOVEMENT PHASE

The side with initiative must perform this phase first, followed by the opposing side. Only ground units and generals which were not activated for any offensive can move during this phase.

Eligible units are moved as desired by the friendly player, within the limits of the movement rules. Units transported by sea are debarked and, if in a port hex, can move up to one hex. Air transport of land units is performed. Rail capacity can be used to move eligible land units by rail.

### 6. END PHASE

All players perform this phase simultaneously.

**Step 1: Second Naval Movement.** Return all naval units to ports, or pay 1 EP per area to maintain ships at sea. The player with initiative moves his naval units first. Note restrictions on movement during this step [7.6]. Air units can intercept naval units as they move. No naval interception or combat occurs during this step. STPs that reach ports can debark transported land units, though those units must remain in the port hexes.

**Step 2: Supply.** Determine which units are out of supply. Deplete or eliminate units marked in previous turns that are still out of supply, and place markers on units that have become out of supply this turn.

**Step 3: Replenishment.** Replace infantry units from the replenishment box. Rebuild air units eligible for pilot recovery [34.3] and attempt emergency repairs of damaged installations [34.4]. After replenishment, move any infantry and air units still in the replenishment box to their respective force pools.

**Step 4: Command Status.** Flip all activated HQ units back to their unactivated sides. Flip all generals to their eligible to exploit sides. Remove all PC, activated, and standby markers.

**Step 5: End of Turn.** Advance the month marker to the next turn. If the next turn is a winter seasonal turn, advance the year marker to the next year.

## Seasonal Turn

**Sequence of Play**

All players perform the individual phases of the seasonal turn simultaneously. When everyone has completed one phase, the next begins.

**Phase One: Minor Partner Activation** [35.0]

Each player can try to activate all eligible minor partners.

**Phase Two: Income** [36.0]

**Step 1: EP Collection.** Collect seasonal income for major countries. Add 2 EPs for every captured resource hex, colony resource hex, and minor partner resource hex, not in enemy ZOC.

**Step 2: EP Losses.** Subtract 3 EPs (1 EP for the Soviet Union) for each home country resource hex controlled by the enemy.

**Step 3: Convoy Route Status.** (British/Western Ally player only) Decide which convoy routes will be active during the coming three monthly turns, marking any changes in status.

**Step 4: EP Exchanges.** Distribute lend lease and EP exchanges.

**Phase Three: Construction** [37.0]

**Step 1: Additions To Force Pools.** (Winter seasonal turns only.) Consult the Allied and Axis orders of battle (on the player aid cards) to determine what new units should be added to each force pool for the upcoming year and add these units to the force pools. Place units that are designated for the turn track into their appropriate boxes there.

When adding unamed naval units (DDs, DEs, CLs, CVEs) to the Force pool, the slowest units available must be added. Players are free to build any units which are in the Force pool.

**Step 2: Entering Delayed Units.** Place units in the current seasonal turn box of the turn track onto the map. Flip "under construction" airfields and fortification counters to their completed sides.

**Step 3: Construction and Repair.** Rebuild depleted land and air units and repair damaged naval units, paying EP costs for all repairs. Pay for and build units from the force pool, placing them on the turn track or map as appropriate. Add points to economic reserve and adjust the ER marker. Pay for offensives that will be declared in the Initiative phase.

**Phase Four: Initiative** [38.0]

**Step 1: Adjust Offensive Tracks.** Adjust all offensive tracks to 0. All unused offensives left over from the previous season are lost.

**Step 2: Buying Offensives.** Secretly mark the number of offensives purchased on the offensives tracks, revealing the tracks when all have been adjusted. The side (Axis or Allies) with the most offensives has initiative for the coming three months. If the totals are tied, roll a die for each side. The player with the high roll gets initiative (reroll ties).

When these phases and steps are completed, the seasonal turn is over. The month marker is moved into the next turn on the turn track. After three monthly turns have been played, another seasonal turn begins.

*"Every regiment had already lost 500 men to frostbite . . . The machine guns were no longer able to fire."*

*Colonel General Heinz Guderian, Nov. 1941*

# PART 2: WEATHER

In the WWII: E.T.O. game, weather can affect ground operations, prohibit air activity, and hamper naval interception while increasing the deadliness of U-boats. Check the weather for the current month by looking at the turn track. If only one letter is listed (W, M, or F), that is automatically the weather for this month. If several letters and numbers are listed, roll one die. The resulting number indicates the weather condition for this monthly turn.

## [1.0] Weather Effects

Three types of weather occur in the game: fair (F), mud (M), and winter (W). The weather condition lasts for an entire month.

There are also three weather zones on the map: mild, moderate, and severe. The effects of weather are felt most strongly in the severe zone, and hardly at all in the mild zone. These zones are surrounded by color borders. For example, Moscow is in a severe weather zone, Athens is in a moderate weather zone, and Cairo is in a mild weather zone. The Persian Gulf and Red Sea are in a mild weather zone. All other unmarked sea areas are in the moderate zone.

**Movement effects** apply to all units that enter a hex in an affected weather zone during the month.

**Combat effects** are determined by the weather in the defender's hex. Eligibility for breakthrough and exploitation is determined by the hex occupied by the armor unit in question at the start of the Breakthrough or Exploitation step, as well as every hex the armor unit enters in the course of such movement (e.g., an

exploiting armor unit cannot enter a mud hex at any time during its exploitation move).

**[1.1] F Condition.** Fair weather has no effect on play in any part of the map.

**[1.2] M Condition.** Mud exists in the severe weather zone, while fair weather is in effect over the rest of the map. Mud has the following effects:

- Air units may be grounded. One player rolls two dice; a roll of 2-8 has no effect, but a roll of 9-12 means that all air units are grounded in the affected weather zone.
- The movement allowances of infantry and armor units are halved (fractions are rounded up). Rail movement is unaffected.
- The Breakthrough and Exploitation steps of each Offensive phase are omitted for all land units in mud. Land units outside a mud zone cannot enter that zone during the Breakthrough or Exploitation steps.
- All attacks against land units in mud suffer a -1 die modifier.

**[1.3] W Conditions.** Winter conditions exist in the severe weather zone and mud conditions exist in the moderate weather zone. Fair conditions still apply in the mild weather zone. Mud conditions have the effects listed in [1.2]. The effects of winter conditions are:

- Air units may be grounded. One player rolls two dice; a roll of 2-6 has no effect, but a roll of 7-12 means that all air units are grounded in the severe weather zone.
- Movement allowances for all infantry and armor units are halved (fractions rounded up). Rail movement is unaffected.
- A −2 die roll modifier applies to all naval interception rolls in the severe weather zone.
- A +1 die roll modifier applies to EP losses caused by U-boat attacks on the North Atlantic and Arctic convoy routes.
- The EP cost of combined offensives and impromptu offensives is doubled for all nations except the Soviet Union.
- The Exploitation step of each Offensive phase is omitted for all land units in the severe weather zone. Land units cannot use exploitation movement to enter the severe weather zone.
- Certain lakes, rivers, and ports are frozen (see 1.5).

**[1.4] Grounding Air Units.** If the dice result in a W or M month results in air units being grounded, every type of air activity is prohibited in all hexes and sea areas of that weather zone, including air reconnaissance.

In W months, players must make separate dice rolls for the moderate and severe weather zones.

For the purpose of grounding air units, the mild weather zone that includes most of France and Germany is considered part of the moderate weather zone. The only effect of weather here is that, when air is grounded in the moderate weather zone, air is also grounded in the mild weather zone around France and Germany. (Land units are unaffected by weather conditions in this zone because of its extensive road net.)

**[1.5] Frozen Rivers, Lakes, and Ports.** These effects occur during all W weather in the severe weather zone:

- Leningrad and Archangel are icebound and cannot be used as ports for any purposes. Naval units cannot enter or leave an icebound port. Naval units frozen in the port, however, can still lend their gunnery factors to the hex's defense.
- Attacks across river hexsides, when all attacking and defending units are in the severe weather zone, suffer a -1 die modifier instead of -2.
- All lakes in the severe weather zone are frozen. Land units cannot enter all-lake hexes, but can cross lake hexsides at no additional movement point cost. Attacks across lake hexsides are treated as attacks across river hexsides in winter. Coastal and sea hexes are not affected.

# PART 3: STRATEGIC WARFARE

*"The bomber was the predominant weapon." Air Chief Marshall Sir Arthur Harris, attributed.*

Strategic warfare is combat directed at an enemy's economy, causing losses to his EP track that are subtracted immediately. All forms of strategic warfare occur during the Strategic Warfare phase of the monthly turn.

EPs in economic reserve are never afected by strategic warfare.

## [2.0] Strategic Bombing

**[2.1] Eligible Units.** All land-based fighter and bomber units not marked out of supply are eligible to conduct a strategic bombing attack, if they can reach, from their current bases, a resource hex in the country being bombed. All enemy fighters (not out of supply) on bases within the country being attacked are eligible to defend against the attack. Air units currently in the strategic bombing box may be eligible [2.3].

Weather conditions that ground air units in the units' base hexes, or in the target resource hexes, prohibit strategic bombing from (or to) those hexes.

Air units placed in the strategic bombing box remain there for the rest of the turn—they cannot perform any other missions.

**[2.2] Procedure.** Allied strategic bombing is resolved before Axis, if both sides bomb in the same turn.

The Allied player places all of the bomber units (or fighter-bomber units that will function as bombers) into the Allied strategic bombing box. If the Allied player wants his bombers to have fighter escorts, he must also place at least one fighter unit (or fighter-bomber unit that will function as a fighter—all such fighters/fighter-bombers are considered *fighter escorts*) in the strategic bombing box. Then, if the Axis player chooses to defend against the strategic bombing, he must put at least one fighter or fighter-bomber unit in the box. The Allied player can then respond by adding one or more escort units to the box. Both players alternate adding fighters and fighter escorts. Once a player declines to add more units to the box, he forfeits the opportunity for the rest of that strategic bombing raid.

After all desired units have been placed in the strategic bombing box, fight an air-to-air combat (see 15.0) between those units exactly as if they were flying a mission in the same hex, with one exception: aborted units are not returned to

their bases. Instead they are set aside in the strategic bombing box and marked PC. They take no further part in the raid. Unaborted bombers in the strategic bombing box after the air battle can perform strategic bombing.

Total the strengths of all non-PC bomber units in the box. The Allied player rolls two dice, and finds the result on the column of the Bombing table (on the map) that corresponds to the total strength of his bombers. This is the number of EPs lost by the German or Italian player, whichever country was the target of the attack.

After resolving this attack, or after the Allied player declines to make a strategic bombing attack, the above procedure is repeated, reversing the roles of the Axis and Allied players and using the Axis strategic bombing box.

**[2.3] Units Already In the Strategic Bombing Box.** Air units that begin the Strategic Warfare phase in a strategic bombing box can be used for strategic bombing, if one of the following conditions applies:

- The attacking player has enough intact airbases (at which his units could base) within range of the target country. Basing limits (13.2) apply.

- The defending player has enough intact airbases within his country to legally base the fighters in the strategic bombing box. Basing limits apply.

Air units that begin the Strategic Warfare phase in the box, and fulfill one of these requirements, can join in the current raid.

Alternately, during this step a player can elect not to use them for strategic warfare. He can return some or all of those units to any bases within the eligible area, and use them to perform other missions during the current turn. Returning to base from the strategic bombing box is not considered a change of base and the air units are available to fly other missions during the Naval and Air phase.

**[2.4] Bombing Rail Capacity.** A player can announce, before air-to-air combat is resolved in the strategic bombing box, that some or all of his bombers will attack the opponent's rail capacity. These bombers are indicated to the opponent, and organized into a separate stack in the box (if other bombers are also conducting a normal strategic bombing attack) before combat is resolved.

After air-to-air combat, those bombers make a separate roll on the Bombing table. The resulting number is subtracted from bombed country's rail capacity for that turn only.

Strategic bombing attacks against both rail capacity and EPs can be conducted simultaneously, but each requires its own dice roll and must have bombers assigned to it specifically—no single air unit can attack both in the same turn.

**[2.5] American Daylight Raids.** In order to reflect the greater accuracy of the U.S. bomber forces—and also the greater attrition of airplanes and crews they suffered—a player adds 1 to his dice roll for every full strength U.S. bomber unit attacking. This modification applies only to normal strategic bombing, not to bombing of rail capacity. The U.S. player can use any portion of this modifier and decline the rest if he doesn't want to risk the damage to his bomber units

## [3.0] Air Interdiction of Convoy Routes

**[3.1] Eligible Units.** Axis air units based within range of the arctic convoy route can interdict that route, causing EP losses to the Allied economies. Allied naval air units in the arctic convoy escort box can automatically intercept interdicting air units.

Air units cannot interdict the convoy route if it is closed (36.4).

**[3.2] Procedure.** The Allied player traces a convoy route (3.3). The Axis player moves interdicting air units to one or more hexes on that route where the interdiction will occur, using normal air movement. Allied fighter units within range of any hex entered by interdicting Axis units can intercept those units, using the normal aircraft interception procedure; Axis fighter units can counter-intercept Allied fighters, and so on.

Air-to-air combat is resolved in every hex as it occurs, until all intercepting and interdicting aircraft have either been aborted or have finished their moves. Unaborted Axis bomber units perform interdiction. All air units that moved during this step are returned to their bases and marked with committed markers; they can perform no other missions this turn.

**[3.3] Tracing the Convoy Route.** The arctic route is any path of sea areas, all-sea hexes, and coastal hexes between Murmansk (or Archangel, except in winter) and the North Atlantic sea area, or an Allied-controlled port in the U.K.

The Western Allies player traces the convoy route. If both British and U.S. EPs are being sent along the arctic route, the British player traces the route. The route can be altered from turn to turn, as long as it fulfills the basic requirements for beginning and ending locations.

A convoy route can be interdicted in more than one place along its path. This is still treated as one interdiction for determining EP loss.

**[3.4] Effects of Interdiction.** The first full-strength Axis bomber unit interdicting the convoy route causes one die's worth of EP loss (1-6 points). Each additional full-strength bomber unit interdicting the route adds 2 to that total. A depleted bomber unit causes only one-half as much damage (round fractions up). The Axis player rolls the die.

**[3.5] Air and Naval Units in Convoy Escort Boxes.** If there are CV units in the convoy escort box of a route under air interdiction, each naval air unit can intercept one interdicting Axis air unit. Unlike land-based fighters, naval air units do not use normal movement procedures in this step. Instead, they move from the convoy escort box directly to the hex of interdiction. They participate in air-to-air combat normally and move directly back to their carrier if they survive.

These intercepting naval air units are committed for the turn. They can still be counted for anti-U-boat operations along that convoy route, however.

Escorting naval units are never subject to direct attack by interdicting German air units.

## [4.0] German Surface Raiders

**[4.1] Eligible Units.** German BB, CA, and CL units beginning this step in a sea area containing the North Atlantic, South Atlantic, or arctic convoy escort boxes can cause EP loss to the Allies. The German CV unit can also contribute if it is in the area and currently carries a naval air unit.

Surface raiders cannot raid a convoy route that is closed (36.4).

**[4.2] Procedure.** The German player rolls one die for each area where he has one or more eligible surface raiders. He adds any of the modifiers (listed below) that apply.

+ total gunnery points of raiders in that area;
+4 if a CV is participating;
−1 per raider if raiding in the South Atlantic.

The sum is the Allies' EP loss.

**[4.3] German Surface Raider Movement and Combat.** All the usual rules for naval operations (Part 4) apply to raiders, as well as to Allied naval units in the same area.

**[4.4] Division of Losses.** EP losses on the Atlantic convoy route are taken by the U.K., unless it is 1942-1945 and the U.S. is sending lend lease to the U.K.; in this case, EP losses are shared equally between the U.S. and the U.K. Losses on the arctic convoy route are shared equally between the Western Allies and the Soviet Union. If both the U.S. and the U.K. are sending lend lease to the Soviets, then the Western Ally losses are divided equally between the U.S. and the U.K. Round fractions so that the Western Allies take the larger share on the arctic route. When an odd number of lost EPs are divided between the U.K. and the U.S., Britain always suffers the extra EP loss.

## [5.0] U-boat Operations

**[5.1] Eligible Units.** U-boats beginning this step in an area containing a convoy escort box can attack those convoys and cause Allied EP loss. Allied naval units in the convoy escort box can influence the U-boats' attacks.

U-boats cannot attack a convoy route that is closed (36.4). Only U-boat counters can perform U-boat strategic warfare; German tactical submarine counters are not U-boats for this purpose.

**[5.2] Procedure.** The German player rolls 2 dice for each attacking U-boat. Subtract 1 from the dice roll for every stack of escorts (5.6) in the convoy escort box. A modified dice roll of 1 or higher causes an Allied EP loss. A result of 0 or less causes the U-boat to be damaged (if undamaged) or sunk (if already damaged), with no EP loss to the Allies. A U-boat that is sunk does not return to the force pool; it is permanently removed from the game.

**[5.3] Effects.** Determine the losses for each convoy route separately. Roll one die for every successful U-boat attack, and total the rolls. Add or subtract any of the modifiers (listed below) which apply.

−1 per damaged U-boat that attacked successfully;
−1 per U-boat that successfully attacked the South Atlantic route;
+1 per U-boat that successfully attacked the U.S. coast route.
+1 per successful attack by a U-boat in a severe weather zone during W weather (North Atlantic, Arctic, and U.S. coast routes are in the severe weather zone).

The resulting total is the EP loss inflicted on the Allies.

In addition, a U-boat that attacks successfully and rolls doubles both causes EP loss and inflicts a hit upon an escorting naval unit (see 5.5).

**[5.4] Division of Losses.** EP losses are divided exactly as explained in 4.4.

**[5.5] U-boat Hits on Convoy Escorts.** When a U-boat attack succeeds with a roll of doubles, a hit is also scored against one escorting naval unit. Escorts stacked in the North Atlantic box are vulnerable to attacks from the South Atlantic, arctic, and U.S. coast if there are no escorts stacked in the specific box being attacked. Escorts stacked in the specific route under attack must be affected, if possible. The following conditions determine which escorting units are hit:

- If the U-boat roll was a 12, the German player can hit any escort unit of his choice in the same area, including a CV or CVE.

- If the hit was a 10 or less, the German player hits any one DD or DE of his choice in the area.

- If the hit was achieved in an area with no escort and is applied against an escort in the North Atlantic, the U.K. player selects the damaged unit.

Losses inflicted against escorts take effect after all U-boat attacks on the board have been made.

**[5.6] Escort Stacks.** A stack of escorts must contain eight naval units. Undamaged and damaged DD, DE, and CL units can escort convoys. An undamaged DD, DE, or CL counts as one unit while a damaged unit (or a one-step DD unit) counts as one-half.

Undamaged CV and CVE units can also serve as escorts, but only when carrying a naval air unit. A CV or CVE unit counts as four escorting units. Damaged carrier units and carriers with no air units cannot escort convoys and must be removed from the escort box at the earliest opportunity. A CV or CVE unit does not count as an escort if weather prohibits air activity in the convoy route's weather zone; however, undamaged carriers can remain in the escort box regardless of weather.

Players can place extra escort units in a box, specifically to guard against one or two losses reducing the number of escort stacks.

At least two stacks (16 units) of convoy escorts must occupy the North Atlantic convoy escort box during a seasonal turn or the North and South Atlantic routes are automatically closed for the next three months.

**[5.7] North Atlantic Escorts.** Because of its central position, escort stacks in the North Atlantic project some aid to the other convoy routes. For every two stacks (rounded down) in the North Atlantic box, one stack is automatically considered to occupy the South Atlantic and U.S. coast routes. For every three stacks in the North Atlantic (again rounded down), one stack is considered to occupy the arctic convoy route.

*Example:* The U.K. player has 24 DD units and 2 CV units (all undamaged) in the North Atlantic convoy escort box, for a total of 4 stacks. The South Atlantic is considered to have 2 stacks (one-half of the North Atlantic total). If he places another 4 DD units and a CV into the South Atlantic escort box, the South Atlantic has 3 stacks, not just 1. Attacking U-boats thus must roll 5 or greater to cause EP loss on the North Atlantic route, and 4 or greater to succeed in the South Atlantic. If the first U-boat to attack rolls two fives in the North Atlantic, it inflicts a hit upon a DD (as well as causing EP loss) after all U-boat attacks for this turn are rolled. Since a damaged DD unit counts as half a unit, the North Atlantic route would then have only 3 stacks, since it is half a unit short of the fourth stack. The South Atlantic falls from 3 to 2 stacks.

**[5.8] Restriction on U-boat Deployment.** No more than one-half of all U-boats in play can be posted on the arctic route or the U.S. coast route. No more than two U-boats can raid the South Atlantic route.

U-boat deployment does not have to be adjusted if losses throw the ratio off, but U-boats cannot be assigned to a route in violation of this restriction.

**[5.9] Schnorkel U-boats.** These U-boats, introduced late in the war, gain a +2 modifier to their strategic warfare attacks. Also, when causing EP loss, each schnorkel U-boat adds +2 EPs to the damage. If converted to tactical subs, however, they are treated as normal sub units and cannot be converted back into schnorkel U-boats.

### [6.0] Interdicting the German Iron Route

The Western Allies or the Soviet Union can attempt to interdict the flow of iron ore from Scandinavia to Germany.

**[6.1] Procedure.** The iron route is interdicted if any of the following situations apply at the beginning of this step:

- Sweden or Norway is an unconquered enemy of the Axis;
- Sweden is conquered by a country that is an enemy of the Axis;
- A Swedish or Norwegian coastal hex from Stockholm to Narvik (inclusive) is occupied by a naval unit from a country that is an enemy of the Axis;
- Narvik is occupied by a land unit of an Axis enemy and Sweden has not been conquered by the Axis.

The iron route can only be interdicted once per step, even if several of these situations apply simultaneously.

**[6.2] Interdiction Effect.** If the iron route is interdicted, Germany loses a number of EPs equal to the roll of two dice (exception—see below). The interdicting player makes the roll.

If Sweden has been conquered by the Allies and no supplied German units currently occupy Sweden, the iron route interdiction roll is three dice instead of two.

*"Sink the Bismarck! . . . No other considerations are to have any weight, whatever."*
*Winston Churchill, May 1941*

# PART 4: NAVAL OPERATIONS

Naval units perform many functions in the game: they can transport land units and protect transports from enemy naval units; they can intercept enemy naval units and transports and attempt to destroy them; and they can participate in several types of strategic warfare.

During the Naval and Air phase, players move naval units, conduct all ship-to-ship combat, use sea transport points (STPs) to move friendly land and air units, and supply markers, by sea. The side that has initiative for the season decides which side performs its Naval and Air phase first. The decision is made separately for each monthly turn of the season.

The countries in a partnership can freely combine their naval units for movement and combat.

### [7.0] Naval Movement

Naval units can be moved individually or in stacks. Moving naval stacks can drop off units as they move; units thus left behind cannot move further during the current phase. A moving stack can pick up additional naval units as it moves (by entering the hex occupied by the non-moving units). Naval units joining an already moving stack are assumed to have used as many movement points as the rest of the stack when they join.

Naval units can move during friendly and enemy Naval and Air phases, and during the End phase. Naval units can move during no other phases.

**[7.1] Movement Points.** The movement allowance printed on each naval unit and STP equals the number of movement points available to the unit or transport fleet during the friendly Naval and Air phase and again during the End phase. A unit can move up to its full movement allowance in both phases, but is subject to naval and air interception during the friendly Naval and Air phase, and air interception during the End phase. Further restrictions apply to movement in the End phase (7.6).

Naval units can perform limited movement during the enemy Naval and Air phase to attempt the interception of moving enemy naval units (see Naval Interception, 8.0). Interception movement never costs movement points.

**[7.2] Coastal Hexes and Sea Areas.** Coastal hexes are light blue, to distinguish them from sea areas. Sea areas are divided by dashed lines. Some sea areas have a hex grid within them while others do not.

The hex grid in coastal hexes effects the movement of air and naval units. The hex grid in a sea area primarily affects the movement of air units (12.0); naval units use the grid only when tracing a specific path through a sea area in an attempt to avoid enemy air units.

The term "spaces" describes both sea areas and coastal hexes when a rule applies to both.

Moving naval units must trace a path of connecting spaces as they move, paying movement points for each space entered (exception: 7.5). Units can move through coastal hexes, sea areas, or any combination of spaces during their move, as long as they have sufficient movement points.

There is no limit to the number of naval units that can occupy a single space. The number of naval units that can enter a port, however, is restricted (7.7).

**[7.3] Movement in Coastal Hexes.** Naval units spend 1 movement point to enter a coastal hex. Naval units cannot pass through an all-land hexside even if it connects two coastal hexes; they must follow a water path.

**[7.4] Movement in Sea Areas.** Naval units spend 5 movement points to enter a sea area, unless a different MP cost is listed for the area on the map. (For example, an area labelled MP 20 costs 20 movement points to enter.)

A unit cannot enter an area unless it has enough movement points remaining to do so, with this exception: A unit can always move 1 space during the Naval and Air phase (but not the End phase), even if the area moved into costs more MP than the unit possesses.

When a player moves a naval unit through a sea area containing a hex grid, he can trace an exact path of movement through the area in an attempt to avoid enemy air units whose ranges extend into that area. Regardless of the length of this path, the unit still pays only the basic movement cost for entering the sea area.

If no enemy air units can fly over the sea area, it is not necessary to trace an exact path of hexes through it. Units are simply moved from one area to the next, counting MP as they are spent.

**[7.5] Movement to Convoy Escort Boxes.** The only units eligible to enter a convoy escort box are Allied destroyer (DD), destroyer escort (DE), light cruiser (CL), and aircraft carrier (CV and CVE) units that are carrying air units. Eligible units must begin the friendly Naval and Air phase in a friendly port.

An unlimited number of eligible Allied units can stack in the same convoy escort box.

Naval units can enter or remain in a convoy escort box even if that convoy route is closed (usually this is done in anticipation of reopening that route).

Units moving to convoy escort boxes are moved directly from the port to the box, skipping all hexes and areas in between. These units cannot perform interception, nor can they be intercepted or attacked as they move.

Units cannot move from any port to any convoy escort box. The following restrictions apply:

| Units Can Move to Escort | From These Ports |
|---|---|
| North Atlantic route | Any except those within Mediterranean, Red, or Black Seas |
| South Atlantic route | Capetown, Casablanca, Gibraltar |
| U.S. Coast route | U.S. box, Canada box |
| Arctic route | U.K., Norway, Murmansk, Archangel |

Naval units must stop moving when they enter a convoy escort box. They cannot move again during that turn.

Naval units can leave a convoy escort box only during the friendly Naval and Air phase, and only if they began the phase there. Units leaving an escort box follow the normal rules of naval movement, paying normal movement costs for each area entered, including the area containing the convoy escort box. They can intercept and be intercepted as they leave the box or during subsequent movement.

Naval units beginning a turn in the North Atlantic convoy escort box can be moved to the Arctic, South Atlantic, and U.S. coast convoy escort boxes, and vice versa. Units can also move between the U.S. coast and South Atlantic routes. Units moving directly from one box to another cannot intercept or be intercepted. Units cannot move directly from box to box except as listed; a move from the South Atlantic to the Arctic box, for example, is not allowed.

**[7.6] Movement During the End phase.** Naval units can use their full movement allowance during the End phase. The side with initiative performs all End phase naval movement first, followed by the other side. Units can move individually or in stacks, with the same restrictions that apply during the Naval and Air phase.

Naval units beginning the End phase in a port cannot move during the phase. Naval units cannot enter a convoy escort box or perform any other move to get in position for strategic warfare in the next turn. (For example, U-boats can't change convoy routes; Allied units cannot move to perform iron route interdiction.)

Air units can intercept enemy naval units that enter their interception range in the End phase exactly as they can during the Naval and Air phase. Friendly air units can counter-intercept enemy air units. Committed or Standby status is ignored for air units performing interception (of enemy naval or air units) during the End phase. An air unit can fly only once during the End phase (exception—a naval air unit can fly as often as necessary to defend its carrier).

Naval interception and combat never take place during the End phase. However, units are restricted in where they can move during the End phase. A naval unit cannot move into a space within interception range (8.1) of an enemy naval unit (even though no interception can occur during the End phase) unless one of the following conditions applies:

1) The moving stack contains more naval units, and has a greater total of gunnery points, than do all enemy vessels in interception range; or

2) The enemy vessels in interception range are marked out of supply. If some, but not all, enemy vessels are out of supply, those units do not count for purposes of calculating condition 1, above.

Naval units that begin their movement within interception range of enemy units can move, leaving the range of those units by whatever route the owning player desires. However, if the moving units enter the interception range of additional enemy naval units, all units within interception range are counted when considering condition 1, above.

In the End phase, any naval unit not in a friendly port must move to such a port and enter it, unless one of the following conditions applies:

- The naval unit participated in strategic warfare this turn (U-boats, surface raiders, and iron route interdictors) or occupies a convoy escort box;
- The owning player pays to keep the unit at sea. The cost is 1 EP per area with naval units in it (2 EPs if more than 8 units occupy the area). There is no cost for units that performed strategic warfare during the current turn.

If a player cannot return all of his naval units to ports, he must pay the EP cost to keep them at sea if he has the EPs. If he does not, all naval units still at sea that were not maintained with an EP expenditure must be marked out of supply (see 33.8 for effects). The EPs must be paid by the owning nation (or its major partner, if ships of a minor ally). If several nations have ships present in the same area, each must pay its own maintenance.

**[7.7] Ports and Port Hexes.** Ports are considered to be special areas within port hexes. Port hexes are always coastal hexes (exception—7.8) and all normal movement, combat, and interception rules applying to coastal hexes apply equally to port hexes.

During the friendly Naval and Air phase, units can enter and/or leave ports; during the enemy phase, friendly units can leave ports (to intercept); during the End phase, units can only enter ports.

Whenever friendly naval units are eligible to move, a player can declare that his naval units in a port hex are entering (or leaving) the port. Naval units can enter friendly ports, and enemy ports that do not currently contain at least one battleship or heavy cruiser (CA). Entering and leaving a port costs no additional movement points. Some ships in a stack can be in a port while others remain in the hex, outside of the port. Ships in a port can join moving stacks as the stack enters the port hex; it is not necessary for the entire stack to enter the port.

A maximum of 10 friendly naval units of any kind can enter a minor port. A maximum of 20 naval units of any kind can enter a major port. An STP marker (or stack of markers) counts as one naval unit, regardless of the number of STPs represented.

Naval units usually enter port by the end of each turn (7.6). Units in enemy ports are treated as if they are still at sea. Naval units can base in partner nation's ports.

If a stack of units enters a port containing enemy DD, CV, or CL naval units, or STP markers, a naval battle occurs with automatic interception (8.6). Neither side can withdraw after the first round of battle (9.6).

If a friendly port hex is occupied by enemy land units, the port instantly becomes enemy-controlled. Friendly naval units in the port are immediately considered to be outside of the port, though they remain in the port hex.

**[7.8] Special Terrain Effects on Naval Movement.** Unusual terrain features and game aids are covered by some unique rules:

**Ferry Crossings.** Ferry crossings are treated as normal coastal hexes. Naval movement is not affected by the presence of enemy land units. However, a fortification (including coastal fortifications) in a ferry crossing hex prevents enemy naval units from passing through those straits. A naval unit can enter a Ferry-crossing hex containing (or across the straits from) an enemy fortification without restriction, but when that unit leaves it must return the way it came. If, for example, a pro-Axis Turkey has fortified hex E4428 at the mouth of the Dardanelles, then a British naval unit entering hex 4329 from hex 4429 can leave only by returning to either 4429 or 4330.

**Canals**. There are two canals on the map: the Suez Canal and the Kiel Canal. Naval units can move through canals if all land hexes adjacent to the canal are friendly-controlled. Count each hexside traversed as one movement point: the Kiel Canal takes 3 MP to pass from end to end; the Suez, 4 MP.

**Icebound Ports**. The ports of Leningrad and Archangel are frozen during monthly turns with W weather conditions. Naval units cannot enter or leave those ports during W weather months. If land units capture an enemy icebound port, all enemy ships in that port are considered sunk.

**The Port of London**. London is usable as a port only if the player controlling it also controls Harwich and Dover.

**U.S. Box**. This box is considered to be a port with unlimited stacking capacity for all types of Allied units, usable when the U.S. enters the war. Entering this box from the North Atlantic Ocean costs 1 movement point; movement to the North Atlantic from the box costs 20 MP. Units can also move from this box to the U.S. coastal box for 10 movement points. The box can never be entered by Axis units.

**Canada Box/Capetown/India Box**. These three areas are ports with unlimited land, air, and naval unit capacity, usable by the U.K. and its partners. Each costs 1 MP to enter, cannot be entered by Axis units, and can generate U.K. supply markers.

**Iraq Land Transit Box**. This box serves as a minor port adjacent to the Persian Gulf, usable by the U.K. as long as it controls at least one hex of Iraq adjacent to the map edge. If this condition cannot be met, the U.K. player must evacuate the box and cannot use it again until he regains an edge hex. The Axis can never use the Iraq box. It can hold 10 naval units, one air unit, and an unlimited number of land units. It cannot generate supply markers. It costs 1 movement point to enter the box from the Persian Gulf; entering the gulf from the box costs 10 movement points.

**[7.9] Fleet Markers and Fleet Boxes.** Each nation has, on the game map, one or more boxes for fleets and a corresponding fleet marker for each box. The purpose of these boxes is to keep large stacks of ships to the side rather than on the map. Players can move a single marker representing an entire fleet instead of an unwieldy stack of naval units. All naval units in the "British Mediterranean Fleet box," for example, are always assumed to be wherever the Mediterranean fleet marker is for all purposes, including movement, interception, and combat.

## [8.0] Naval Interception

Naval interception occurs only during the Naval Movement steps of the Naval and Air phase. A successful interception must occur before combat between naval units can occur. A successful interception is always followed by naval combat (exception— evasion, 8.7).

Naval interception attempts are made after all air interceptions, air-to-air combat, and air-naval combat occuring in the same space are resolved.

Naval units trying to intercept enemy naval units can be moved up to the limit of their interception range (8.1). This movement costs no movement points. Naval units attempting to intercept must move to the hex occupied by the enemy target stack, if there is a hex grid in the space.

Naval units and stacks from any number of different spaces can converge to intercept a single enemy stack in a single space. The enemy stack must be within interception range of all intercepting units. All intercepting units form a single stack. Conversely, a player can designate as few of his units as he desires to attempt an interception; other naval units (even if within interception range) can remain in place, or make a later interception attempt.

Naval units intercepting an enemy stack can be counter-intercepted themselves (by enemy naval units not in the target stack) as they move to intercept. These counter-interceptors are also subject to interception, and so on. Once a stack has been declared to make a certain interception attempt, it cannot change its target for another enemy stack. Also, once a stack has been declared the target of an interception, it cannot itself make an interception attempt until its own is resolved.

Naval units can also be intercepted by air units. This is treated as air interception (14.0) followed by air-naval combat (16.0).

**[8.1] Interception Range Table**

| Naval units located in | Can intercept enemy naval units that enter: |
|---|---|
| A coastal hex or port | any coastal hex within 3 naval movement points or an adjacent area. |
| A sea area | that sea area (including any hex within that area) or any coastal hex adjacent to that area. |

**[8.2] Interception During the Enemy Naval Movement Step.**

Only enemy stacks that move can be intercepted, including enemy stacks moving to perform counter-interception. An interception attempt can be declared when an enemy stack first enters interception range or whenever the enemy units enter a different hex within that interception range. Once the enemy stack moves into a space outside of interception range, it is too late to intercept—no player can declare an interception attempt in a space the enemy stack has vacated.

Units leaving a port can be intercepted immediately as they leave the port, before leaving the port hex. Units entering a port from the same coastal hex cannot be intercepted as they do so.

When a naval stack is moving through enemy interception range, the moving player must indicate each space entered (and each hex within a gridded sea area) and give the opposing player an opportunity to announce interception.

When an interception is declared, the moving player ceases moving and the intercepting player moves his intercepting naval units, one stack at a time, to the hex containing the enemy stack.

If there is no hex grid in the area, all stacks are assumed to all be in the same space.

Intercepting stacks are subject to counter-interception. If a counter-interception is declared, the intercepting stack ceases movement while the counter-intercepting stack is moved. If the counter-interceptors are likewise intercepted, that stack ceases moving to allow the counter-counter-interception attempt, and so on.

A unit that has been declared the target of an interception attempt cannot announce an interception attempt of its own until all subsequent interceptions and resulting combats are resolved. If the target of a counter-interception survives the attack on itself, it can either continue to its original target or break off and stop movement.

**[8.3] Interception and Counter-interception During the Friendly Naval Movement Step.** Friendly units that perform counter-interception during the friendly naval and air step are governed by all the rules of (8.2). Friendly units can perform counter-interception regardless of whether they have moved. However, friendly units that perform counter-interception during this step cannot perform any naval movement after the interception attempt. If the attempt fails, the units can attempt further counter-interceptions of different enemy stacks in the same sea area or coastal hex.

Friendly naval units can also intercept enemy naval units that are not moving during this step. This is the only time a stationary stack can be intercepted. The naval units must move to the space occupied by the enemy units and stop there. At the conclusion of the movement of all friendly naval units and air attacks, the player can make interception attempts. Naval units searching for non-moving enemy ships cannot make any other interception attempts during the step.

**[8.4] Naval Search Procedure.** This procedure follows immediately when an intercepting (or counter-intercepting) stack occupies the same space as its target (exception—the search procedure is unnecessary in cases where interception is automatic (8.6)).

All enemy naval units in a stack must be intercepted as a single stack. (Exceptions—enemy units which have previously attempted to intercept the friendly stack can be excluded at the searcher's option. Also, if some enemy units are in a port while others are in the port hex, the units in the port can be excluded.)

If six or more ships are intercepting, they can be divided into several groups. Each group must contain at least three ships. These groups are organized by the intercepting player. Searching with several small groups increases the chance that the enemy ships will be found (but also means each group has less firepower when facing the enemy force). When dealing with large stacks, it is often easier to move the ship counters to an open space on the table for sorting. A searching group can contain fewer than three ships only if the entire searching stack contains fewer than three ships.

It is vital to remember that all the searching ships in a hex (or space) form a single stack, even if they are divided into multiple groups. This effects the enemy's ability to evade (8.7), and how those ships are themselves intercepted.

At least one unit in each group must have a gunnery rating (even a zero is sufficient). A stack of 14 naval units, for example, could intercept as four groups (two groups of three and two groups of four); as 2 groups (seven apiece, or one of 11 and one of three, etc.); or as a single stack of 14 units.

Regardless of the number of searching groups, the target ships remain together as a stack.

The searching groups are now arranged in order from fastest to slowest, according to their movement allowances. The slowest unit in a group determines the group's speed.

The intercepting player rolls one die for each searching group, beginning with the fastest. If the die roll, after modification, is 7 or more, that group has located the enemy stack. Combat between that searching group and the enemy stack is resolved immediately, before any other groups search. If the modified die roll is less than 7, the searching group found nothing; proceed on to the next slower group.

Modify each search die roll as follows:

+1 per searching group (this modifier always applies at least once).
+1 if any friendly air units are based within range of the coastal hex, or any part of the sea area*, containing the enemy naval units.
+2 if the interception attempt takes place in a coastal hex (light blue), not a sea area.
−2 if W weather conditions exist in the space.
+1 if the interception attempt is being made by an SS (submarine) unit.
−1 if the target of the interception is an enemy SS unit.
+ modifiers appropriate to the sea area being searched.

*The air units do not have to be able to reach the hex occupied by the enemy naval units in the area; simply having at least one hex of an area in range of friendly air units (and weather condition that allows flying) grants this modifier. This does not allow air units to attack naval units they cannot reach—but it does narrow down the area that must be searched.

Note that some of the large sea areas (the North and South Atlantic, most notably) impose modifiers of their own. These are indicated by the abbreviation INT followed by −2 or −3.

A search die roll of 6 always finds the enemy stack, regardless of modifiers. Likewise, a die roll of 1 always fails to find the enemy stack.

**[8.5] Restrictions on Interception.** A group can search for a given enemy stack only once per step. A group can try to intercept the enemy stack once in the enemy naval movement step and once in the friendly naval movement step of the same turn, however.

A naval unit or stack can conduct several naval searches in a step, but each search must be against a different enemy stack. Once a naval unit finds an enemy stack, it cannot search anymore during that step. A single enemy stack can be intercepted and found numerous times, but each search must be made with different naval units.

Naval units in an icebound port (7.8) cannot intercept or be intercepted.

Naval units in a stack including at least one BB or CA that occupy a friendly port cannot be intercepted.

Naval units entering a port from that port's coastal hex cannot be intercepted.

Naval units entering canal hexsides or moving from canal hexsides directly to a port cannot be intercepted. (This includes Port Said and Cairo from the Suez Canal and Kiel and Hamburg from the Kiel Canal.) Naval units moving from canals to coastal hexes are subject to normal interception.

Aircraft carrier (CV) units and STP markers cannot search by themselves. They can be included in searching groups as

long as at least one unit in the group has a gunnery rating of 0 or more. Also note that the CV's naval air unit can intercept enemy ships automatically even if the CV's group fails to find the enemy; it uses the air interception procedure (14.0).

**[8.6] Automatic Interception.** A stack of naval units that meets any one or more of the following conditions can automatically intercept an enemy stack; no die roll is needed. A given naval unit is still limited to one successful interception per step.

Conditions for automatic interception:

- Naval units in a port can automatically intercept an enemy stack that enters the port hex.
- Naval units in a port hex can automatically intercept enemy units leaving that port or entering that port hex.
- Enemy naval units performing an amphibious assault can be automatically intercepted in the coastal hex where the assault will take place.
- Naval units that are eligible to enter an enemy port can automatically intercept enemy naval units in that port.

**[8.7] Evading Interception.** Under certain conditions, a naval unit or stack can evade an enemy group which has successfully intercepted it. If the slowest unit in the intercepting group is slower than the slowest unit in the target stack, the target stack can evade that group. The intercepted player simply announces that his stack is evading and that ends the encounter. There are, however, several exceptions:

- A group that intercepted automatically (8.6) cannot be avoided;
- If the stack has already avoided one intercepting enemy group from the stack, it cannot avoid any other groups from the same stack;
- If the interception is taking place in a sea space without a hex grid and the avoided group contains any naval air units, those air units can still attack the evading stack.

Evasion is completely optional, and the option remains open until it is used. An intercepted stack could choose to fight the first slower group that finds it and evade a subsequent group.

Once a stack has evaded an enemy group, it must face and fight all other groups which were part of the same intercepting stack and which succeed in finding it.

In a sea space without a hex grid, evasion must be announced before any naval air attacks are resolved. Once avoided, a group need not be fought, even if damage from naval air reduces the speed of the evading group to a point below the speed of the intercepting group.

If a stack survives all interception attempts during its own Naval Movement phase, it can continue moving.

**[8.8] Convoy Escort Stacks and Interception.** Allied naval units in a convoy escort box cannot be intercepted by any Axis unit, nor can they intercept Axis units. Allied units that move from a convoy escort box to a sea area can intercept, and be intercepted, normally.

**[8.9] German U-boats.** U-boat units can never intercept any Allied naval unit, nor can U-boats ever be intercepted; all U-boat combat is resolved as strategic warfare. Note the distinction (in game terms) between U-boats and tactical submarine (SS) units, detailed in (11.0)

## [9.0] Naval Combat

Naval combat is combat between opposing naval units only. Combat between air units and naval units is air-naval combat (16.0).

Naval combat always occurs after successful naval interceptions, unless the intercepted stack evades (8.7). Only naval units with a gunnery rating of 0 or more can attack during naval combat. Naval units are not required to attack.

If a CV unit is part of a group that has found an enemy naval stack, a naval air unit on that CV can attack the enemy ships before any naval gunfire takes place. Alternately, if a CV is part of the intercepted stack, the naval air unit can attack the intercepting ships before naval combat. It can fly against every enemy group that locates the CV's stack, unless the CV is damaged or sunk.

**[9.1] Combat Eligibility.** When a naval stack is intercepted by an enemy group, all naval units in the intercepted stack can participate in the combat. On the other side, only the group that just intercepted fights; other groups which have not searched yet must await the successful resolution of their own interception attempts.

Under some circumstances, a player does not have to involve all of his eligible naval units in the battle. He may want to keep an aircraft carrier (CV) or transport (STP) safe, for example. Units held out of the battle cannot attack or be attacked during a combat round.

The player with the fewest naval units must commit his entire stack to the battle. The player with more units must commit at least one naval unit to the battle for each enemy naval unit with a gunnery rating. He can commit more units, but is free to hold any eligible naval units above the required number out of the battle.

Units are held out of battle on a round-by-round basis. A player with more ships can hold some out on round 1 and commit them on round 2, or vice versa. If he loses many ships on round 1, he may be forced to commit ships on round 2 (because the enemy now has more ships involved).

**[9.2] Combat Procedure.** Each naval unit with a gunnery rating can attack during each round of naval combat. Naval units without gunnery ratings cannot attack, but can be attacked (unless they have been held out of combat).

Each attacking unit selects a target enemy unit. Attacks are made individually, in the sequence explained in 9.3.

To attack, roll 2 dice and add the attacking ship's gunnery rating to the dice roll. If the result is equal to or greater than the armor rating of the target unit, the target is hit. If the result is less tnan the target's armor rating, the attack has no effect (exception—a roll of 12 always is a hit, even if a 13 or greater is required).

**[9.3] Naval Combat Sequence.** Each naval combat is resolved completely before any other interception attempts, movement, or other game activities are performed. A naval combat consists of up to two rounds of attacks. Naval combat ends after two rounds, even if both sides still have ships left.

The first round of naval combat is resolved in six sub-rounds corresponding to ships' gunnery ratings. At the beginning of the round, both players should organize their ships into groups with identical gunnery ratings: all the 0s together, all the 1s together, etc.

In the first sub-round, all ships with gunnery ratings of 5 attack. All of these attacks are considered simultaneous with each other; no damage is assessed until the end of the sub-round (9.5). In the second sub-round, all ships with gunnery ratings of 4 attack. Again, attacks are simultaneous. This continues through four more sub-rounds for ships with gunnery ratings of 3, 2, 1, and 0.

While damage within a sub-round is inflicted simultaneously, the sub-rounds themselves are sequential. If a ship with gunnery rating 3 is damaged by a ship with gunnery rating 4, that damage takes effect before the smaller ship gets to fire. If this damage reduces the ship's gunnery rating to 1, then the ship does not get to attack until the fifth sub-round (with other gunnery rating 1 ships). It could even by sunk by a second salvo from an enemy ship with gunnery rating 3 or 2 before it gets to fire at all.

After the first complete round (not sub-round) of combat, both players have the option of withdrawing some or all of their units (9.6). If both players withdraw all their units, combat is over. If any units remain, a second round of combat occurs.

The second round of combat has no sub-rounds. Every surviving naval unit (with a gunnery rating) fires simultaneously. After all attacks have been made, hits take effect.

**[9.4] Firing Restrictions.** No naval unit can fire more than once per round of naval combat. Each naval unit can only fire in one sub-round of the first round of combat.

No naval unit can be attacked twice in a round unless every other unit on its side has been attacked at least once; no unit can be attacked three times unless all have been attacked at least twice; etc.

**[9.5] Effects of Hits Upon Naval Units.** Naval units can be hit in naval combat and in air-naval combat. Hits either damage or sink naval units. The exact effect of a hit is determined by the attack dice roll.

When any naval unit is hit and the roll is doubles (two 6s, two 5s, etc.), it is sunk. A roll of doubles that is too low to score a hit (two 4s when a 9 is needed to hit, for example) has no effect. Also, a roll of 12 does not sink the target if the attacking unit actually needed a 12 or more to score a hit; the 12 is just a normal hit in that case.

When an undamaged naval unit is hit and the roll is not doubles, the unit is damaged. Flip it over so its reverse side (with the lighter background color) is showing. The unit continues to function with the ratings shown on its damaged side. If the unit was damaged during its movement phase, its damaged speed takes effect, and might prohibit any further movement.

A damaged naval unit that is hit again is sunk.

A sunk naval unit is removed permanently from the game if it represents a single vessel (BB, CA, CV—any naval unit with a name). If it represents a squadron of vessels (CL, DD, DE, CVE, SS—naval units without names), it is returned to the force pool.

Damage to STPs is assessed differently; see 10.9.

**[9.6] Withdrawing From Combat.** After the first round of combat, each player decides whether to withdraw some or all of his naval units from combat. A player can withdraw any number up to half (rounded up) of his units, or all of them. He cannot withdraw more than half of his units unless he withdraws them all. He need not withdraw any units if he doesn't want to.

Players decide secretly which units to withdraw by screening their forces from the opponent with one hand and then simultaneouly revealing their decisions. Damage has no effect on whether a ship is allowed to withdraw (though damaged ships are easier to pursue).

If both players withdraw all their units, the battle is over. If any ships of either player remain, a second round is fought.

If neither player withdrew any units, all units fight in round 2.

If both players withdrew some units and left others behind, the units that were left behind fight round 2 and all withdrawn ships escape safely. The player with the most ships still involved can screen the excess if he wishes.

If one player withdrew entirely and the other withdrew only partially, the ships that remained behind can fight round 2 with the entire withdrawing enemy force. This is at the option of the player whose ships remained; he can decline round 2 if he wants, after seeing the odds.

Naval units that withdraw from combat do not actually leave the combat space. They must remain in place for the duration of that step. They cannot attempt interception for the remainder of the step. They cannot participate in or aid (with gunnery) any amphibious assault during that turn.

## [10.0] Sea Transport and Amphibious Assault

A country's ability to move units and supplies by sea and to conduct amphibious assaults on hostile coasts is measured in sea transport points (STPs). Sea transport or assault originates in friendly port hexes (exception—evacuation, 10.7). Sea transport moves units to another friendly coastal hex; amphibious assault moves those units to an enemy shore.

Sea supply is necessary when land or air units are conducting a campaign in an area where a normal land supply line cannot be traced (32.0); Axis troops in Africa, or British and U.S. troops in France are examples. These units must be supplied with supply markers which have been transported by sea (exception—air supply, 32.6).

Players can purchase STPs during the Construction phase (37.0) of a seasonal turn. STPs are placed on the map immediately.

STPs move and can be attacked like other naval units. STPs cannot attack during naval combat because they have no gunnery rating.

Each STP can be used for only one task per monthly turn. A player can use STPs to carry units belonging to a partner.

STPs can be lost to air-naval combat or naval combat (10.9). At least one STP must be lost when making an amphibious assault (10.6).

The combination of a CL and a DD unit can also serve as an ad hoc STP for some purposes (10.8). These ad hoc STPs are not represented by STP markers on the map.

**[10.1] Sea Transport Point Markers.** Each STP marker represents a specific number of STPs, from 1 to 4; the back represents a different number from the front, not a damaged STP. The markers included in the game are an intentional limit on STPS in play; when all markers are in use with their front faces showing, no more STPs can be built until some are destroyed. All unused STP markers are stored in a player's force pool.

STP markers in the same space can be treated like change. For example, three STPs in the same space can be represented with one 3 STP marker, three 1 STP markers, or one 1 STP marker and one 2 STP marker. All three combinations are functionally identical. Players are free to make STP marker substitutions at any time, as long as the number of STPs in the space remains the same.

An STP marker can carry infantry, armor, paratroops, headquarters units, generals, and air units with ranges of 8 or less.

Several STP markers can combine to carry a single unit. Conversely, one marker can carry several units, if the marker represents sufficient STPs. Players can use more STPs than required for a mission, making it possible to lose an STP or two in combat without abandoning the objective or losing the transported unit.

All units carried by STPs must be stacked under the STP marker when they embark, and move with it as it moves. Players must take care about stacking order when STPs are involved; if there is ever doubt, any eligible unit that is stacked directly beneath an STP marker is assumed to be aboard that STP.

**[10.2] STP Capability in Naval Transport and Amphibious Assault.** The capability of STPs to move units by sea is listed on the Transport Table.

**Transport Table**

| Transporting | Cost in STPs |
|---|---|
| Infantry, paratroop | 1 STP per unit |
| Armor, air unit | 2 STPs per unit |
| Supply marker | 1 STP per marker |
| HQ, general | 1 STP* |

* Any number of generals and HQs can be transported by any naval unit, including an STP. Transporting an HQ or a general with a land unit requires no additional STPs; they are transported "free."

These transport capabilities are altered as follows:

- Evacuation requires double the listed number of STPs (10.7).

- Transporting a unit to be debarked in a friendly coastal hex that is not a port also requires double the listed number of STPs.

- Transporting a unit for amphibious assault requires double the listed number of STPs if the assault units are carried a distance of 6 naval movement points or less. The STP requirement is tripled if the assault is carried further than 6 movement points. When the amphibious assault is made, one STP involved in the assault is automatically sunk for each unit that was carried. For example, if two infantry units and an armor unit make an amphibious assault from Southampton to Le Havre across the Channel, the distance is 6 naval movement points. This requires a minimum of 8 STPs (2 for each infantry unit and 4 for the armor unit). When the attack is made against Le Havre, 3 STPs are sunk automatically, regardless of the outcome of the assault.

**[10.3] Moving STPs.** An STP marker moves like a naval unit and is subject to all the rules and restrictions of naval movement (7.0). STPs can stack with friendly naval units. Any number of STP markers in a stack count as a single naval unit for all purposes, regardless of how many STPs are represented by the marker(s).

STPs can remain at sea during the End phase, like other naval units. If a stack containing an STP is marked out of supply (33.8), all embarked units in that stack are also out of supply. Embarked units suffer the normal attrition effect for multiple turns spent out of supply (33.5).

**[10.4] Embarking Units.** Units (including generals) occupying ports can embark for transport or amphibious assault during the friendly Naval Movement step of the Naval and Air phase. All units embarked by a single STP marker must occupy the same friendly port at the start of the Naval and Air phase.

When embarking for transport or supply, the STP marker can move to the port containing the units or supply marker and pick them up. If embarking units for an amphibious assault, the STP must begin the phase in the same port as the units to be transported.

**[10.5] Debarking Transported Units.** Transported units debark into the same hex occupied by the STP marker. Transported units must debark into a friendly hex, never into a neutral or enemy-controlled hex.

Transported supply markers must debark at the end of the Naval and Air phase if they are in a friendly port. Transported land or air units can debark during an Offensive phase, during the Movement phase, or during the End phase.

Transported land units can be activated during a friendly offensive and debark during that offensive. If the coastal hex containing the STP marker and the transported units is a friendly port that is not in enemy zone of control (25.0), the debarked land units can move one hex. If the coastal hex does not contain a port or is in enemy ZOC, the transported units cannot leave that hex for the remainder of the Offensive phase. Debarking units can participate in regular attacks (but not breakthrough or exploitation attacks). Units that debark and attack in the same Offensive phase cannot advance after combat.

Transported land units not activated for an offensive can debark during the Movement phase. If debarking into a friendly port free of enemy ZOC, the units can move one hex. If debarking into a non-port hex or an enemy ZOC the units cannot move. If the units do not debark during the Movement phase, they can debark during the End phase. Units debarking during an End phase must debark in a port hex and cannot leave that hex.

Air units can debark from an STP during the Movement phase or the End phase (or possibly during an offensive; see next paragraph). Air units must debark into a friendly port hex with enough basing capacity (13.2) to hold that unit. The air unit cannot move from that port for the duration of the turn. Weather conditions do not effect air units' ability to debark from (or embark on) STP markers.

An air unit can be debarked during an offensive if it is within range of the active HQ and it is at a port with sufficient basing capacity to hold the air unit. The air unit debarks at the conclusion of the offensive and is marked PC. It can still fly missions later in the turn, whenever a PC air unit would normally be eligible to fly.

**[10.6] Debarking Units For Amphibious Assault.** Land units can debark in an enemy-controlled coastal hex by performing an amphibious assault during a friendly offensive. Assaulting units must be activated for that offensive in order to debark. These units can attack (and armor can exploit, but breakthrough is not allowed). The assaulting units can remain ashore only if they clear the enemy hex of enemy units.

An amphibious assault is an exception to the normal land combat rules in that the assaulting units move directly into the defender's hex. The combat takes place entirely within that one hex, not between two adjacent hexes. In that sense, the enemy coast and the invasion fleet offshore are considered two separate locations within one hex. This is one of the few cases where enemy units are allowed to occupy the same hex simultaneously.

Only as many units can participate in the amphibious assault as could legally stack in the target hex. If the assault succeeds, every assaulting unit which survives must advance after combat.

A player loses one STP from his assaulting stack for each assaulting armor and/or infantry unit. This loss is marked after the die is rolled, regardless of the combat result.

Amphibious assaults cannot be made into coastal hexes with rough, forest, or swamp terrain.

The presence of enemy land, air, or naval units in a hex does not prevent an amphibious assault from occuring there (though they might impact its success).

All units attacking the same hex via amphibious assault must attack as one group during the same offensive; or, in other words, no hex can be attacked by more than one amphibious assault in a single turn. Units in the transport fleet cannot be held out of the first offensive and then activated for a later assault if the first one fails. However, units aboard ships can be kept in standby; if the assault gets ashore, the standby units can be activated in a subsequent offensive in an effort to enlarge the beachhead. If armor units wish to exploit, however, they must participate in the initial attack (there is no secondary advance after combat in an amphibious assault, so the armor is not eligible to advance, and therefore to exploit, unless it is part of the attack).

Before the assaulting units can debark and move ashore, they must attack and clear the coastal hex of all enemy units or inherent strength points. The attack is resolved according to the rules for land combat.

The target hex must be attacked even if there are no enemy units in it. An empty coastal hex has 1 land strength point when defending against amphibious assault (exception—see 26.2).

Naval units in the target hex can use their gunnery ratings to contribute strength points to the assaulting (or defending) units (26.2).

The assault is successful if all enemy land units are eliminated or forced out of the hex. If there were no land units in the hex, the assault is successful on any combat result requiring a defender retreat or step loss.

Following a successful assault, surviving attacking units must debark into the coastal hex; this is treated as their advance after combat. If these units include an armor unit, that armor unit can perform exploitation movement and attack if it would normally be allowed to do so.

If the assault is unsuccessful, the attacker must deduct his step losses from the attacking units. He still loses one STP for each land unit that participated in the assault. Surviving units remain on board their transports. They can move away normally during the End phase.

Anytime prior to actually rolling the die to resolve the assault, the attacking player can cancel the assault. The attacker is even allowed to resolve any air battle in the hex and see who has air superiority (17.2). If the assault is cancelled, attacking units remain on their transports in standby status (22.5) and could be activated during a later offensive phase, or may debark during the End phase after moving to a friendly port.

**[10.7] Evacuations.** Evacuation is the only kind of transport mission that allows units to embark from a non-port hex. Generals, headquarters, paratroops, and infantry units occupying a clear terrain coastal hex can be embarked during the friendly Naval and Air phase aboard an STP fleet and/or CL/DD combination.

Evacuation requires twice as many STPs as a normal transport mission. In addition, evacuated land units can be moved no more than 12 naval movement points and must end that move at a friendly port. If they fail to so do, the evacuated units are eliminated at the end of the Naval and Air phase.

Armor and air units can never be evacuated.

**[10.8] DD/CL Transport.** A DD unit and a CL unit that are stacked together can function as 1 STP for transport of infantry or supply markers, or for amphibious assault with infantry. DD/CL transports cannot carry armor or air units. The naval units do not have to begin movement stacked together, but must remain stacked for the entire time they carry the unit(s).

Two DDs and two CLs are required to carry a unit for an amphibious assault. The ships must start in the same port as the assaulting unit. The naval units can carry the assaulting unit up to the limits of their naval movement. Unlike an amphibious assault involving STPs, there is no increase in transport requirements if the units travel more than six naval movement points to their target hex as long as the units are transported exclusively by DD/CL combinations and no STPs are involved in the assault.

If a stack containing a DD/CL transport mission is attacked, the owning player must identify which naval units are performing the transport. If either unit is sunk, the STP is considered eliminated (see 10.9).

**[10.9] Losing STPs in Combat.** An STP marker can be attacked subject to the normal rules of naval combat. Each time an STP marker is hit, 1 STP is lost. A hit rolled with doubles causes no additional effect against an STP. If all of the STPs represented by a marker are destroyed, the marker is removed from the map and returned to the owning player's force pool.

If the number of STPs in a stack falls below the minimum necessary to transport the units in that stack, transported units must be eliminated by the owning player until the surviving STPs are sufficient to carry the remainder. Inflict losses to transported units immediately upon the loss of each STP.

A player who set out to perform an amphibious assault can, at any time, downgrade the mission to a simple transport if he loses so many STPs that he no longer has enough to meet the amphibious assault requirement. An evacuation mission, however, cannot be converted to a transport mission. The player must eliminate one or more of the evacuated units if his STP total falls below the required number for an evacuation.

Headquarters and generals remain unless every naval unit (not just STPs) in the stack is sunk. In this case, HQ units are returned to the force pool; generals are subject to rule 27.5.

## [11.0] Submarines and U-boats

There is a very important distinction in game terms between these two types of units. U-boats are German units used only for strategic warfare. Their use is covered under rule 5.0. Each U-boat counter represents a wolfpack. A damaged U-boat unit represents fewer vessels. If a U-boat is eliminated (through strategic warfare) it is removed from the game.

Submarines (SS) are naval combat units available to all major powers, with special procedures for interception and combat. Each counter represents a group of submarines. If the counter is hit in combat, it is sunk; submarines have no depleted side. Sunk submarines return to the force pool.

**[11.1] Moving Submarines.** Submarines move like regular naval units. They cannot stack with other friendly naval units (including other submarines) outside of ports, though they can occupy the same area as other friendly units. They cannot be part of a fleet.

**[11.2] Intercepting Submarines.** Submarine units cannot be intercepted during movement (exception—naval air units based on CVEs and DD or DE units stacked with a CVE can attempt to intercept a submarine as it moves).

Submarines that are in friendly ports can be intercepted automatically by enemy air units. They are attacked the same as ships in port.

Submarines that are not in friendly ports can be intercepted during Step 2 or 3 of the Naval and Air phase. Air units and DD or DE units in the same space as an enemy SS unit can attempt to intercept the sub.

To intercept an enemy submarine at sea with an air unit, follow this procedure. The air unit must be a bomber or a fighter-bomber and it must be in the same space as the enemy SS unit. Roll one die and add the number of bomber/fighter-bomber units in the space. Subtract 2 if the attempt is being made in the severe weather zone during winter weather. If the result is 7 or more, the submarine has been intercepted. An intercepted submarine can be attacked once by only one air unit, regardless of how many were involved in the search.

DD and DE units follow the standard naval search procedure when intercepting a submarine. They are divided into groups and each group rolls to intercept the sub. In addition to normal interception modifiers (for number of groups, presence of air units, weather, and space), a −1 penalty applies to searches for subs.

If the sub is found, naval combat occurs between the intercepting group of DD/DEs and the submarine. If the sub survives the first round and withdraws, the enemy cannot pursue.

**[11.3] Interception by Submarines.** An SS unit always intercepts by itself (since it cannot stack with any other units), following the normal procedure for interception by a single naval unit, with one modification: an SS unit receives a +1 bonus to its search roll. More than one SS unit can try to intercept an enemy stack in the same area, but not in the same hex. Each SS unit must intercept individually. The presence of other friendly SS or naval units in the area has no effect on the submarine's search die roll. Subs can also use automatic interception in the same situations where it would be allowed by a surface unit.

If the intercepted enemy stack contains no DD or DE units, the SS unit can attack the stack twice, and then the combat is over. No surface units other than DDs and DEs can fire at the sub.

If the intercepted enemy stack contains DD or DE units, however, the intercepted player rolls a die before combat begins. If the roll is equal to or less than the total number of DD and DE units in the stack, those DD/DE units can attack the sub before it attacks. If the roll is higher than the number of DDs plus DEs, the sub is not detected until after its first attack.

Subs that either survive the initial DD/DE attack or escape detection can make one attack against any ship or STP marker in the enemy stack. After that attack, the sub has two options: It can withdraw from combat with no pursuit, or it can fight a second round. If the sub fights a second round it gets one more attack, and all DD and DE units in the enemy stack attack the sub. All attacks in the second round are simultaneous.

**[11.4] Combat Involving Submarines.** Submarines can only use their gunnery rating as a die-roll modifier when attacking named naval units. Against squadrons or STP markers the sub has a gunnery rating of 0.

**[11.5] Converting U-boats to Submarines.** The German player can build his SS units like any other naval units, or he can convert one of his undamaged U-boats into two SS units. A damaged U-boat can be converted into one SS unit.

The conversion can only be made at the beginning of the Strategic Warfare phase. A U-boat unit that has not yet performed strategic warfare can be removed from the map and placed in the Axis force pool. In the location formerly occupied by the U- boat, the German player places two (or one, if the U-boat was damaged) SS units. Those units can move and fight normally during the current and future turns.

If two German subs occupy the same port hex during a seasonal turn, they can be returned to the force pool, and replaced with a U-boat counter. One sub cannot be traded for a damaged U- boat.

*"Never in the field of human conflict was so much owed by so many to so few."*

*Winston Churchill, May 1941*

# PART 5: AIR OPERATIONS

Air operations in the game encompass air attacks against aircraft and naval units, support of ground attacks, bombing of installations, transport of paratroop and infantry units through the air, and also strategic warfare, detailed previously in Part 3.

## [12.0] Using Air Units

All air units can move (to attack or change base) during the Naval and Air phase, unless they have been committed for strategic warfare or are grounded by weather. Air units can also move and attack during one friendly Offensive phase (intercepting enemy air units or lending support to ground attacks); or during one friendly air offensive (attacking enemy air and naval units and installations, or changing base). In addition, an air unit may be allowed to move and attack during one or more enemy offensives, and during the End phase, all during the same monthly turn.

Air units belonging to different countries in a partnership can freely combine for movement and combat, subject to international cooperation (42.0) and historical restrictions (46.0).

Specific air activities are referred to as missions. An air mission begins when a unit leaves its base and ends when it returns. An air unit on a mission can usually attack only one enemy-occupied hex (though it may be entitled to several attacks in that hex). However, if a fighter is intercepted on the way to its destination, it can attack the intercepting unit(s); if it is not aborted in that combat, it can continue on to attack in its destination hex (or even to fight another air battle if it is intercepted again).

Combat occurs when air units occupy hexes containing enemy air units (air-to-air combat), enemy naval units (air-naval combat), enemy land units (ground support), or enemy installations (bombing).

### [12.1] Types of Air Units.

**Fighters.** An air unit with an asterisk beside its combat strength and a quality rating in the upper right corner is a fighter unit. It can attack enemy air units, but not enemy naval units or installations. All fighter units have black silhouettes.

**Fighter-Bombers**. An air unit with a quality rating, no asterisk beside its combat strength, and a white silhouette is a fighter-bomber unit. It has the capabilities of both types; rules that apply specifically to fighters or bombers apply to fighter-bombers as well. A fighter-bomber must function as one or the other type (not both) on a single mission. The owning player must declare which function the unit will perform before air-to-air attacks are declared, but after all friendly and enemy air units involved in the combat have flown to the combat hex.

**Naval Air Units**. An air unit with the designation "Naval" is a fighter-bomber unit that can base on an aircraft carrier (CV), escort carrier (CVE), or a land base. In all other respects it is treated as a normal air unit. Because all naval air units are fighter-bombers, all have white silhouettes.

**Air Transport Points**. ATPs are not air units, but many of the rules pertaining to air units apply to ATPs as well. They can carry paratroops on paradrop missions, infantry or paratroops on air transport missions, and can also haul air supply markers from origin to destination hexes.

**[12.2] Using Air Units For Strategic Warfare.** During the Strategic Warfare phase, air units can perform one of several types of missions:

- Strategic bombing (2.0)
- Air interdiction of convoy routes (3.0)
- Convoy escort against U-boats (Allied naval air only) (5.0)

Any air unit that participates in one of these missions is marked PC ("previously committed," 20.0) for the duration of the monthly turn.

**[12.3] Missions During the Friendly Naval and Air Phase.** In its own Naval and Air phase, an air unit can perform one of the following missions:

**Change Base**. The air unit moves from one friendly base to another. The new base must be within twice the air unit's range (e.g., within 12 hexes if the unit has a range of 6). The air unit can make three such hops in the course of changing base. Each hop must be to a friendly air base. Stacking limits apply at the end of each unit's change-of-base mission, but not during the intermediate stops along the way.

A unit that changes base cannot engage in combat unless it is intercepted by enemy fighters as it moves. If intercepted, and then aborted in air combat, it must return to the last base where it stopped during the course of its rebasing flight.

**Attack Enemy Naval Units**. A bomber unit can move to a stack of enemy naval units within range from the bomber's base and attack. The bomber unit can also counter-intercept enemy naval units that move to intercept friendly naval units.

**Attack Enemy Air Units**. A fighter unit can move to an enemy airbase within range and attack air units there. A fighter unit that has not yet moved during the phase can counter-intercept an enemy fighter unit that is moving to intercept friendly air units.

**[12.4] Missions During the Enemy Naval and Air Phase.** A friendly air unit can fly one interception mission during this phase, against a moving enemy unit within range. Bombers can intercept moving enemy naval units; fighters can intercept moving enemy air units.

**[12.5] Missions During the Friendly Offensive Phase.** Only air units that are uncommitted at the start of the phase can move or attack. They must be committed as they do so. The missions flown depend on whether it is a land offensive or an air offensive.

**Friendly Land Offensive**. An air unit can fly as many as three missions during a friendly land offensive, one each during the Breakthrough, Combat, and Exploitation steps. Bombers and fighters can fly ground support missions over enemy-controlled hexes that are under attack. Only bombers contribute strength points to ground attacks, but either type's presence counts for the air superiority die modifier (26.4). Fighters that do not fly ground support can counter-intercept enemy air units if those enemy units intercept friendly air units or perform defensive ground support.

**Friendly Air Offensive**. An uncommitted air unit can fly one mission during an air offensive, becoming committed as it does so. Bomber units can attack enemy naval units and installations; fighter units can attack enemy air units. Units that don't attack can change base as allowed by 12.3.

**[12.6] Misisons During the Enemy Offensive Phase.** The uses of the air unit depend on what type of offensive the enemy player performs:

**Enemy Land Offensive**. A unit's commitment status (20.0) can affect its eligibility to fly. If eligible, units can fly up to three missions during the enemy offensive, one each during the Breakthrough, Combat, and Exploitation steps. Friendly fighter or bomber units can fly ground support over friendly-controlled hexes under enemy attack. Friendly fighter units can intercept moving enemy air units within range.

**Enemy Air Offensive**. Friendly fighter units can intercept moving enemy air units. Both committed and uncommitted fighters can fly.

**[12.7] Air Reconnaissance.** Air reconnaissance is not an air mission: no air units move to perform it and it is not assigned to a particular unit. A player can perform air reconaissance at any time and as often as he wishes after the Weather phase of a monthly turn. Air reconnaissance is not allowed during seasonal turns.

Air reconnaissance entitles a player to examine enemy stacks within range of any friendly air unit. Any and all enemy stacks can be examined, though the enemy player must be shown that a friendly air unit is within range of the stack. This reconnaissance extends to examining the face-down side of an under-construction installation marker.

Air reconnaissance of a hex is not permitted if weather conditions prohibit air operations over a hex or ground all air units within range of the hex.

If air reconnaissance of a hex is not possible, then enemy units in that hex cannot be examined beyond the top unit, even if that unit is an HQ or a general. Players are always allowed to look beneath generic markers.

## [13.0] Moving Air Units

The range of an air unit represents the number of hexes it can fly from its base when performing a mission, and again when returning to base at the end of the mission (exception—changing base, 12.3).

### [13.1] Terrain Effects on Movement

**Sea Areas with Hex Grid**. Air units move into and through these areas as they do over land and coastal hexes. The area boundaries have no effect on air movement. Instead, the hex grid regulates all air (including naval air) movement. It is possible for naval units to be in a sea area but outside the range of enemy air units flying over that area. (This is why naval units must show a path of movement through the hex grid when passing through such an area—7.4.)

Sea Areas without Hex Grid. Land-based air units cannot enter these areas. A naval air unit can perform missions only within the area occupied by its CV base. The naval air unit has sufficient range to reach any naval unit (or enemy naval air unit) within the area.

**Neutral Hexes**. An air unit can move through neutral coastal hexes without affecting their status. If it moves over a neutral land hex, or through an all-land hexside connecting two coastal hexes, it has invaded (39.0) the neutral country.

**[13.2] Basing.** An air unit must have a base designated for it at all times, even when it is in the air. When an air unit is in the process of changing base, its designated base is always the last base it occupied, however briefly.

One air unit can base on a friendly resource hex, city (including ports), or airfield marker. A hex containing two of these features can hold two air units (it functions as two bases), and a city resource hex with an airfield marker can base three air units, serving as three bases.

After completing a mission, the air unit must return to the same base from which it took off (exceptions—when changing base or participating in strategic bombing, and when a naval air unit is performing a mission and its CV base is damaged or destroyed—see 13.4).

If an airbase is occupied by an enemy land unit, or if the airbase installation is destroyed (21.5), air units based there are allowed to immediately evacuate to any other friendly airbase within two times the air unit's range. If no such base exists, the air unit is eliminated. The air unit can evacuate even if weather would normally prevent air operations (an exception to 1.4). The air unit cannot be intercepted as it rebases and it must move to an unoccupied base closer to its nearest supply source, if possible. It can overstack on a base if necessary (13.4).

**[13.3] Basing on Aircraft Carriers.** A naval air unit can base on a CV or CVE unit. CVEs can only carry naval air units which have 1 strength point at full strength.

Naval air units change base like all air units; the difference being that CV units as well as land bases serve as bases for them. A CV can serve as the start or end of a naval air unit's change of base; a CV cannot serve as in intermediate base, however. Note that the Naval and Air phase sequence allows CV units to perform naval movement before air units (including naval air) change base.

If a CV unit is sunk while a naval air unit is aboard, that naval air unit is immediately eliminated and returned to the force pool. If a CV is damaged, an air unit aboard cannot perform any mission except to change its base; once on a new base it can function normally.

**[13.4] Overstacking on Airbases.** It is occasionally possible for a player to place more air units on an airbase than it can actually support. A base can never have more than two air units on it; additional units are destroyed if no other base is available. (Note that a city resource hex, since it is two bases, could hold four air units under certain conditions). Overstacking is only allowed in the following circumstances:

**When an airbase is captured**, an air unit on that base can move to another base already containing a friendly air unit if no vacant base is available.

**When changing base**, an air unit can stop at a base already holding a friendly air unit. An occupied base cannot be the ultimate destination of the base change, however. If a player wishes to relocate to an already occupied base, he must rebase the first unit before bringing in the second. If the first unit cannot relocate, the second cannot move in.

An air unit that is **aborted while changing base** must return to the last base it occupied, even if that base already contains a friendly air unit.

**When a CV is destroyed or damaged** while its naval air unit is airborne, that naval air unit can rebase to a land base within twice the unit's range, even if that base already holds an air unit. A CV base can never hold two air units. (Note, however, that the naval air unit could return to a different CV if its own was sunk, as long as it was the only air unit on the CV. In effect, the owning player gets to choose which air units are ditched when there are too few carrier bases for them all.)

Stacking order is significant on an overstacked airbase. The top air units (up to the base's capacity) are based in the hex and function normally. Excess units beneath can perform no missions during the current phase. In an upcoming phase they can only change base. If the base is destroyed or captured, excess air units are destroyed; they have no chance to escape to another base. If the air unit based on the hex is destroyed, the excess air unit can then use the base normally. Otherwise, the stacking order is determined at the moment of overstacking and can only be changed during a friendly Naval and Air phase or an air offensive.

Once an airbase becomes overstacked, the player is under no obligation to move units off. The excess units can remain overstacked (and in enforced idleness) as long the player wants.

If enemy fighters attack an overstacked base and outnumber flying defenders in either the first or second round of air-to-air combat, the extra attacking fighters can attack overstacked units on the ground. The overstacked units have no chance to fight back and their quality rating is automatically 0 for this combat. They are unaffected by aborted results (i.e., if an overstacked unit is hit and aborted in the first round, it will still be there and can be attacked again in the second round).

**[13.5] Building Airfield Markers.** Only one airfield marker can be built per hex.

**[13.6] Stacking in the Air.** There is no limit to the number of air units that can stack together in flight in the same hex. Units in a stack can combine to perform a single mission, or can perform individual missions, as the owning player chooses.

However, air units flying from different bases and joining enroute to a destination hex cannot all move to one hex individually and then continue on. The first plane to take off must fly to the next base and 'pick up' the second unit, then both fly to the third base, etc. Each air unit pays MPs only for the hexes it actually moves into.

Alternately, air units can all fly individually to the target hex and join there before combat.

**[13.7] The Strategic Bombing Box.** A unit designated for strategic bombing (attacking or defending) is moved from its base to the appropriate strategic bombing box; no interception is allowed.

Units placed in the strategic bombing box must remain there throughout the turn, and can perform no other function or mission.

## [14.0] Air Interception

Air interception can occur whenever air missions are performed (including strategic warfare) or whenever naval movement occurs. A bomber is eligible to intercept enemy naval units only. A fighter is able to intercept enemy air units only.

When performing air interception, the player moves an air unit from its base and moves it to a space containing the enemy air or naval unit(s). Usually this will be as the enemy units are moving (exception—see 14.5).

**[14.1] Interception Procedure.** The player performing interception declares the interception when an enemy unit enters a hex within range. The enemy player must immediately cease moving his unit until the interception and subsequent combat are resolved.

The interception attempt need not be declared when the enemy unit enters the first hex within interception range; it can wait until the unit moves further. If the enemy moves out of interception range, however, it is too late. An air unit taking off from its base can be intercepted in that base hex, before it moves into another hex.

An air unit can only intercept an enemy unit within the air unit's range. Interception can be declared whenever an enemy unit enters a hex in range of an air unit (also see 14.5).

Unlike naval interception, no search is required—air units find their targets automatically—nor can units evade air interception; air interception always results in combat.

An enemy unit can be intercepted in each hex it enters, but each interception must be performed by a different air unit. All air units intercepting a single enemy unit or stack in a single hex must move to that hex before any combat is resolved. They need not move in as part of the same stack.

After combat is resolved, intercepting units remain in that hex until all air units return to bases. Moving units that were intercepted can resume their movement, if they were not aborted or eliminated by air combat.

**[14.2] Counter-Interception.** Air units moving to intercept enemy air or naval units can also be counter- intercepted by enemy air units still on their bases. Counter- interception can occur in any space the intercepting unit enters, including its base hex as it takes off, or the enemy-occupied hex which is the intercepting unit's destination.

Counter-intercepting enemy units can be intercepted (counter- counter-intercepted, technically) by friendly units still on their bases, and those friendly units intercepted by other enemy units (still on bases), etc. This sort of chain reaction can continue until one or both sides have no more eligible air units within range.

Counter-interception is resolved the same as any other air interception.

For example, a lone British transport puts to sea from Harwich. A German 6-12 bomber based in Frankfurt takes off to intercept the STP. But a British 4-3/3 fighter from Dover takes off to intercept the bomber between Calais and Antwerp. A German 4-4/3 fighter based in Brussels intercepts the British fighter over Calais. At this point, there is: a British STP in hex 3618; a German bomber in hex 3519; and a British and a German fighter in hex 3514. The air-to-air battle between the two fighters is resolved first. If the British fighter is aborted in this battle, the German bomber will continue on to attack the STP. Instead, however, the British fighter aborts the German fighter and so continues its announced mission, to intercept the German bomber in hex 3515. The bomber is helpless but, surprisingly, the fighter misses. The German player could voluntarily abort his mission and return the bomber safely to Frankfurt but, encouraged by his luck, decides to stay for the second round. Miraculously, the British miss again. The bomber continues its move and attacks the transport, but it, too, misses its target with all three attacks. The STP now continues its move. All these air units return to their respective airbases.

**[14.3] Interception Combat.** Combat in a specific hex is not fought until all intercepting and counter-intercepting (etc.) units have reached that hex.

All air-to-air combat (15.0) in a given hex is resolved before any other combat in that same hex, including air-naval combat (16.0).

**[14.4] Restrictions on Interception.** An air unit can perform only one interception per step.

U-boats cannot be intercepted. Submarine units (11.0) are intercepted through a special procedure (11.2).

Naval units moving to a convoy escort box cannot be intercepted.

Naval air units moving into a convoy route interdiction hex (3.0) cannot be intercepted.

Air units entering or leaving the strategic bombing box cannot be intercepted.

During the End phase, air units can only intercept naval units that enter interception range during that phase. Naval units that begin the End phase within interception range cannot be intercepted (unless they leave, and then re-enter, the air unit's interception range.)

**[14.5] Intercepting Stationary Enemy Units.** Interception is usually triggered by enemy movement; however, players are allowed to intercept non-moving enemy units at the following times:

**Friendly Naval and Air Phase.** An air unit that does not change base or perform counter-interception can move to an enemy unit, intercepting and attacking that unit, during this phase. Bombers can attack naval units; fighters can attack air units.

**Friendly Air Offensive.** The same circumstances apply as during the Naval and Air phase.

**[14.6] Malta.** An air unit based on Malta cannot be intercepted unless it moves; the Malta airbase (plus any airfield built there) is an exception to 14.5. Declining interception is the option of the player controlling Malta; he can elect to fight an air combat with an attacking fighter if he chooses.

## [15.0] Air-to-Air Combat

Whenever opposing air units occupy the same hex and at least one unit is a fighter, air-to-air combat occurs. An air unit cannot avoid combat, even in its own base hex. (exception—see Malta, 14.6).

**[15.1] Air-to-Air Combat Eligibility.** An airborne fighter in a hex with enemy air units can attack in air-to-air combat. An air unit without a quality rating (a bomber) cannot attack, but can be attacked in air-to-air combat. A fighter-bomber that is performing as a bomber for the current mission cannot attack in air-to-air combat, though it can be attacked.

**[15.2] Air-to-Air Combat Sequence.** Combat is fought in one or two rounds, according to the following sequence:

A. Players declare that no more intercepting air units will fly to the combat hex.

B. Players declare whether fighter-bomber units will function as bombers or fighters. The first player with an air unit in the hex during this step announces first.

C. ROUND 1: Each fighter unit attacks an opposing air unit.

D. Losses from the attacks in step C are inflicted and aborted units are set aside. Players can voluntarily abort any of their air units at this time.

E. ROUND 2: Each unaborted fighter with a combat strength of 3 or greater attacks an unaborted enemy air unit.

F. Losses from the attacks in E are inflicted and additional aborted units are set aside. Air-to-air combat is now concluded.

**[15.3] Attack Procedure.** Each fighter unit attacks individually, against a specific enemy air unit (called the target). The target is declared immediately before the attack is made. Targets can be declared one at a time in air-to-air combat involving multiple planes on both sides.

To attack, add the quality rating and combat strength of the attacking fighter. Subtract the quality rating of the target unit (0 if it is a bomber). The result is the target number for that attack. Roll one die.

- If the die roll is higher than the target number, the attack has no effect.
- If the die roll and the target number are equal, the target unit is aborted but suffers no damage.
- If the die roll is less than the target number, the target unit suffers a step loss. If that loss does not eliminate the target unit, it is also aborted at the end of the round (see also 15.7).

**[15.4] Air-to-Air Combat Modifiers.** An attacking fighter unit can increase its odds with the following modifiers:

**Fighting Over Own Base.** Add 1 to the combat strength of the fighter if the combat occurs in the fighter's base hex (exception—naval air units do not get this bonus when flying above their CV bases). If an air unit is changing base, it receives the bonus at intermediate bases as well as the final destination.

**Fighter Escorting Bombers.** Add 1 to the strength of a fighter unit that is not itself being attacked, if its target is an enemy fighter that is attacking a bomber. For example, if a Spitfire intercepts an Me109 and a Ju52 and attacks the bomber, the Me109 receives the +1 strength bonus. If a second Spitfire was involved, the Me109 would not get the bonus, regardless of which unit it attacked, because one of the Spitfires must attack the Me109.

**[15.5] Doubling Up.** In each round of air-to-air combat, each unaborted enemy air unit must be attacked once before any enemy unit can be attacked twice. Each unit must be attacked twice before any unit can be attacked three times, and so forth.

**[15.6] Combat Effects.** An air unit can be aborted, depleted, or unaffected as a result of air-to-air combat. No other results are possible.

An aborted air unit remains in the combat hex until all air units return to base. It can neither attack nor be attacked in subsequent rounds, nor can it participate in air-naval combat, ground support, or installation bombing. Aborted air units can fly normally in future steps.

A depleted air unit is flipped to its back (depleted) side and is aborted. If the unit has already been depleted, or if the back side is blank, it is eliminated. A depleted unit can perform all missions a full-strength unit can, only at reduced strength.

Eliminated air units are returned to the force pool of the owning country (or major country partner, if from a minor country).

**[15.7] Automatic Results.** Certain attack die roll results exceptions to 15.3:

A roll of 1 always aborts and depletes the target air unit, even if a 1 would not normally be a hit.

A roll of 6 never affects the target unit, even if it would normally cause a depletion or abort the unit.

A roll of 5 never depletes the target unit. If the target number is 5 or more, a roll of 5 simply aborts the target.

## [16.0] Air-Naval Combat

Air-naval combat occurs between unaborted bomber units and enemy naval units and/or STPs in the same hex, after air-to-air combat has been resolved in that hex.

Air-naval interception can only occur in a hex, not in a sea space with no hex grid (exception—naval air, 16.5).

**[16.1] Air-Naval Combat Sequence.** Individual air units attack specific enemy naval units one or more times, using this procedure:

A. The bombing player can examine all the enemy naval units in the hex to choose his targets (exception—a naval air unit defending its CV stack against interception can only attack enemy naval units in the specific group that has intercepted the carrier).

B. The bombing player selects one of his air units and rolls two dice for each of that bomber's attacks. Each attack is directed against a specific naval unit; however, a bomber that is entitled to more than one attack can designate a new (or the same) target before each attack. Damage is inflicted on naval units as it occurs.

C. Anti-aircraft hits (16.4) against bomber units are marked after all bombing attacks have been made.

**[16.2] Air-Naval Combat Procedure.** A bomber can attack a number of times equal to its combat strength. (Exception—bombers with underlined combat strengths can attack only half that many times, rounded down, to a maximum of four attacks. Thus, even a 10 or 12 strength bomber with underlined combat strength is limited to four attacks.)

Roll two dice for each attack. The attack hits the naval unit or STP if the number rolled is equal to or higher than the ship's armor rating. As with naval combat, a hit rolled with doubles automatically sinks the naval unit (but does not cause extra damage to an STP).

Players are never required to make air-naval attacks.

**[16.3] Air-Naval Combat Modifiers.** The following dice roll bonuses apply to air units attacking specifically named naval units (BB, CV, CA units); they do not apply when attacking squadrons (CL, DD, DE, CVE, SS units) or STPs.

+2 if the attacking unit is a land-based bomber or fighter- bomber unit.

+3 if the attacking unit is a naval air unit.

**[16.4] Anti-Aircraft Effects.** Occasionally a bomber may suffer depletion as a result of a bombing roll:

- On a bombing roll of 2 the bombing unit is hit, IF the target naval unit occupies a minor port or is a stack of at least 10 naval units (not counting STPs).
- On a bombing roll of 2 or 3 the bombing unit is hit IF the target naval unit occupies a major port or a fortified port (the fortification may be permanent or an installation marker).

Anti-aircraft results apply against only the unit currently designated as bombing; if a particularly unlucky bomber suffers more hits than are needed to destroy it, excess hits are ignored and do not apply against other bomber units. Also, AA hits take effect after all bombing attacks have been made.

**[16.5] Differences Between Land-Based and Carrier-Based Air Units.** There are several key differences between the capabilities of land-based and carrier-based air units when conducting naval interception and air-naval combat.

- All air units can intercept enemy naval units in ports, coastal hexes, and sea spaces with hex grids. Such interception is automatic by air units within interception range, and occurs during step 2 (air-naval attacks) of the Naval and Air phase.

- Only carrier-based naval air units can intercept enemy naval units in a sea space with no hex grid. Such interception occurs during regular naval interception and is not automatic. Carrier-based naval air units can attack enemy naval (or naval air) units in a sea space with no hex grid only if the searching group that the carrier is accompanying succeeds in finding the enemy stack, or is found by a searching enemy group. The air-naval combat (or air-to-air combat) is resolved after the enemy has announced whether he intends to evade but before any naval combat. Carrier-based air units can attack even if the enemy (or their own carrier) evades.

## [17.0] Ground Support

Ground support is used during offensives, whenever unaborted air units fly over a hex that is the target of a land attack.

**[17.1] Ground Support Procedure.** Ground support is not a separate game process; it is part of the land attack procedure, and provides both additional land strength points and die roll modifiers.

**[17.2] Air Superiority.** The presence of an unaborted air unit (fighter or bomber) in the combat hex gives the friendly player the air superiority combat die modifier: +1 for the attacker, −1 for the defender. If both sides have an unaborted air unit in the hex, air superiority is contested and the modifiers cancel each other out.

ATPs cannot establish air superiority, even if no enemy air units are present in the hex.

**[17.3] Adding Bomber Combat Strength.** In addition to contributing to air superiority, unaborted bomber units can add strength to the attacking or defending ground units.

Each unaborted bomber unit friendly to the defending player adds 1 point to the defense, to a maximum of 2 additional strength points. Each unaborted bomber unit friendly to the attacking player adds its strength to the attacking land units, to a maximum equal to the land units' strength (see 26.2).

## [18.0] Air Transport

An army's capacity to move units and supply by air is measured in air transport points (ATPs). Movement by air occurs during the friendly Naval and Air phase. ATPs can also carry paratroops during an offensive; this procedure is covered under 19.0.

**[18.1] Air Transport Points.** Although they are not air units, ATP markers move like air units when performing missions or changing base. Like STPs, each marker represents a specific number of ATPs. Points can be transferred between markers in the same hex at any time except when the ATPs are airborne. An ATP marker (or a stack of markers) counts as one air unit for basing purposes, regardless of how many points are represented.

An ATP marker in air-to-air combat cannot be attacked unless every friendly escorting fighter is also being attacked.

An ATP marker in air-to-air combat is treated like a bomber unit. If aborted, the marker must return to its base, even if it is a two-point marker. If it is hit, one ATP is lost and the remaining one (if it had two points) is aborted. Multiple ATP markers function as multiple air units in the air. A unit or supply marker carried by a destroyed ATP marker is also destroyed.

**[18.2] Air Transport Procedure.** During the friendly Naval and Air phase, a player can move his ATP marker, pick up a land unit or air supply marker on an airbase hex, and move again, so long as the total distance moved is not greater than 12 hexes. During step 4 of the friendly Naval and Air phase, the transported unit or supply marker is landed in its destination hex. The ATP marker can remain there or return immediately to its original base.

Air transport is subject to air interception by enemy fighters.

**[18.3] Air Transport Unit Eligibility.** Paratroops, infantry, headquarters, and generals can be transported by air. One ATP is required to transport a paratroop or infantry unit; a general or HQ transported by air with another unit requires no additional ATPs. Units need not be in supply to be transported by air. The transporting ATP marker itself must be in supply, however.

Paratroops, generals, and one-step infantry units can be transported by air without modification. A two-step (full strength) infantry unit, however, must be 'split' into two one-step units before it can be transported by air; i.e. the unit is flipped to its depleted side and another infantry unit from the force pool is placed with it, also on its depleted side. The ATP transports one step while the other remains in the original hex. (If no infantry unit is available in the force pool, the transport can still be made, but the step of infantry that would be left behind is lost.)

Two ATPs can carry two steps of infantry, but a full-strength unit must still split into two depleted units before being transported. These units cannot recombine into one unit; however, each can be built to full strength during the next seasonal turn (if they are in supply).

Land units transported by air are not considered activated; they can be activated for offensives during the current turn, or perform normal land movement if not activated for an offensive. They cannot move by rail on the same turn, however.

**[18.4] Air Transport Requirements.** Moving an air supply marker, a paratroop unit, or a step of infantry requires one ATP. Moving a general or HQ also requires one ATP, unless other units are making the same trip; then any number of generals and an HQ can come along at no additional ATP requirement.

**[18.5] Restrictions.** Air transport markers cannot fly in or enter weather zones where air activity is grounded (1.4).

An ATP used for transport during the Naval and Air phase cannot be used for a paradrop during an Offensive phase of the same turn. (If confusion is possible, place PC markers on ATPs that are used during the Naval and Air phase.)

An ATP marker that is out of supply can do nothing except change base during the Naval and Air phase. It functions in all respects like an out of supply air unit.

## [19.0] Paratroops and Paradrops

Paratroops can move and fight like normal infantry units, and are subject to all movement and combat rules that apply to infantry. They can also move by air transport (18.0) and they can perform paradrops during a friendly Offensive phase. Paradrops allow paratroop units to move directly into enemy-controlled hexes, either in support of other attacking land units or as an unsupported attack.

Paratroops have 1 strength point and count as one step, regardless of whether they are at full or depleted strength. They never count against land unit stacking limits (24.2). They do not exert a zone of control (25.0) into surrounding hexes.

**[19.1] Requirements.** Before making a paradrop, a paratroop unit must be in supply and must occupy an airbase that is also occupied by an ATP. That ATP cannot have moved previously during the current turn.

The paratroop unit does not have to be within the command radius (23.0) of an activated HQ to be activated for a paradrop. However, the hex attacked must be in the radius of the activated HQ if an HQ was activated for the offensive. If no HQ is activated for the offensive, the paratroop must land adjacent to the stack or general activated for the offensive. Alternately, the paratroop unit can be activated by itself for a one-unit offensive.

**[19.2] Procedure.** The ATP marker and paratroop unit are moved when indicated during the sequence of play (under the Offensive phase, attack sequence). The ATP marker moves like a bomber with a range of 12. It can be intercepted like any other air unit.

The paradrop is made in the hex that is under attack, occurring after air-to-air combat. The paradrop does not occur if the ATP has been aborted at any point during the mission.

When the drop is made, the owning player rolls a die and finds the result on the Paradrop Table. (The table is also printed on each player aid card).

**Paradrop Table**

| Modified Result (1d6) | Effect on Paratroops |
|---|---|
| 2 or less | paratroops eliminated immediately |
| 3 or 4 | paratroops depleted immediately |
| 5 or more | paratroops undamaged |

Modifiers to the Paradrop Roll:

+2 for friendly air superiority in the combat hex.
−2 for enemy air superiority
−2 if combat hex is not adjacent to a friendly land unit*

*Land units occupying the hex in preparation for an amphibious assault qualify as adjacent; so do paratroop units dropped any time previously.

**[19.3] Effects.** A paratroop landing in an unoccupied, enemy-controlled hex makes that hex friendly-controlled. The paratroop cannot make any attacks during the turn.

A paratroop landing on an enemy-occupied hex (including a fort or coastal fort) must attack that enemy unit, stack, or fortification. It must do so in conjunction with other attacking land units, if any are present during the current step, adding its strength point to the total attacking strength.

If no other friendly units are attacking the hex, the paratroop must attack alone; perhaps aided by ground support, naval bombardment, or a general. Note that the land strength points of attacking units (1 in this case) can never be more than doubled by such additions (to 2, for a paratroop attacking with naval, air, or a general's support).

An undamaged paratroop, attacking the hex it has just paradropped into, contributes a +1 die modifier to the land combat die roll used to resolve the combat. A depleted paratroop unit still contributes its 1 strength point, but no die modifier.

The paratroop does not negate terrain modifiers, such as a river barrier or amphibious assault, that impose negative die modifiers on other attacking ground units.

For example, an attack across a river suffers a -2 modifier if all attacking units have to cross the river. An undamaged paratroop dropping on the defending stack provides its +1 modifier when the river crossing attack is rolled, plus adding its 1 strength point to the attacking units. It does not negate the -2 modifier, since all other attacking units must still cross the river.

**[19.4] Restrictions** A paratroop unit cannot move on the ground during a turn when it makes a paradrop; it must end the turn in the hex where it drops (exception—it can retreat during enemy offensives).

A depleted paratroop unit cannot make a paradrop. It can be moved by air transport normally.

A paratroop cannot be depleted to satisfy a required land unit step loss. Removal of a full-strength or depleted paratroop unit does count as a step loss.

If an enemy unit remains in the hex after the paratroop attacks it, the paratroop is automatically eliminated. This counts as an attacker step loss for purposes of combat results.

## [20.0] Committing Air Units

Committment markers are used to show air units that have been committed during the current turn. Air units without markers are uncommitted; they can be used for air missions during the current phase, though such use might cause the air unit to become committed. Air units with CC (currently committed) markers became committed during the current phase and can fly missions during the phase. Air units with PC (previously committed) markers became committed during a previous phase; they can fly during the current phase only within the restrictions of rule 20.2.

Carrier-based naval air units can fly during the Offensives phase only in support of units making an amphibious assault, or defensively in support of units which made an amphibious assault earlier in the turn. In any case, carrier-based naval air units are never marked as committed.

**[20.1] When Units Must Be Committed.** Air units are committed immediately before they take off from their bases. It is not necessary to designate, at the start of a phase or step, which units might be committed during that phase or step.

Uncommitted air units flying the following missions during the indicated phases must be committed. A unit can only be committed once per turn.

**Strategic Warfare Phase**. Any air units performing a mission during this phase are marked PC at the conclusion of the phase. (It is not necessary to mark units in the strategic bombing box; their presence in the box indicates that they are PC.)

**Naval and Air Phase.** No units become committed during the Naval and Air phase.

**Friendly Offensive Phase**. Any air unit performing a mission during a friendly land or air offensive is marked CC when it first moves. At the conclusion of the offensive, it is marked PC. A CC unit can fly up to three missions in support of a land offensive (one each during the

Breakthrough, Movement, and Exploitation steps—12.5), but only one mission when committed for an air offensive.

**Enemy Offensive Phase.** An air unit that flies defensive ground support or intercepts enemy air units in defense of land units which were activated for a previous offensive (exception—units stacked with standby units) must be committed.

Air units that provide ground support or intercept CC enemy air units in defense of unactivated (standby) land units need not be committed. (Air units marked PC cannot fly in defense of friendly standby land units; they can only protect activated land units. Also see 20.2.)

If the hex being attacked contains both activated and standby units, both committed and uncommited friendly air units can fly in its defense. The uncommitted air units do not become committed by this mission.

**[20.2] When Committment Status is Unimportant.** An air unit can fly missions under the following conditions without regard to committment status. Both committed and uncommitted units can fly, and uncommitted units do not become committed if they fly.

**Enemy Air Offensive.** All fighter units can fly against enemy air units committed to an air offensive.

**Enemy Offensive Phase**, conditionally: When the enemy player declares land attacks against unoccupied hexes, fortifications, or coastal hexes (by amphibious assault), any friendly air units can fly in defense.

**[20.3] When Previously Committed Units Can Fly.** Units marked PC can fly in the following circumstance:

**Enemy Offensive Phase.** PC air units can fly ground support for friendly land units under attack, if those land units have already been activated. PC air units can also intercept enemy air units that intend to attack activated friendly ground units.

## [21.0] Air Offensives

A player can choose to perform an air offensive instead of a land offensive during his Offensive phase. Air offensives allow land-based air units (only) to be activated to attack enemy air and naval units and installations. Naval air units on land bases can participate in air offensives.

**[21.1] Eligible Units.** Friendly land-based air units that are uncommitted and are not marked out of supply can be committed for an air offensive. Each committed unit can perform one mission during the air offensive.

Units from two or more major powers can participate in a combined air offensive, unless cooperation is prohibited by rule 42.0. Each major partner must spend an offensive (or impromptu offensive) to participate. There is no additional EP cost as when two HQs perform a combined offensive. Air units of minor partners cannot participate in air offensives.

Air units from a nation performing an air offensive can be committed anywhere on the map; there is no command radius restriction (22.1) as in a land offensive.

Enemy fighters, whether committed or uncommitted, can intercept air units flying during an air offensive. Air units are never committed during an enemy air offensive. Air units of enemy minor partners and enemy naval air units can fly defensively during an air offensive.

**[21.2] Air Offensive Procedure.** The procedure for conducting an air offensive is explained in the sequence of play, part 4B.

**[21.3] Movement in Air Offensives.** The rules regarding air movement (13.0) apply to all units moving during an air offensive. Changing base is allowed for actively committed air units that do not attack.

**[21.4] Combat in Air Offensives.** Three types of combat are possible during air offensives: air-to-air combat, air-naval combat, and bombing installations. The first two types follow the same procedures and restrictions that apply during the Naval and Air phase.

Bombing of installations can only occur during an air offensive and is discussed in rule 21.5.

**[21.5] Bombing Installations.** After air-to-air combat is resolved, unaborted bomber units flying in a hex containing an enemy installation can try to destroy that installation. Installations include fortification and airfield markers that are placed on the map (even if uncompleted), permanent fortifications, ports, and any hex that can serve as an airbase (including cities, city resource hexes, and resource hexes).

The attack uses the following procedure:

A. Determine the result needed to destroy all the installations in a hex. This number equals the number of air units that could base in the hex (without overstacking), plus 1 if the hex is fortified. (The maximum, for a city resource hex with an airbase marker and fortification marker, is 4.)

B. The attacking player totals the combat strength of all his surviving, unaborted bomber units in the hex.

C. The attacking player rolls two dice and consults the column on the Bombing Table (on the map) that corresponds to his bombing strength points.

All installations in the hex are destroyed if the result on the table is equal to or greater than the number determined in step A of this procedure. If the result from the table is less than this number, the attack has no effect on the hex. (If the hex contains more than one installation, none are damaged at all.) If the result includes an asterisk (*), the attacking bomber units suffer one step loss (to a unit selected by the owner) due to anti-aircraft fire. The American daylight bonus (2.5) does not apply when bombing installations.

If the installation is destroyed, place a Destroyed Installation marker in the hex. Do not remove an airfield or fortification marker. That hex cannot be used as an airbase, port, or fortification until the installation is repaired. Land units or supply markers within the hex and land movement through the hex are not affected. Attacks against the hex are not affected, except that units there cannot benefit from any fortifications that might have once existed.

Destroyed installations can be repaired during the Construction phase of a seasonal turn for a cost of 2 EPs. A player can attempt, during the Replenishment step of a monthly turn, to repair a destroyed installation (34.4).

*"Hold 'em by the nose while you kick 'em in the pants!"*
*Lt. General George Patton, attributed*

During an Offensive phase, a player activates groups of land units and generals for movement and attack, supporting them by committing air units. Both sides alternate conducting offensives until all players declare they will conduct no more offensives during that monthly turn. Because of this sequence, some turns will have no Offensive phases while others might have a dozen or more.

One member of a partnership conducts an offensive at a time. When he concludes, a member of the opposing partnership conducts an offensive, if any. If partners cannot agree which of their countries will perform the offensive, the player with the most offensives currently listed on the offensives track gets priority.

For example, Germany, Italy, the U.S.S.R., and the U.K. are the active major partners and the Axis has the intiative. Germany or Italy conducts an offensive. Afterward, either the U.S.S.R. or the U.K. has the chance to conduct an offensive.

Combined offensives (23.6) allow players to perform several offensives simultaneously, but all units involved must be activated by headquarters.

## [22.0] Command and Activation

Units must be activated in order to move and/or attack during an offensive. There are four ways a unit can be activated: by an army group headquarters, by a general, as an individual stack, or with a minor country. Only one of these can be used during a given offensive.

Activation is never mandatory; just because a unit could be activated does not mean that it is. A player must specify the units he activates. Units can be activated during steps 1-3 of an Offensive phase, but no later than the end of step 3.

A unit can be activated only once per turn, for one offensive.

Depending on the type of activation being used, a specific number of enemy hexes can be attacked during each step of the offensive.

When a major nation activates units for an offensive, at least half of the land units activated must belong to that major nation. Up to half of the land units can belong to minor nation or major nation partners of the nation paying for the offensive.

**[22.1] Army Group Headquarters.** Most offensives will be activated by HQs, as they can command the largest number of units over the widest area. An HQ can activate units anywhere within its command radius, which is measured in hexes counted outward from the HQ unit. Units activated by an HQ can perform a number of attacks (per step) equal to the HQ's attack rating. Activating an HQ requires one offensive be subtracted from the offensives track, or an impromptu offensive paid for.

The uses of army group HQs are explained in detail under 23.0.

**[22.2] Generals.** Generals can activate all units stacked with or adjacent to the general. Those units can perform one attack per step. Activated units need not remain adjacent to the general as they move; however, the hexes attacked must be adjacent to the general at the time of combat. This type of activation requires one offensive be subtracted from the offensives track or an impromptu offensive paid for.

Generals cannot activate other generals. A general can activate units belonging to a partner if at least half the units activated are of the same nationality as the general.

**[22.3] By Stack.** A single stack of friendly units can be activated for an offensive. The stack can split up as it moves, but activated units can only attack one enemy occupied hex per step. This type of activation requires one offensive be subtracted from the offensives track or an impromptu offensive paid for.

**[22.4] Minor Countries.** The units of a minor country can be activated by a minor country offensive. This requires no offensives track adjustment or impromptu payment (exception—air units of one major partner can be committed for a minor country offensive; this requires the major power to pay for one offensive, though it is still considered a minor country offensive). Units activated for a minor country offensive can attack one enemy stack, during the Combat step only.

A minor country can use one offensive per monthly turn for every home country city resource hex controlled by the country. Every minor country can perform at least two offensives per month, however, even if it has only one city resource hex.

Minor country offensives can take one of two forms:

- The offensive can be used to activate some or all of that country's units that are currently within the original borders of that country. Activated units can leave the country, if desired.
- The offensive can be used to activate one stack of that country's units currently outside the original borders of the country. The stack can split up during movement.

Alternately, the units of a minor country can be activated by offensives of a major partner, subject to rules 22.1-22.3.

**[22.5] Activate/Standby Markers.** These markers are reminders of which units have been activated for offensives and which are available for future offensives or movement during the Movement phase. Use of these markers is not required; however, a unit that was activated for an offensive is considered activated for the turn whether it is marked or not.

A marker should be used whenever the status of a unit is unclear or might be forgotten. For example, a standby marker should be used to mark units that are within the command radius of an activated HQ, but which have not themselves been activated. The markers are also useful for defining the borders of an offensive when several HQs are present on the same front.

**[22.6] Impromptu Offensives.** Impromptu offensives can be used by a major nation that has no offensives remaining on its offensives track but has EPs on its EP track or in economic reserve. The cost of an impromptu offensive is twice the cost of a normal offensive; during a W weather turn it is twice the cost of an offensive purchased in the winter seasonal turn.

An impromptu offensive is conducted like a normal major country offensive. However, an impromptu offensive cannot be part of a combined offensive (23.6) nor does it count toward the determination of initiative.

## [23.0] Army Group Headquarters

A headquarters unit is a special type of land unit. It cannot attack or be attacked, and it is an exception to many rules of land movement. Activated HQs can activate all generals and units within the HQ's command radius (though at least half must be of the same nationality as the HQ). An HQ's command radius is unaffected by enemy units, ZOC, and terrain. A player does not need to trace a "command path" or any such device.

Any unactivated friendly unit within the HQ's radius is eligible for activation.

**[23.1] Placing and Removing HQs.** An HQ in a force pool can be placed on the map during the Construction phase of any seasonal turn. It can be placed on any friendly hex, regardless of supply. It can be placed in enemy ZOC only if it is placed on a friendly unit.

A player can remove one (or more) of his HQs from the map at any time he desires, placing it into his force pool. Headquarters are never eliminated by combat. Their removal might be compelled by rule 23.4.

**[23.2] Moving Headquarters Units.** Activated HQ units can move at two occasions during an Offensive phase—step 1-B and step 3-C. It can move up to three hexes during each of these steps. An HQ is not required to move before activating units.

Headquarters movement is not affected by weather. They can enter any hexes and cross any hexsides that infantry units could. An HQ unit cannot, however, enter a hex in enemy ZOC unless that hex is occupied by a friendly land unit. HQs can move freely from hex to hex in enemy ZOC as long as each hex is occupied by a friendly land unit.

Headquarters can move through enemy-controlled hexes, but they do not make those hexes friendly by their presence; the hexes remain enemy-controlled both while occupied by the HQ and after it has left.

**[23.3] Headquarters in Combat.** An HQ unit is never destroyed by a combat result. If the stack containing an HQ is eliminated, the owning player can move that HQ to the nearest friendly stack that is eligible to hold it (under the restrictions of 23.4).

If an HQ unit that is not stacked with a friendly land unit comes into the ZOC of a moving enemy unit, the player who controls the HQ must move it one hex in any direction that will remove it from enemy ZOC. If this is impossible, or if it would violate 23.4, the HQ must be placed in the force pool. An HQ can withdraw this way every time it is placed in enemy ZOC, even several times in the same step.

**[23.4] Headquarters Intervals.** An HQ unit can never be closer to another friendly HQ than the highest command radius of the two units. For example, two HQs with radii of 2 and 5, respectively, could never be closer together than 5 hexes (4 intervening hexes). This restriction does not apply to HQs separated by at least one all-sea hex or hexside. It does apply to HQs of different countries but the same partnership, e.g., French and British.

If a player discovers two enemy HQs too close together, their owning player must return one of them to the force pool.

**[23.5] Location Restrictions.** Headquarters units designated "Africa," and the U.K. "Middle East" HQ are restricted in placement to the following areas: anywhere from (and including) French Morocco eastward to (and including) Lebanon-Syria, Iraq, and Persia. Middle East HQ, additionally, can be placed in the Iraq land transit box. These HQs cannot be placed on islands or in any territory north of that listed. These HQs can command units outside this restricted area as long as the HQ itself remains inside.

**[23.6] Combined Offensives.** Two or more HQ units can combine to perform offensives simultaneously, for an additional EP cost. Impromptu offensives cannot be combined.

The player conducting the offensive deducts one from his offensives track for each HQ he will activate. He also must pay 2 EPs (from the EP track or economic reserve) for each activated HQ beyond the first one; e.g. a cost of 4 EPs must be paid for a combined offensive involving three HQs.

Members of a partnership can perform combined offensives (see 42.0). This is, in fact, the only way that two or more members of a partnership can conduct offensives simultaneously. The extra EP cost can be paid by any or several participating partners.

Each activated HQ must be within 20 hexes of every other activated HQ. A land offensive cannot combine with an air offensive. Only offensives activated by HQs can combine; offensives by generals, stacks, or minor countries must occur individually.

During a W weather turn, the cost (per extra HQ) of a combined offensive is 4, not 2, for all nations except the Soviet Union. The extra cost is paid regardless of the weather zones occupied by the activated units.

## [24.0] Movement During Offensives

Land units activated for an offensive can move a number of connecting land hexes equal to the movement allowance printed on the units. Each hex costs 1 movement point to enter. A unit's movement allowance can be reduced by weather conditions, by being out of supply, and by the presence of an enemy unit's zone of control (25.0). These rules apply to infantry, armor, and paratroop units that move by land, not by air or sea.

**[24.1] Terrain Effects.** Certain types of terrain impose restrictions on units moving by land:

**Switzerland.** No unit of any sort can enter Switzerland.

**Impassable Hexside.** No land unit can cross an impassable hexside.

**All-Sea Hex.** No land unit can enter an all-sea hex.

**All-Sea Hexside.** No land units can cross an all-sea hexside unless the hexside is bridged by a ferry symbol.

**Coastal Hex.** The effect of a coastal hex depends on the other terrain in the hex.

**Lake Hexside.** Land units cannot cross a lake hexside unless the lake is frozen (1.0).

**All-Lake Hex.** No land unit can enter an all-lake hex, regardless of weather.

**Marsh Hex.** Armor units cannot enter a marsh hex.

**Forest Hex.** Forest hexes weaken the effect of enemy ZOC upon infantry (see 25.2).

**River Hexside.** A river hexside has no effect upon movement.

**Canal Hexside.** A canal hexside has no effect upon land movement.

**Border/Temporary Border Hexside.** A border hexside has no effect upon movement during an Offensive phase. However, units cannot cross a neutral border during the Movement phase.

**Fortress Hexside.** A fortress hexside has no effect on the movement of friendly land units. Enemy units cannot enter a fortified hex through a fortified hexside until the hex is captured.

**Fortification Marker.** A fortification marker has no effect on the movement of friendly units. Enemy units cannot enter the hex until it is captured (and the fortification marker is thereby destroyed).

**Coastal Fortification Marker.** Coastal forts have no effect on the movement of friendly units. If an enemy unit enters the hex by land movement (or the hex is captured in an amphibious assault), the fortification marker is removed.

**Airfield Marker.** An airfield marker has no effect on movement. It becomes

enemy-controlled if an enemy unit moves onto it (however, see 27.6).

**Iraq Transit Box.** U.K. land units in this box can move directly to any friendly map edge hex in Iraq (E5111-4808) during the Movement phase, or if activated for an offensive, at a cost of 1 movement point. Land units in the box are in range of any HQ also in the box or anywhere in Iraq. Likewise, if the Middle East HQ is in the box, it can activate units anywhere in Iraq, but not beyond. An air unit in the box can change base to any airbase in Iraq as the first hop of its base change. The U.K. player can trace supply to a friendly map edge hex in Iraq if he has a supply marker in the box.

**[24.2] Stacking.** Land units can stack with other units of the same or partner nationalities, subject to the following stacking limits:

City resource hex: 3 land units
Other land hex: 2 land units

The limit for a stack made up entirely of Soviet units is increased by one for each type of hex, to 4 and 3 units, respectively.

Paratroops, generals, headquarters, air and naval units, and all types of markers do not count against land stacking limits.

Stacking limits are in effect at the end of every Step during a seasonal or monthly turn. If stacking limits are exceeded at the end of a step, the owning player must eliminate enough units to bring the stack down to legal size. Even when overstacked during a phase, only as many units as can legally stack in a hex can attack out of it.

**[24.3] Headquarters and Generals.** Movement of HQ units is detailed under 23.2. Generals cannot move during offensives, except to accompany land units that they are stacked with. A general stacked with a land unit can switch to another land unit if the two counters are ever stacked together, even if one unit simply passes through or ceases moving in the hex containing the other unit.

**[24.4] Control Of Hexes.** Each land hex (including coastal) is either friendly, enemy-controlled, or neutral, with respect to each partnership. Hexes begin the game friendly to the major power controlling them, with minor country hexes neutral. Control of hexes is important for rail movement, supply, debarking of transport missions, and use of installations.

When a land unit (other than a headquarters) enters an enemy-controlled hex, that hex becomes friendly. The hex remains friendly to the last player whose land unit moved through it (exceptions—conquest may change this, 40.0, as may the establishment of a front, 24.5).

Control markers (Axis and Allied) are included with the game. They can be used to show control of hexes in cases when a front is not clearly defineable; in most cases the markers are not necessary.

**[24.5] Defining a Front.** Anytime during his own Offensive or Movement phase when a player can demonstrate a front, all hexes behind that front become friendly to him, within the following restrictions:

A front is a continuous line of friendly units and ZOCs that divide friendly supply sources from all enemy land units and airbases. The front itself is that row of hexes that is in friendly ZOC, or is occupied by friendly units that don't extend ZOC ahead of them, but is also adjacent to enemy-controlled or neutral hexes.

The hexes that form the front itself do not change control, but hexes behind it (i.e., are closer to friendly supply sources) become controlled by the player demonstrating the front.

There are three exceptions to this.

- Hexes occupied by enemy units and vacant hexes in enemy ZOC do not change hands simply because a front is established.
- Airbase hexes (cities, resource hexes, and airbase markers) and fortifications never change hands because a front is established; these hexes must be physically occupied by a friendly unit or be in a country that is conquered to become friendly.
- Enemy units behind the front do not necessarily negate it, but they do limit its extent. If all such units are surrounded by opposing units or ZOCs, they form a mini-front behind the enemy lines. Any vacant hex behind the front that is not cut off from an enemy-controlled hex by opposing units or ZOC remains enemy controlled. Note that if an enemy airbase hex remains behind the front, large portions of territory may remain under enemy control.

## [25.0] Zones of Control (ZOC)

The ZOC of an infantry or armor unit extends into the six hexes surrounding the unit, subject to several restrictions. Zones of control can impede the movement of enemy units and prevent enemy units from tracing supply lines.

**[25.1] Limitations on ZOC.** A land unit projects ZOC into an adjacent hex unless one of the following provisions applies:

- A unit's ZOC never extends into a hex the unit could not enter, or across a hexside the unit could not cross (see 24.1).
- A friendly unit's ZOC never extends across an enemy fortress hexside or into a hex containing an enemy fortification marker (except coastal fortifications).
- Paratroops, headquarters units, generals, markers, and naval and air units do not have ZOCs.
- Land units carried by naval or air transport lose their ZOC when they embark on the transport. It returns as soon as the units debark.

**[25.2] Effect of ZOC on Infantry Movement.** An infantry unit must stop moving when it enters a hex in enemy ZOC. If it begins a phase in enemy ZOC, it can leave that hex and move normally as long as the first hex it enters is not in enemy ZOC.

Exception—if an infantry unit enters or begins moving in a forest hex in enemy ZOC, it can move to one adjacent forest hex that is also in enemy ZOC (movement allowance permitting). It must cease moving in the second forest/ZOC hex. If a frozen lake hexside separates the two forest hexes, this sort of ZOC slip is not allowed; the second forest hex is considered clear terrain if it is across a frozen lake hexside.

**[25.3] Effect of ZOC on Armor Movement.** An armor unit that enters enemy ZOC while moving can move one additional hex, even if the additional hex is also in enemy ZOC.

An armor unit that begins movement in an enemy ZOC can move normally if it moves first into a hex not in enemy ZOC. It can move one hex if it moves into another hex in enemy ZOC.

**[25.4] Effect of ZOC on Headquarters Units.** The effect of ZOC on headquarters movement is detailed in 23.2.

## [26.0] Land Combat

All land units activated for an offensive can attack during that offensive. Attacking units must be adjacent to the enemy hex being attacked (exceptions—units making amphibious assaults or paradrops occupy the hex they are attacking). The number of enemy hexes that can be attacked (per step of the offensive) is limited by the type of offensive performed. Friendly units in

several different hexes can combine to attack a single enemy hex.

Attacks are made against hexes containing enemy land units or fortifications. An amphibious assault must still attack, even if no enemy units occupy the intended landing hex.

**[26.1] Combat Procedure.** The attack sequence indicates when land combat is resolved (during step F of that sequence). Use this procedure for each land attack:

A. Total the strength points of all attacking land units. Add strength points contributed by generals, bombers, or naval bombardment.

B. Total the strength points of all defending units in the same way as A, above, also adding strength points for fortifications, if the defender's hex is fortified.

C. Divide the attacker's strength points by the defender's, rounding the odds in the defender's favor, to reach one of the ratios on the Combat Results table (example—10 points attacking 4 points becomes a 2:1 attack). Odds worse than 1:3 are treated as 1:3; odds better than 6:1 are treated as 6:1. Odds of 5:1 are treated as 4:1.

D. The attacker rolls 1 die, adding all die modifiers that apply. He finds the modified result on the appropriate column of the Combat Results table.

E. Implement the result immediately. If both sides are affected, the attacker's losses take effect first.

**[26.2] Strength Points.** Attackers and defenders gain strength points for the following conditions:

**Land Units.** Each attacking or defending unit contributes the number of strength points printed on the counter.

**Permanent Fortifications.** Land units defending in these hexes have their strength point total doubled, if all attacking units attack across fortified hexsides. If the fort is unoccupied by land units, it has a combat strength of 2. If any enemy unit attacks across an unfortified hexside, the fortification provides no combat benefit to the units inside.

**Fortification Markers.** Units defending in these hexes add 2 to their strength point total. If the fort is unoccuped, it has a combat strength of 2.

NOTE: The above three conditions form the basic attacking or defending strength. The following types of strength points are added to this base, but can never exceed it; i.e., the final strength point total of an attacking or defending force can never be more than twice its basic strength.

**Bomber Units.** Unaborted attacking and defending bomber units over the defender's hex contribute strength points per rule 17.3.

**Generals.** Add the strength of a general's combat rating to one land unit of the same nationality stacked with the general. Only one general can contribute strength to a single stack of units, and he can only do so if the stack contains at least one unit of the general's own nationality.

**Naval Bombardment.** When the defender occupies a coastal hex, naval units in the hex can contribute 1 strength point for every 4 points of gunnery in the naval stack. The gunnery ratings of all friendly naval units in the hex are added together and divided by 4, fractions rounded down. Both friendly and enemy units in the same hex can contribute strength points; however, naval units that have withdrawn from naval combat (9.6) cannot. Also, a ship can contribute its gunnery to only one land offensive per turn (though this may involve more than one land attack). It can contribute its gunnery to any number of defenses.

**Coastal Hex Defenses.** A coastal hex occupied by defending land units defends normally. If no enemy land units occupy the hex, and it is the target of an amphibious assault, it defends with an intrinsic strength:

- If the coastal hex is not in the ZOC of an enemy land unit, it has an intrinsic strength of 1. If it is in the ZOC of any enemy land units, its intrinsic strength is half the strength point total of all enemy units exerting ZOC into the hex (all adjacent enemy strengths are totaled and then halved, rounding fractions up). The intrinsic strength can be increased (to double, maximum) by bombers or naval bombardment.

- A coastal hex with a fortification marker (either coastal or standard fort) adds 2 points for the marker to its intrinsic defense (before doubling for bombers and naval units is calculated).

**[26.3] Combat Restrictions.** Attacking units must be activated in order to attack. Infantry units activated by HQs must be within the command radius of the HQ when they attack. Units are never required to attack (exception—28.4).

An attacking unit can cancel an announced attack at any point before the actual die roll (exception—once a paratroop unit paradrops into an enemy-occupied hex, it must attack).

All units in a hex must be attacked together, as a single combat strength. A single attack is always directed at a single defending hex, regardless of the number of attacking units and the number of hexes they occupy. All units in an attacking stack need not attack. Units in a stack can attack different enemy hexes (if more than one hex can be attacked in this offensive), but each target hex must be identified during step C of the attack sequence.

The same defending hex can be attacked only once per step, but possibly several times during a phase or turn.

If units are overstacked in an attacking or defending hex, only as many units as could legally stack in the hex can participate in the combat. The owning player chooses which units are involved.

**[26.4] Combat Die Roll Modifiers.** All modifiers to the combat die roll are cumulative. They are summarized on the map beside the Combat Results table.

**Air Superiority.** +1 or −1, as specified in 17.2.

**Weather.** If M weather conditions exist in the defender's hex, a −1 die modifier applies.

**Paratroops.** If a paratroop unit dropped into the hex as part of this combat without becoming depleted, a +1 modifer applies.

**Blitzkrieg Bonus.** If Germany is entitled to this bonus (40.0), German attacks get a +1 modifier.

**Supply Status.** If the defending hex cannot trace a supply line at the moment of combat, apply a +1 modifier. If any attacking units cannot trace a supply line, a −2 modifier applies (exceptions—per 32.7, 33.6, may not apply to attacking armor, and/or units performing an amphibious assault during the current turn).

**Terrain.** These types of terrain can impose die roll penalties on the attacker:

- Rivers. If all attacking units must attack across river hexsides, a −2 modifier applies (−1 if the river is frozen). Paratroops dropping across the river do not negate this river modifier, nor do units making an amphibious assault unless one-half or more of the attacking land strength points are in the amphibious assault.

- Ferry Crossing/Canal Hexsides. These obstacles are treated as rivers.
- Rough Terrain. If the defender occupies a rough terrain hex, apply a −1 modifier.
- Coastal hex (defending against amphibious assault). If at least half the land strength points attacking a coastal hex are making an amphibious assault, a −3 modifier applies.

**[26.5] Armor Reaction Attack.** Any time during an enemy Offensive phase that an enemy unit or stack vacates a hex in the ZOC of a friendly armor unit, that armor unit can attack the enemy unit(s) before it moves. If only part of an enemy stack leaves the hex, no armor reaction attack is allowed.

Exception—enemy units in retreat are never subject to armored reaction attack. Enemy units performing any voluntary movement, including advance after combat, breakthrough, or exploitation movement, can be attacked.

Air units, naval bombardment, and paratroops cannot be used for this attack. The effects of generals, terrain, weather, and supply are still calculated. Armor can attack regardless of whether it has been activated previously.

Results of an armor reaction attack are implemented immediately. If the defending unit retreats, it can move no farther after it concludes its retreat. If the attacking armor forced the enemy to retreat, the armor can advance after combat into the vacated hex and other friendly units can advance to occupy hexes vacated by advancing armor (27.4). Assume that all friendly units are currently activated for purposes of advance after combat.

## [27.0] Land Combat Effects

Every time a combat die roll is made, one or more units will be affected. Specific results on the Combat Results table (CRT) and their effects are explained here.

**[27.1] Combat Results.** The results listed on the CRT have the following effects. If several effects are listed (e.g., D2x), they all take effect, with the attacker implementing his results first. All results on the CRT affect land units only.

x = The attacker loses one step (27.2) from one attacking unit of his choice.

xx = The attacker loses two steps (27.2) from any attacking unit or units of his choice.

D1 = The defender must lose one step from the defending stack, or retreat that stack one hex.

D2 (or D3) = The defender must lose two (or three) steps, or retreat the defending stack two (or three) hexes; or a combination of step losses and retreats equaling two (or three). One step loss from one unit is equivalent to retreating the entire stack one hex.

(D2) = The defender must retreat all units two hexes; step losses cannot be used to satisfy this result. If the defending units cannot retreat the full two hexes, they are eliminated instead. Exception—If this result is gained against any type of enemy fortification, the result is treated as "x" instead—an attacker step loss.

AE = All attacking units are eliminated.

DE = All defending units are eliminated.

**[27.2] Implementing Step Losses.** A step loss is indicated by flipping a unit over to its reduced strength (back) side; or by removing a unit that has already suffered a step loss. Some units (those with blank backs, paratroops) must be removed if they suffer a single step loss.

Eliminated land units are placed in the owning player's force pool. If they belong to a minor country, they go into the force pool of the major nation partner of that minor nation. Infantry units destroyed within the borders of their home country can be placed in the replenishment box instead (27.7).

**[27.3] Retreats.** Retreats are conducted by the defending player. A stack of retreating units can split up, retreating in different directions. Units that cannot fulfill all retreat requirements are eliminated.

- Units cannot retreat through enemy ZOC, unless the ZOC hex is forest terrain or is occupied by a friendly land unit or fortification.
- The unit must always retreat away from the combat hex; e.g. after a three hex retreat it must be three hexes away.
- The unit must retreat to a hex that is closer to its supply source than the combat hex. Designate any supply source before counting. This condition does not apply if the unit is out of supply at the moment of combat; however, if the unit can retreat to a hex that is in supply, it must do so.
- A unit cannot retreat into a hex it cannot enter nor across a hexside it cannot cross.
- If possible, the unit must retreat through hexes that are not adjacent to enemy units. The unit is not required to do so if it would cause him to take a step loss that could otherwise be avoided.

A retreating unit can end its retreat stacked with friendly units; it cannot, however, end its retreat overstacked. If this would be the case, the unit retreats one (or more) additional hexes, still abiding by the above conditions.

If a retreating unit stacks with friendly units, it cannot add its strength to the defense of that hex if that hex is attacked during the same step that the unit retreated, nor can it be depleted to satisfy defender step losses in that hex, unless all other defending units are eliminated. If the defending stack retreats or is eliminated (by a DE result or a (D2) result with no retreat route), the previously-retreated unit abides by that same result.

**[27.4] Advance After Combat.** If the defending hex is vacated by elimination or retreat, attacking units can advance after combat. If the defending hex is already vacant (occupied only by an intrinsic defense) any result affecting the defender (from D1x on up) allows the attacker to advance after combat.

Defending units never advance after combat.

Stacking limits are enforced for units advancing after combat (as usual, at the end of the current step). Enemy ZOC has no effect on the advance (however, see 26.5).

Friendly units that are not attacking a different enemy hex, that do not advance into the defender's hex, and are activated for this offensive can perform a secondary advance. These units move into the hexes exited by the initial advancing units. Other activated units can move into hexes left by secondary advance, and so forth. An entire stack can perform secondary advance if it is not in enemy ZOC. If it is in ZOC, it must leave at least one unit behind as it advances; it can still advance from ZOC to ZOC. Lone units in enemy ZOC cannot perform secondary advance.

Secondary advance after combat can be performed during the Exploitation step (but not the Breakthrough step) by activated infantry, even though infantry cannot move or attack during the Exploitation step. Secondary advance

can also be employed following armor reaction attack (26.5).

**[27.5] Eliminating Generals.** Generals are not affected by combat results unless every unit stacked with the general is eliminated. In this case, roll a die: on a 1-2, the general is permanently eliminated from the game. On a 3-6, place the general in the force pool. The counter can be returned to play during the Construction phase of any seasonal turn.

**[27.6] Combat Effects Against Installations.** Installation markers in the defender's hex are destroyed if all defending units retreat or are eliminated. Installations marked on the map (ports, cities, permanent forts) are captured by the attacker.

These destroyed installations can be repaired by the capturing player according to the conditions of cases 34.4 and 37.5.

**[27.7] Replenishment Box.** Infantry units eliminated within their home country are not placed in the force pool when removed from the map (exception—if marked out of supply, an infantry unit goes immediately to the force pool; it is not placed in the replenishment box).

During the End phase, some of these units may be eligible to return to the map (34.0). Any units in the box during the End phase that are not replenished must be moved to the force pool at that time.

## [28.0] Armor Breakthrough

Breakthrough attacks and movement occur during step 2 of an Offensive phase. Activated armor units are the only land units that can participate (exception—paratroops can participate, by paradrop only). The participation of a general stacked with the armor unit greatly increases the effectiveness of a breakthrough.

Only one stack of armor can be activated for a given breakthrough attack. The armor units must begin the step stacked together and must remain together until the breakthrough attack is resolved.

**[28.1] Pre-attack Movement.** An armor unit can move no more than two hexes before making a breakthrough attack (one hex if it moves directly from enemy ZOC to ZOC).

**[28.2] Attack Procedure.** Use the attack sequence (4A in the sequence of play) to resolve breakthrough attacks. All normal combat rules apply.

**[28.3] Breakthrough Movement.** Armor units (but not paratroops) that advance after combat following a breakthrough attack are entitled to perform breakthrough movement. This movement must be made immediately following advance after combat.

If no general is stacked with the armor unit, it can move one hex. Enemy ZOC has no effect on this movement.

If a general is stacked with the armor unit, the unit and general can move a number of hexes equal to the general's exploitation rating. Enemy ZOC affects this move as it would an armor unit performing normal movement (25.3).

Regardless of the general's rating, out of supply armor can move only one hex. In winter weather, armor can move no more than three hexes.

Armor units do not have to remain stacked together during breakthrough movement. A stack can split up, with units going different directions. All units can move to the limits of the general's exploitation rating even if they do not stay stacked with him.

**[28.4] Restrictions.** Land units that perform breakthroughs cannot also participate in the Exploitation step of the same Offensive phase.

If the defender's hex is not vacated as a result of the breakthrough attack, or the breakthrough attack is cancelled before rolling the die, surviving attacking armor units must repeat the attack (perhaps with other friendly units helping) during the Combat step of this offensive.

Units in hexes affected by mud condition cannot be activated for breakthrough, nor can mud hexes be attacked or entered during breakthrough.

A player can only perform one breakthrough per offensive, unless 28.6 applies.

No friendly infantry units can move or perform advance after combat during the Breakthrough step.

A unit that performs a breakthrough cannot move during step 3 of the current Offensive phase. However, it can attack again during step 4.

**[28.5] Generals.** If a general participates, flip the general's counter to its back after the Breakthrough step, to indicate that the general unit cannot perform exploitation.

**[28.6] Multiple Breakthroughs.** An offensive initiated by an HQ can activate as many armor stacks for breakthroughs as the HQ's attack rating. Each breakthrough's pre-attack move, attack, and breakthrough movement is concluded before another breakthrough begins. Armor units in the same stack can be activated seperately, performing different breakthroughs. Note, however, that a given hex can only be attacked once per step (26.3).

**[28.7] Paratroops.** Paratroops that aid a breakthrough are eliminated if the attack does not vacate the defender's hex. Paratroops that survive must remain in the defender's hex for the remainder of the turn (except to retreat, if necessary) and can participate in no further attacks. They defend normally.

If a breakthrough attack calls for attacker step losses, a participating paratroop unit can be eliminated to satisfy one step loss.

## [29.0] Exploitation

Exploitation movement and attacks occur during step 5 of an Offensive phase. Activated armor units stacked with generals are the only land units that can participate (exception—paratroops can participate, by paradrop only). Armor and generals cannot participate in exploitation if they moved or attacked during step 2 (the breakthrough step).

**[29.1] Exploitation Eligibility.** After step 4, Combat, is concluded during an offensive, exploitation can occur if all of the following conditions apply:

- an activated armor unit and general were eligible to advance after combat during step 4.
- the armor and general did not perform a breakthrough.
- there are no adverse weather conditions (W or M) in the hex occupied by the armor and general.

The armor unit(s) and general must begin step 5 stacked together; they need not have stacked together before this.

**[29.2] Exploitation Procedure.** Eligible armor units can move a number of hexes equal to the general's exploitation allowance. As during breakthrough, several armor units in a stack can split up, going in different directions. All exploitation movement is performed before any exploitation attacks are announced or resolved.

Exploiting stacks of armor can combine to attack a single enemy hex, if desired. Exploitation combat is performed like normal combat. Advance after combat is allowed normally.

**[29.3] Restrictions.** The same restrictions (for supply and winter weather) that apply to breakthrough movement (28.3) also apply to exploitation movement.

The number of attacks that can be made during an Exploitation step equals the attack rating of the activated HQ (if any), or one. More than this number of generals can perform exploitation, but they cannot attack more than the specified number of hexes. A unit that uses exploitation movement is not required to attack; such combat is an option.

Infantry cannot move or attack during exploitation. Infantry can perform secondary advance after combat during this step, if they fulfill the standard requirements (27.4).

**[29.4] Paratroops.** The provisions of 28.7 apply during the Exploitation step.

*"The roads that were nice and red and thick on the map turned out to be tracks."*

*Field Marshall Gerd von Rundstedt, Nov. 1941*

# PART 7: MOVEMENT PHASE

During the Movement phase, land units, generals, and headquarters that were not activated for an offensive during the current turn can perform land movement. Nations can use rail capacity to move units long distances, and units embarked on STPs in ports can debark.

## [30.0] Moving Land Units

The rules that apply to movement of land units during offensives also apply during the Movement phase. Units are not activated during the Movement phase; all unactivated units are eligible to move.

**[30.1] Movement Allowances.** Infantry and armor units can move their full movement allowances, subject to rules 30.2- 30.5. Paratroops moving on the ground move as infantry.

Generals and HQs have movement allowances of five hexes and are not affected by terrain or weather. They can only enter a hex in enemy ZOC if that hex is occupied by a friendly unit; they must cease movement immediately upon entering enemy ZOC.

**[30.2] Terrain Effects.** All provisions of 24.1 apply. Note that during a Movement phase units cannot cross a neutral border.

**[30.3] Zones of Control.** All provisions of 25.2 and 25.3 apply.

**[30.4] Weather Effects.** Weather conditions established during the Weather phase (1.0) apply during the entire turn, including the Movement phase.

**[30.5] Naval Transport.** Transported land and air units can debark during the Movement phase, subject to 10.5.

**[30.6] Control of Hexes.** Control of hexes changes with the movement of units, as during the Offensive phase (24.4).

## [31.0] Rail Movement

A country's rail capacity represents the number of land units it can move by rail and other transit during each monthly turn. Each major nation's rail capacity is printed on the map. Rail capacity can be used to transfer unactivated units only. Those units can belong to the major country contributing the rail point or to any of its partners.

**[31.1] Eligible Units.** Infantry, armor, paratroops, and headquarters units can be transported by rail. A point of rail capacity is required for each unit moved (exception—a general or HQ stacked with a unit that moves by rail can ride along without requiring a rail point).

**[31.2] Rail Movement Procedure.** The moving player picks up the unit from its location at the start of the Movement phase and traces a path of hexes to its destination, placing the unit there.

A unit moving by rail must take the shortest route (or one of the shortest, if several paths of equal length are possible) between its departing and destination hexes, and must pass through at least one hex of the country whose rail capacity is being employed.

Subject to the restrictions below, the path of rail movement can be of any length; there is no maximum movement allowance for units moving by rail.

**[31.3] Restrictions on Rail Movement**

- A unit activated during an Offensive phase cannot move by rail during the same turn.
- A unit that was moved by air this turn cannot use rail movement.
- A unit cannot use rail movement if it starts the movement phase in enemy ZOC.
- A unit's rail movement must end as soon as it enters a hex in enemy ZOC.
- A unit moving by rail can pass through friendly-controlled hexes (24.4) only.
- Rail movement cannot be used to cross the following types of terrain: impassable hexsides, lake hexsides, or all sea hexes or hexsides. Rail movement can cross ferry hexsides.

**[31.4] Egyptian Rail Capacity.** The U.K. player is allowed one rail point for Egypt, unless Cairo has been captured by the Axis. The unit tranported must pass through at least one hex of Egypt.

**[31.5] Middle East Rail Restriction.** No country can use more than one rail point per turn to move a unit into, out of, or through Asiatic Turkey and/or Persia.

**[31.6] Effects of Conquest.** A country with a rail capacity retains its full capacity until it is conquered (exception—Soviet Union). When a country is conquered, its rail cap is lost and cannot be used by the conqueror. The conquering nation can still use its own rail capacity to move units into and out of the conquered country. The rail capacity is not restored if the country is later liberated.

The Soviet Union's rail capacity is reduced if key cities are captured by the Axis. These cities and the rail points they contribute are noted on the map and listed below.

| | |
|---|---|
| Minsk | 1 point |
| Moscow* | 2 points |
| Kazan | 1 point |

* These two points are lost only when the Axis controls all eight resource hexes connected to Moscow.

# PART 8: SUPPLY AND REPLENISHMENT

*"In the last war I drained the fuel out of three-fourths of my tanks to keep the other fourth going. You can do the same thing!"*

*Lt. General George Patton, attributed.*

The supply status of units is checked during the Supply step of the End phase for all land and air units. Supply is also determined for units before they begin moving and at the moment they participate in combat.

During the Replenishment step players can sometimes replace eliminated infantry units, repair depleted air units, and repair destroyed installations.

## [32.0] Tracing Supply

Supply for every land and air unit on the map originates in any friendly city resource hex of the home country. For a unit to be in supply, the player must be able to trace a path of passable hexes from a supply source to the unit. Sometimes supply lines can use STPs to carry supply across coastal and sea spaces, or ATPs to carry supply through the air; these are covered in 32.4, .5, and .6.

**[32.1] Supply Sources.** Each friendly city resource hex in a country can provide supply for all of that country's units that trace a supply line to it (exception—32.8). Units can also use supply and air supply markers as supply sources within the limitations of 32.4-32.6.

City resource hexes in colonies (Beirut, Algiers, Cairo, Mosul, and Durazzo) are supply sources for all units of the colonial major country. The U.S.S.R. can use Riga as a supply source, subject to 43.2.

The Capetown, India, and Canada boxes are supply sources for the U.K. player. The U.S. box is a supply source for U.S. and U.K. units after the U.S. enters the war.

A permanent fortification provides supply for one friendly unit in the hex. This capability is lost once the permanent fort is captured.

City resource hexes that have been captured by the enemy cannot be used as supply sources. However, if they are subsequently recaptured by the orginal country or its partners, they again serve as supply sources.

An enemy unit moving adjacent to a supply source may jeopardize its status (see 32.8).

**[32.2] Supply Sources for U.S. Units.** American units can trace supply to any British supply source or to the U.S. box.

**[32.3] Overland Supply Lines.** Supply can be traced from a supply source to a unit through a line of friendly land and coastal hexes of any length. The hexes in the line must be free of enemy units and enemy ZOC, though supply can be traced through a hex in enemy ZOC if it is occupied by a friendly unit. The line cannot cross impassable hexsides, and all hexes of the supply line must be friendly to the player tracing supply.

**[32.4] Supply Markers.** Supply markers serve as portable supply sources. They are created at any time during the Naval and Air phase expressly for naval and air transport; a marker cannot be created in a hex that does not contain an STP or ATP. Immediately upon its creation the marker must be loaded aboard sea or air transport and moved to a port or airbase that does not have a land supply line to a city resource hex supply source.

Exception—Supply markers are also created (and need not be transported) when a city resource hex becomes isolated (32.8). This is the only time supply markers can be created without transporting them immediately after.

Supply markers are free; a player can have as many as he can transport.

A player can remove his own, unwanted supply markers from the map at any time.

A supply marker can provide supply for up to four units during a turn. An air supply marker can supply one unit.

Only one supply marker can be placed on a minor port. Two can be placed on a city resource minor port, three in a major port, and four in a city resource major port.

One air supply marker can be placed in a hex for each airbase there.

Sea and air supply markers do not interfere with each other. A city resource minor port, for example, could hold two supply markers and two air supply markers.

If the enemy takes control of a hex that contains a supply marker, they also get control of the supply marker. A player can voluntarily destroy any of his supply markers that are on the map during the Supply phase.

Once a unit is designated as receiving supply from a marker, that unit counts toward the marker's capacity. If that unit is later destroyed or surrounded, (and the marker's capacity in units has been filled) another unit cannot be supplied from that marker.

Supply markers are consumed during the Supply step. Any marker that provides supply to any unit that turn must be removed from the map. Supply markers that provided no supply that turn do not need to be removed. Players are not required to send supply from markers to units; they can place units out of supply in order to conserve markers.

**[32.5] Sea Supply.** A player can embark supply markers on STPs in any port that has a land supply line to a supply source.

A supply marker can be used to create another supply marker, but doing so consumes the first marker. For example, if the British player has a supply marker in Brest, an STP in Marseilles, and a land supply line between the two ports, the marker in Brest can be converted to a marker in Marseilles and loaded aboard the transport. Air supply markers can never be converted to supply markers.

One STP (or DD/CL combination) can carry one marker.

An STP carrying a supply marker cannot enter a port if that port already contains its maximum capacity of supply markers, regardless of whether those markers are debarked or still aboard transports.

**[32.6] Air Supply.** One ATP can carry an air supply marker to an airbase within 12 hexes of the ATP's base. The ATP's base must have a land supply line to a source. This source can be a supply marker (but not an air supply marker). The air supply marker is transported during the friendly Air Movement step of the Naval and Air phase. After landing the air supply marker, the ATP can return to its original base hex.

**[32.7] Supplying Amphibious Assaults.** Units making an amphibious assault are automatically in supply for the remainder of that turn. They are not marked out of supply at the end of the turn. They must trace a line to a supply source or supply marker on all subsequent turns.

**[32.8] Isolated Supply Sources.** A minor country supply source remains a supply source until it is captured. A supply source in a major country, however, must be able to trace a supply line to another supply source in the same country (as if the original source was a unit). If it cannot do so, the supply source is isolated (exception—if all supply sources in the country would be isolated, then they all function normally).

Check to see if a supply source is isolated at the end of the Supply step. If it is, the owning player rolls a die. That is

the number of supply markers placed in the hex. (This is an exception to the stacking limit for markers, 32.4.) Use normal supply markers; each marker can supply four units for a turn.

The isolated supply source cannot be used as a supply source. The markers in it can be, however. Players can keep units supplied by expending markers. The markers cannot be considered supply sources for purposes of placing new units; those units must trace supply lines to permanent supply sources.

If the supply source reestablishes its own supply line to another supply source, it functions normally again and any supply markers remaining in it are removed.

## [33.0] Unsupplied Units

A land unit that cannot trace a supply line at the moment it begins to move, attack, or is attacked, suffers the "out of supply" penalties to movement and combat (exception— units in cities). A unit that is marked out of supply also suffers these penalties, and can become depleted or eliminated unless a supply line is restored.

A unit occupying a city suffers no ill effect from being out of supply unless it is marked out of supply, which only happens during the Supply phase.

Lack of supply has different effects on air and naval units, as explained below.

**[33.1] Movement Effects.** The following effects apply to land units that cannot trace a supply line when they start to move, whether in the Movement phase or an Offensive phase.

- The movement allowance of infantry and paratroop units is reduced to two (2), or one (1) in mud or winter weather conditions.

- The movement allowance of armor units is reduced to one (1). This limit also applies during pre-breakthrough, breakthrough, and exploitation movement. The unit's movement allowance cannot be exceeded, regardless of the general's exploitation rating. An armor unit that restores supply by moving is considered to be in supply immediately, but cannot move any farther that step.

**[33.2] Combat Effects.** If any attacking unit cannot trace a supply line at the instant it attacks, a −2 die modifier applies to the combat roll. If the defending stack cannot trace a supply line at the moment of combat, or any defending unit is marked out of supply, a +1 die modifier applies to the combat roll.

**[33.3] Using Out of Supply Markers.** Any land or air unit that cannot trace a supply line during the Supply step of a turn is placed under an out of supply marker. This applies to units that cannot trace for any reason, whether it is a lack of STPs or port capacity, or being surrounded by enemy units.

Multiple units in a single stack can have different supply states. Supply markers or permanent fortifications may supply some land or air units in a stack, while other units are placed out of supply (under the out of supply marker).

If insufficient supply markers forces a player to choose some units in an area to be placed out of supply, he can select any friendly units in that area. If supply is still not sufficient on the next turn, he can place different units out of supply and restore supply to those units first marked and thereby avoid having to deplete any units.

**[33.4] Restoring Supply.** An out of supply marker is removed immediately whenever a unit is able to trace a supply line to a permanent supply source, regardless of the phase. If it is placed out of supply later that same turn, it is not marked again until the End phase.

An out of supply marker can be removed from a unit that traces a supply line to a supply marker, if that unit is activated for an offensive or that unit is attacked, and can trace a line of supply at that moment. Supply marker capacity still applies, however; a supply marker can restore supply to four units per turn; air supply to one. Once a marker has expended its capacity, it cannot be used to supply other friendly units.

**[33.5] Depleting Unsupplied Units.** If a land unit that already has an out of supply marker on it at the beginning of the Supply step is still out of supply, it must be depleted. If it is already depleted or it is only a single-step unit, it is eliminated and returned to the owning player's force pool. This reduction occurs each turn, until the unit is eliminated or restored to supply.

If a stack of units is eliminated for lack of supply, any generals and HQs on those units are returned to the force pool and can be placed on the map during any subsequent seasonal turn.

**[33.6] Armor Exception.** An armor unit that is in supply when it is activated at the start of an Offensive phase remains in supply for the duration of that Offensive phase. After that offensive, all normal supply rules apply.

**[33.7] Air Units Out of Supply.** An air unit suffers no ill effect from lack of supply unless it is marked out of supply.

If marked, an air unit can only fly missions in its base hex, or any adjacent hex, during an Offensive phase or End phase. During a Naval and Air phase, it can fly a mission in its own or an adjacent hex, or it can change base to any friendly airbase within twice the unit's range. It cannot change base three times as in a standard base changing mission; it is allowed only one hop. Unlike land units, air units are never depleted from lack of supply.

**[33.8] Naval Units Out of Supply.** Naval units do not trace supply during the Supply step. However, naval units that do not return to port during the End phase and are not maintained at sea by an EP expenditure (7.6) are marked with an out of supply marker (unless they are performing strategic warfare).

Naval units that are marked out of supply must move toward the closest (in movement points) friendly port during each subsequent Naval Movement step. They cannot deviate from the most direct path to this port. These units cannot intercept enemy naval units (or air units, with naval air units) as long as they are marked. They fight normally if intercepted by the enemy.

Out of supply markers are removed from naval units at the end of the phase in which the naval units enter a friendly port.

## [34.0] Replenishment

During step 3 of the End phase, players may be eligible to replace lost infantry units, repair air units that have lost a step, or rebuild damaged installations, within the following limitations.

**[34.1] Home Country Infantry Reinforcements.** Infantry units in the replenishment box can be rebuilt by the owning player. The cost is normal for infantry (exception—34.2) and can be paid from economic reserve or the EP track. These units must be placed within the home country, on a hex that is in supply and is not in enemy ZOC (exception—if all home country hexes are in enemy ZOC, the unit can be placed in a ZOC hex as long as it is in supply).

Units that have been reduced one step, but not eliminated, cannot be rebuilt during the End phase. Any units in the replenishment box that are not rebuilt must be returned to the force pool. Major nation EPs cannot be used to rebuild minor country partner units; however, see 34.2.

**[34.2] Free Reinforcements.** In the following circumstances, infantry in the replenishment box can be rebuilt for no EP cost:

**Minor Countries.** Each unconquered minor country can rebuild one of its units from the Replenishment box per home country city resource hex not captured by an invader in each Replenishment step.

**Soviet Union.** If the U.S.S.R. has less than 15 EPs on the EP track (not counting economic reserve), it can still rebuild three infantry units from the replenishment box. It must spend all of its non-reserve EPs (if any remain) to do so. The three units are rebuilt and placed normally.

If the Soviet Union has at least 15 EPs at the start of the Replenishment step, it gets no free rebuilds.

The Soviet Union need not ever use economic reserve EPs to rebuild infantry, although it can. It can retain its economic reserve, however, and still receive its three free rebuilds.

**Germany.** Germany can rebuild two of its 4-2 infantry units, if those units are in the replenishment box. There is no cost for these rebuilds, even if Germany can pay for them. Germany can rebuild more than these two units, but all additional units must be paid for normally.

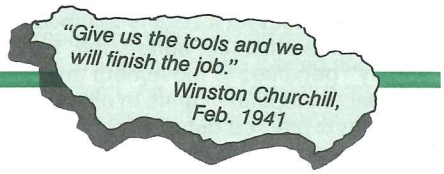
**[34.3] Pilot Recovery.** An air unit that suffers a step loss, but is not eliminated, over a home country hex (including a coastal hex) can be rebuilt to full strength at the end of the turn it suffers damage. Air units defending their home country in the strategic warfare box are eligible for replenishment under this rule.

The cost of this rebuild is 5 EPs, and must be paid from economic reserve or the EP track.

**[34.4] Repairing Installations.** Players can try to repair destroyed installations, whether they were destroyed this turn or previously. The installation hex need not be in supply to be repaired.

The cost of a repair attempt is 2 EPs. After paying, from economic reserve or the EP track, the player rolls a die for the designated installation. On a 4-6 it is repaired; on a 1-3, it remains destroyed.

# PART 9: SEASONAL TURNS




During each seasonal turn, players attend to matters of economics and production, performing the phases and steps of the seasonal turn in the order shown in the sequence of play.

## [35.0] Activation of Partners

Hungary, Rumania, Bulgaria, and possibly Finland can be activated during this step, joining the war as Axis minor partners. The French colony of Lebanon-Syria may be activated as a Western Allies minor partner if Vichy France has been created. Optional rules, if used, allow the activation of Turkey and Spain.

When a minor partner is activated during this step, its troops are immediately placed on the map (in the country), and 2 EPs for each of the country's resource hexes are added to the German (or British, for Lebanon-Syria) EP total during the Income phase of the current turn.

Any minor country can be activated during a monthly turn by enemy invasion; such activation is covered under Invasion (39.0), and is not subject to the provisions of this case.

**[35.1] Hungary, Rumania, Bulgaria.** These countries automatically become Axis partners at the beginning of the spring 1941 seasonal turn. They might be activated during an earlier seasonal turn.

To activate these countries earlier than spring 1941, the Axis player rolls one die for each country he is trying to activate. He can roll once for each country during each seasonal turn. The country is immediately activated on a modified die roll of 0 or less. The following modifiers apply to the die roll:

+1 if Germany has invaded Yugoslavia*
+1 if the Axis has invaded Spain*
−1 if Turkey is or has ever been an Allies minor partner
−2 if the Axis is at war with the Soviet Union

* If either of these has happened prior to spring 1941, Hungay, Rumania, and Bulgaria do not activate automatically. Instead, each country activates only on a successful die roll during a seasonal turn. There is no effect if the Axis invades Yugoslavia and/or Spain after these minor partners are activated.

**[35.2] Finland.** If the Soviet Union has fought the Winter War against Finland (43.3), Finland is activated like the three Balkan countries in 35.1. It can be activated early, but the only die modifier that applies is −2 if the Axis is at war with the Soviet Union.

If no Winter War has been fought, Finland does not activate automatically. Instead, the Axis player can roll once per seasonal turn to activate Finland, starting after the Axis and the Soviet Union are at war. Again, only the −2 modifier (for Soviet/Axis war) applies.

**[35.3] Lebanon-Syria.** If the United Kingdom has not been conquered and Vichy France has been created by the German player, the British player can attempt to activate the Vichy colony of Lebanon-Syria as a British minor partner. He can try once per seasonal turn, by rolling one die. On a result of 6 or more, Lebanon Syria becomes a British partner. Add 1 to the die roll for every three strength points of British infantry and armor adjacent to Lebanon-Syria when the die is rolled.

## [36.0] Economic Points and Income

A country's income and expenditures are calculated in Economic Points (EPs, or "Eeps"). EPs are used to build units, conduct operations, and repair damaged units. Each major power has three EP markers: 100, 10, and 1. These are placed on the appropriate EP track (Axis, Soviet, or Western Allies) to indicate the country's current total of EPs.

Different countries of the same partnership use different colored markers to keep their EP totals separate, even though they are recorded on the same track. Except as allowed by rules 36.5-36.9, trading EPs between countries is prohibited.

The back side of each EP marker shows a negative number. Strategic warfare against a country can drive its EP total below 0. If this happens, flip the counters and keep track of the negative EP total. A country can never willingly spend EPs if that expenditure would result in a negative EP total on the track, or the country already has a negative EP total (exception—optional rules 47.3, 47.4).

**[36.1] EP Income.** Each unconquered major power receives EPs during the Income phase of each seasonal turn (exception—the U.S. gains no EPs until the winter 1942 seasonal turn). Economic points are not gained at any other time during the game.

EPs are added to the EP track after all income and debits are calculated. If the track has been reduced to negative numbers by strategic warfare, that negative is subtracted from the net income before the track is marked. For example, if Germany receives an income of 132 EPs, but shows −20 points on the track because of strategic warfare losses, the EPs are marked at 112.

The EPs gained by each major country each season are printed on the map, following the country's name (or on the year track, for the United States). Add to this number 2 EPs for every resource hex in a friendly colony or friendly minor partner, or that has been captured by friendly forces from an enemy country (exception—the Axis player adds only 1 EP, not 2, per captured resource hex within the original border of the Soviet Union).

Colonies with income include Albania (Italy); Algeria and Lebanon-Syria (France); and Egypt and Iraq (United Kingdom).

A captured or colonial resource hex can only contribute EPs to a nation if that resource hex is not in enemy ZOC, and a supply line can be traced from it to a supply source in the major partner home country. The supply line can cross water if a port at each end of the sea route is available; STPs are not necessary to transport EP income.

If a minor country is the partner of several major countries, the EPs from the minor country go to the major power whose capital is closest to the minor country's capital. An unconquered minor ally contributes its EPs to its major partner even if no supply line exists.

If a minor country is conquered by the forces of two or more major powers, the EPs can be divided among the major powers however the players wish. Once the division is determined, however, it remains in effect for the duration of the game (or as long as both major powers are unconquered).

Players do not collect extra EPs for resource hexes within their home country; those resource hexes are factored into the national income (however, see Debits, 36.2). Note that East Prussia and Northern Ireland are parts of their respective home countries (Germany, United Kingdom), not colonies.

The following incomes are typical for each nation during the autumn 1939 seasonal turn (the first seasonal turn of the game).

- The Soviet Union collects its base 45 EPs.
- Italy collects 20 EPs, plus 4 EPs for the two colony resource hexes in Albania, for a total of 24 EPs.
- France collects 36 EPs, plus 4 EPs for the two colony resource hexes of Algiers and Beirut, for a total of 40 EPs.
- The United Kingdom collects 70 EPs, plus 6 EPs for the three colony resource hexes in Egypt and 4 EPs for the two colony resource hexes in Iraq, for a total of 80 EPs.
- Germany collects 90 EPs, plus (assuming Poland has been conquered) 14 EPs for the seven captured Polish resource hexes, for a total of 104 EPs.

**[36.2] EP Debits.** Each major power must subtract EPs for home country resource hexes that are controlled by the enemy. All countries except the U.S.S.R. subtract 3 for each such hex; the Soviets subtract only 1 EP per captured resource hex.

In addition, the U.K. may have to subtract EPs because of a closed convoy route (36.4).

**[36.3] Variations In EP Income.** The seasonal EP income of Italy, the Soviet Union, and the United States can increase as the game progresses.

Italy receives a base of 20 EPs per seasonal turn until it invades a minor nation or the Western Allies. (Invasion is defined in 39.0). After going to war, Italy receives a base of 30 EPs per season.

The U.S.S.R. begins the game with 45 EPs of income. If the Soviet Union is invaded (39.0) by an Axis country, its income jumps to 80 EPs on the following seasonal turn. If the Soviet Union invades Germany (instead of vice versa), then it never gets the automatic jump from 46 to 80.

In addition, the Soviet Union's EP income increases by 20 EPs every winter seasonal turn after the U.S.S.R. is at war with the Axis, regardless of which nation triggered the war. This increase is awarded regardless of when the invasion occurred, January through December, and is cumulative each year.

If the Soviet Union is still neutral during the winter 1942 seasonal turn, its income becomes 100 EPs then.

The EP income for the United States is listed on the year track. The U.S. collects the listed EP income (for example, 60 during 1942) on every seasonal turn of that year.

Germany receives bonus income in seasonal turns of 1944 and 1945 if Germany *does not* control certain key cities. Germany receives 5 extra EPs of income for each of these five cities controlled by the Allies: Moscow, Leningrad, Stalingrad, Minsk, Kiev. This bonus income is determined anew each seasonal turn and can fluctuate up and down from season to season.

**[36.4] Convoy Routes.** Convoys are considered active in the North and South Atlantic automatically, unless closed by the choice of the U.K. player. The U.K. loses 30 EPs if the North Atlantic route is closed, 15 EPs if the South Atlantic is closed.

The Arctic convoy route is used to send EPs from the Western Allies to the Soviet Union. The route is only open if the Western Allies decide to open it. When the route is in use, place an "Arctic Convoy" marker in the Arctic Ocean convoy box. The U.K. does not lose EPs if this convoy route is closed.

The U.S. coast convoy route is open beginning in January 1942. It can be closed by the choice of the U.S. player, at a cost of 30 EPs per seasonal turn.

The Western Allies player can close any convoy route during the seasonal turn, to limit the impact of strategic warfare. The Arctic route closes automatically if the Axis controls Murmansk and it is a winter seasonal turn, or during any other seasonal turn if the Axis controls both Murmansk and Archangel. The two Atlantic routes close automatically if the U.K. is conquered; however, the U.S. player must reopen the North Atlantic route if he uses the Arctic route to send lend lease to the U.S.S.R.

EP losses caused by a closed convoy route are printed in the convoy boxes. Convoy routes can be closed only during the Income phase; EP losses are subtracted from EP income during the following seasonal turn.

For example, the U.K. has lost 54 EPs to U-boats and decides to close the North and South Atlantic routes during a winter seasonal turn. He receives his full income (base + colonies + conquests − 54) during this winter turn. Unmolested by U-boat strategic warfare, he reaches the spring turn, but now his base income is modified downward by 45 EPs: 30 for the North Atlantic route and 15 for the

South. Still, this is almost certainly less than he would have lost to Axis U-boats.

**[36.5] Lend Lease to the Soviet Union.** The Western Allies can send EPs to the U.S.S.R. during any seasonal turn after the Axis invades the Soviet Union. If the Soviet Union invades an Axis country to initiate hostilities, however, no lend lease can be sent to the U.S.S.R.

If the U.S.S.R. is eligible, the U.K. can send up to one-third of its current EP total (after income but before construction). Beginning in winter 1942, the U.S. can send up to one-half of its current EP total.

Up to 15 EPs total can be sent via off-map (Pacific and Persian) routes, and do not involve convoys. If more than 15 EPs are sent, however, the Arctic convoy route must be opened and exposed to strategic warfare.

Lend lease EPs are subtracted immediately from the Western Allies nation(s) sending them, and are added immediately to the Soviet EP track.

Losses to strategic warfare along the Arctic convoy route are borne by the Western Allies and the U.S.S.R. (see 4.4).

**[36.6] Lend Lease to the United Kingdom, pre-1942.** The United Kingdom receives 15 EPs, above and beyond its normal income, during each seasonal turn of 1941. The U.K. only receives these EPs if the North Atlantic convoy route is open.

This amount is increased to 20 in summer 1941 and 25 in autumn, if the U.S.S.R. and Germany have not gone to war.

In addition, the British order of battle lists several "USLL Destroyer" units. These are destroyers which, upon arrival, can be placed directly in a convoy escort box.

**[36.7] Lend Lease to the United Kingdom, 1942-1945.** During any seasonal turn, beginning with its entry into the war in winter 1942, the U.S. can send any number of EPs (up to one-half of the current U.S. total) to the United Kingdom. These EPs are subtracted from the U.S. total and immediately added to the British total. This lend lease can only occur if the North Atlantic convoy route is open.

**[36.8] U.S. Lend Lease Limit.** The U.S. cannot spend more than two-thirds of its income any seasonal turn on lend lease.

**[36.9] Axis EP Exchanges.** Germany can send up to 15 EPs to Italy during a seasonal turn. The EPs are immediately subtracted from the German total and added to the Italian total. They are not subject to strategic warfare.

## [37.0] Construction

Construction is the process of building units, fortifications, and airfields, and repairing depleted or damaged units. Each type of construction has an EP cost. The cost is paid immediately, and the constructed units are placed on the map, or in a later seasonal turn box on the turn track.

Units built must come from the force pool of the country building them. Fortifications and airfield markers are kept in a general pool where they are available to all players. Every winter seasonal turn, countries add new units to their force pools, making them available for construction. When adding unnamed naval units (DDs, DEs, CLs, CVEs) to the Force pool, the slowest units available must be added first.

Only major countries can build units. Major countries can rebuild minor partner units, however, and can build installations in minor partner hexes. Minor partner units cost the same as equivalent units of the major partner.

The cost for each type of construction, as well as the number of seasons of delay required (if any), are listed on the Economic Point Costs list for each partnership, on the map. Note that some costs are different for different countries—be sure to use the correct table.

**[37.1] Requirements.** A country must have a positive number of EPs to construct anything and can only spend EPs it has—no deficit spending is allowed. Eligible units must be available. These include units in the force pool and any depleted units or damaged ships that are on the map and not marked out of supply. Fortifications and airfields can be constructed if a player has the necessary EPs; if all of these markers are in use, players can make additional ones.

**[37.2] Building Units.** Remove the unit from the force pool and immediately pay the EP cost listed (on the map) to build that unit. If the unit is infantry, partisan, STP, or ATP, no delay is required; the unit is immediately placed on the map. Other types of units require a one, two, or four season delay. These units are placed in the seasonal turn box that many seasons down the track. For example, during the spring seasonal turn, Germany builds a unit with a two-season delay. That unit is placed in the autumn seasonal turn box. It will enter play in the autumn seasonal turn.

Land and air units can be built at half (depleted) strength, if there are depleted values printed on the back of the unit (exception—naval units must be built at full strength). The unit must then enter play at depleted strength. After three monthly turns on the map, it can be built to full strength during a seasonal turn.

When a player builds a CV naval unit, he gets a naval air unit at the same time for no additional cost. Both enter play four seasons later.

The cost to build a one-step air unit (naval air, German 2*-2/6 air, etc.) is half the cost listed for a full-strength air unit.

**[37.3] Rebuilding Depleted Land and Air Units.** Depleted land and air units can be rebuilt to full strength by paying half the EP cost to build that unit from the force pool. They are flipped to their full strength sides wherever they are on the map. Depleted units marked out of supply, or that are aboard naval transports during the seasonal turn, cannot be rebuilt.

**[37.4] Repairing Naval Units.** Damaged naval units in friendly ports can be repaired during the Construction phase. All naval units cost 2 EPs to repair (exception: U-boats cost 4 EPs to repair).

If the repaired unit is a squadron of vessels (DD, CL, U-boat, CVE, DE), the unit is flipped and returned to play immediately at full strength.

Named vessels (BB, CA, and CV) are not returned to play immediately. Roll a die for each repaired ship. The result is the number of seasons before the ship is returned to service, with a maximum of four seasons delay. A 4, 5 or 6 result indicates four seasons (a full year). Named ships undergoing repair are placed on the turn track, and re-enter the game the same as new naval units.

**[37.5] Repairing Destroyed Installations.** A destroyed installation marker can be removed from any friendly hex, even one marked out of supply, for a cost of 2 EPs. This repair is automatically successful during a seasonal turn.

**[37.6] Placing Units On the Map.** Infantry can be placed in any home country hex that is in supply and not in enemy ZOC (exception—Suez Adds, 37.7). Home country borders are generally obvious on the map, but include Northern Ireland (U.K.), East Prussia (Germany), Sicily and Sardinia (Italy), both European and Asiatic Turkey, and Crete (Greece).

When placing units, supply cannot be traced to a supply marker. Units cannot be placed in isolated cities.

The partnership that last had the initiative has the option of placing its units first or last. In most circumstances the sequence is not important; players simply put their units on the map as they are built.

Airfield and fortification markers can be placed in any friendly hex currently in supply, but are placed with their Under Construction side showing. They are flipped to their operational sides one season later. If a supply marker is used to establish supply when an installation marker is placed, that supply marker is consumed by the construction of the installation and cannot supply any other units. No more than one type of each marker can be built per hex. Forts can be built in permanent fortification hexes, but they only affect hexsides not protected by the permanent fortifications. For a cost of 3 EPs, a player can immediately convert any completed coastal fort into a completed fortification marker.

All units that enter play from the turn track must be placed in resource hexes of their home country that are in supply and not in enemy ZOC. Additionally, naval units must be placed in home country ports (exceptions—air units with a range of 6 or more can be placed on any friendly airbase; naval air units can be placed on CV naval units that currently have no air units, as long as the CV unit is in a friendly port).

United States units, both infantry and units from the turn track, must be placed in the U.S. box (exceptions—as above). U.S. naval units due to arrive on the map can be placed in the United States box or in any port friendly to the Western Allies.

Transport point markers (ATPs and STPs) are placed like new naval units (STPs) or air units (ATPs). These markers are placed on the map immediately, not requiring the delay that naval and air units do.

Partisan units must be placed within their home country, but need not be placed in a friendly hex. They can be placed in any terrain type, but must be adjacent to a home country resource hex (not in the resource hex). Neither the partisan hex nor the resource hex can be in enemy ZOC, nor can the partisan be placed on or adjacent to an enemy airbase that contains an air unit. Also, see the limits in 45.0 concerning partisans.

No unit or installation can be built in a hex surrounded by impassable hexsides.

If a unit is due to arrive on the map and there is no eligible hex for it to enter, it is returned to the force pool. The EPs spent to construct it are lost (exception—a naval unit prevented from entering the game is permanently eliminated).

**[37.7] The Suez Adds Box.** The British player can use the Suez Adds box as a special force pool. British infantry units that are eliminated in Africa, Asia, a Mediterranean island, or within three hexes of a port on the Mediterranean Sea (including Adriatic and Aegean) can be placed in the Suez Adds box instead of the Western Allies force pool. During winter seasonal turns, up to one half of the British infantry units being added to the force pool can be placed in the Suez Adds box instead. Also during winter seasonal turns, the British player can move units from the Suez Adds box to his force pool. No other types of British or Western Allies units can be placed in the Suez Adds box.

When a unit from the Suez Adds box is built, it enters play at either Cairo or Mosul. If both of these cities are friendly to the Axis, units in the Suez Adds box must be moved to the Western Allies force pool. Enemy ZOC does not affect this placement.

**[37.8] Economic Reserve.** Any major country can place up to 20 EPs in economic reserve. These EPs remain safe from strategic warfare, so even if the nation's economy sinks into negative numbers during monthly turns, reserve EPs are available to pay for combined and impromptu offensives (23.0), keeping naval units at sea (7.6), repairing destroyed installations (37.5), and rebuilding home country losses (34.0).

If reserve EPs remain after the three monthly turns, they can be retained in economic reserve during the following seasonal turn or they can be spent for construction, repair, and offensives like regular EPs.

## [38.0] Initiative

The side that buys the most offensives during the Initiative phase of a seasonal turn holds the initiative for the following three monthly turns. During each monthly turn, the player with initiative chooses which side performs the Naval and Air phase first, performs the first offensive each turn, and must move first during the Movement phase.

**[38.1] Adjusting Offensives Tracks.** In step 1 of the phase, all offensives track markers are reduced to zero. All unused offensives are lost.

**[38.2] Buying Offensives.** In step 2 of the phase, each player decides how many offensives he will buy for use in the coming three monthly turns. Partners may discuss this decision with each other, but this information should be kept secret from opponents.

Players cannot buy more offensives than they can afford to pay for. However, if a player has no EPs remaining after construction, he receives one free offensive.

**[38.3] Costs of Offensives.** Offensives costs 2 EPs each for Germany, Italy, and the Soviet Union; they cost 3 EPs each for France, the United Kingdom, and the United States. During winter seasonal turns, the cost for offensives is doubled for all major nations except the Soviet Union.

**[38.4] Using the Offensives Track.** When all players have decided how many offensives they will buy and have paid the EPs for those offensives, they simultaneously mark their offensives tracks to show the number of offensives purchased. Players can pay the EPs during the Construction phase if they wish, to conceal the number of offensives purchased from a wily opponent during the Initiative phase.

The back side of each offensive marker has "+15" printed on it. A nation can purchase up to 30 offensives. Use the back side of the marker to indicate totals greater than 15 on the track. For example, the +15 offensives marker on the "7" space of the offensives track indicates that the country has 22 offensives.

**[38.5] Determining Initiative.** The side with the greatest number of offensives marked on its track has the initiative. Western Allies and Soviet offensives are added together and compared to the German and Italian total when all countries are at war.

Neutral countries can purchase offensives, but they do not count toward determining initiative. If the U.S.S.R. and Italy have not yet gone to war with a major power, for example, initiative is determined by comparing the Western Allies total to the German total.

If the number of offensives is the same for both sides, one player from each side rolls a die. Ties are rerolled. The player with the high die roll has the initiative.

# PART 10: POLITICS AND PARTNERSHIPS

*"We shall win because we are the stronger."*
*Paul Reynaud, September 1939*

These rules govern how nations are brought into the war (through invasion) and conquered, and how partnerships can interact and control minor countries.

## [39.0] Invasion

All countries that are not at war at the start of a scenario are neutral until they are invaded or initiate an invasion. Only major countries can initiate invasions, although minor allies can participate in attacking the invaded country. Invasions can only occur during the Strategic Warfare, Naval and Air, and Offensive phases.

**[39.1] Definition of Invasion.** Any of the following events constitutes an invasion of a neutral country:

- A foreign ground unit first attempts to cross or declares an attack across a neutral border hexside.
- A foreign air unit crosses a neutral border hexside.
- A foreign naval unit enters a neutral port.
- A foreign naval unit passes through a neutral ferry crossing.
- A foreign amphibious assault mission enters any neutral coastal hex.
- A foreign country conducts strategic warfare against a neutral country.
- A unit belonging to a neutral country is attacked.
- A player verbally declares war against a specific neutral country.

The invasion of a colony is considered the same as an invasion of a home country.

**[39.2] Invasion Procedure.** Prior to performing any of the acts listed in 39.1, but during the phase the act will occur, the invading player must announce his intention. This announcement can occur at the start of the phase, or at any time during the phase before the actual invasion occurs.

As soon as the invasion of a minor country is announced, the player controlling the minor country places that country's units on the map. Units must be placed entirely within the home country. Enemy ZOC is ignored when placing these units. At least one infantry unit must be placed in the country's capital. Air units must be placed on airbases; naval units in ports. An invasion must occur during the phase when it is declared.

**[39.3] Invasion Effects.** When a country is invaded, it immediately becomes a partner of the invading power's enemy, Axis or Allied. Axis nations become German minor partners; Allied nations become Western Allies minor partners.

Exception—If the U.S.S.R. is at war with the Axis when the following minor countries are invaded, they might become Soviet minor partners:

- *Yugoslavia* automatically becomes a Soviet minor partner.
- *Greece, Turkey*. Roll a die for Greece or Turkey when they are invaded; on 1-3 the nation becomes a Western Allies partner; on 4-6 they join the Soviet Union.

**[39.4] Western Allies Declaration of War.** When an Axis nation first invades a neutral country, it is considered to have invaded these three countries as well: France, United Kingdom, Poland. If the colonies or home countries of any of these three nations are invaded, all of them are considered to have been invaded.

**[39.5] Balkan Declaration of War.** If Hungary, Rumania, or Bulgaria are invaded prior to their activation, all three nations are assumed to have been invaded, and become partners of the invader's enemy.

**[39.6] U.S. Declaration of War.** Between the December 1941 and Winter 1942 turns, the U.S. is automatically invaded by any and all Axis partners. The U.S. becomes a Western Allies partner.

**[39.7] Invasion of Benelux Countries.** The countries of Belgium, the Netherlands, and Luxembourg are considered one nation for invasion purposes. An invasion of one of these countries is an invasion of all three.

## [40.0] Conquest

A country is conquered when all of its city resource hexes have been captured by invading forces, including city resource hexes in colonies of that country. Italy and France are possible exceptions to this rule. A minor country with no city resource hexes, or a colony of a major power, is conquered when all cities and resource hexes in it have been captured by the invader. If it has no cities or resource hexes, it is conquered as soon as an invader enters.

**[40.1] Effects of Conquest.** When a country is conquered, the following effects occur immediately:

- All of its land and air units are removed from the map.
- All installations and hexes in the conquered country and its colonies become friendly to the conqueror.
- All installations and hexes controlled by the conquered country outside of the home country and its colonies remain friendly to the partners of the conquered country. If the conquered country was the last member of the Soviet or Western Allies partnership, control transfers from the U.S.S.R. to the Western Allies, or vice versa. If this ever applies to the Axis partnership, the game is over.
- The original owning player determines the fate of the conquered country's naval units per 40.2.
- All units of the conquered country are removed from the force pool.
- The nation's rail capacity is lost.

**[40.2] Disposal of Naval Units.** Roll two dice for each stack of naval units belonging to a conquered country. Each stack is diced for separately:

**Disposal of Conquered Naval Units Table**

| Dice Roll | Fate of Stack |
|---|---|
| 2-5 | Naval units join fleet opposing the conqueror. |
| 6-9 | Naval units are permanently removed from play. |
| 10-12 | Naval units become part of conqueror's fleet. |

Also roll for naval units on the turn track; these units, however, are permanently eliminated on a roll of 2-9.

Naval units gained through conquest are treated exactly the same as all other naval units of their new owner for repair, rebuilding, and supply purposes.

The change in ownership takes place immediately. Units transferring to the conqueror's enemy which were in port at the time of conquest leave the port immediately, but remain in the port hex. During the End phase, the naval units

must return to a port friendly to their new owner; have the EPs paid to keep them at sea; or be placed out of supply.

**Mediterranean Exception.** If Germany conquers a nation that has naval units in the Mediterranean Sea (including the Aegean and Adriatic Seas) and gets possession of some or all of that country's naval units, those units become part of the Italian fleet, even if Italy is not yet at war.

**[40.3] Liberation.** A conquered country is liberated when all home country city resource hexes are controlled by an enemy of the original conqueror. Liberation is treated as a second conquest; the hexes of the liberated country become friendly to the liberator; ships of the liberated country that were captured by the original conqueror are redisposed by rolling two dice.

A liberated major country does not regain its force pool, seasonal income, colonies, or rail capacity.

**[40.4] Creating Vichy France.** The German player can choose to create Vichy France instead of conquering France normally. Vichy France can be created when Paris, and any two of these four cities, have been captured or occupied by German units: Lyons, Marseille, Bordeaux, St. Nazaire. The German player must declare Vichy as soon as the conditions are met, or forever forego the opportunity.

When Vichy France is created, treat French units as if the country had been conquered. French territory north of the temporary border becomes German conquered territory. French territory south of the temporary border, and all French colonies, become Vichy France—neutral territory.

Allied and Axis units must leave Vichy territory as soon as possible. All units can trace supply freely through Vichy territory (even through enemy units) until they depart. No units can be activated for offensives in Vichy territory during this period.

After all units have left Vichy Territory, Vichy French neutrality remains inviolate until the next winter seasonal turn; no nation can invade Vichy France for the remainder of that year. After the designated winter turn, Vichy France is treated like any other neutral country; if it is invaded by one partnership, it becomes friendly to the enemy of the invader. Vichy France never receives any forces of its own.

If Vichy France is neutral and the rest of France is liberated, Vichy French territory immediately becomes friendly to the Allies.

**[40.5] Dismantling the Maginot Line.** When France is conquered, whether Vichy is created or not, the German player can claim a total of six coastal fortification markers to reflect the redeployment of guns from the Maginot Line.

Beginning the seasonal turn after the conquest, the German player places a coastal fortification marker in any coastal hex from Hamburg to Bordeaux. He repeats this for a total of six seasons. Six coastal fortification markers should be placed in the appropriate seasonal turn boxes on the turn track as a reminder to the Axis player.

The markers are placed under construction, and are completed in the following seasonal turn. They cost no EPs. When all have been placed, the Maginot Line fortifications along the Franco-German border are ignored for the rest of the game; they no longer exist.

**[40.6] Surrender of Italy.** This rule is in effect if there are no Axis land or air units in Africa, Palestine, Lebanon-Syria, Spain, Turkey, or Sicily. It can be superceded by 40.0.

When the Western Allies capture a hex on the Italian mainland, the Axis player rolls one die. On a roll of 1-2, Italy immediately surrenders to the Western Allies; on a 3-6 it continues to fight normally. The roll is only made once per turn, immediately after the first land hex is captured during that turn.

If Italy surrenders, it is considered conquered, with all normal effects. Italian forces are removed normally. Dice are rolled to dispose of naval units. However, Italian hexes and hexes in Albania and Sardinia become friendly to the Axis unless physically occupied by Allied units or behind the Allied front (24.5).

**[40.7] Conquest of the United Kingdom.** If the U.K. is conquered, all remaining U.K. naval units and STPs become U.S. property. Any U.K. units in the Canada box or aboard STPs in the North Atlantic ocean become U.S. property. The B.E.F. HQ unit also goes to the U.S. All other U.K. land units are eliminated, except air units with ranges of 12 or greater. Roll a die for each of these air units; on 1-3 it is eliminated, but on 4-6 it is placed in the Canada box.

Any friendly hexes and installations outside of the United Kingdom and its colonies (Egypt, Palestine, Transjordan, and Iraq) become U.S. territory (including Malta and Gibraltar).

The U.K. force pool and Suez Adds box contents are removed from the game, except for one armor and one infantry unit (representing Canadian forces). During each subsequent winter seasonal turn, the U.K. player can add one armor and one infantry unit to the force pool. It retains an income of 15 EPs per seasonal turn, and can still receive lend-lease from the U.S.

All convoy routes except the U.S. coast are automatically closed; the U.S. coast automatically opens with the conquest of Britain, if the U.S. is not yet at war. The North Atlantic route and Arctic routes are opened as usual if the U.S. ever sends more than 15 EPs of lend lease per season to the Soviet Union.

If the U.S. is not already at war, it enters during the following seasonal turn. The 1942 forces are placed in the force pool (exception—BB *Massachusetts* does not enter until 1942 in any event). The U.S. receives an income of 50 EPs per season prior to 1942, if it is in the war.

**[40.8] Holding Out in Colonies.** A major nation that has city resource hexes in colonies is not conquered if all home country city resource hexes are captured. This is most conceivable with the U.K., though France and Italy can possibly find themselves in this predicament as well.

Supply sources in colonies serve as supply sources for all units of that country. However, players will generally not be able to place new units, since constructed units must be placed in supplied home country hexes (exception—U.K. units built from the Suez Adds box).

## [41.0] Minor Countries

Minor countries are neutral unless a special scenario rule states otherwise, or the country is invaded or activated. When a minor country joins the war, it does so as the partner of a major country. The units of minor countries are not placed on the map until the country goes to war.

**[41.1] Minor Country Territory and Units.** As soon as a minor country becomes a partner, all of its territory and units become friendly to its partner(s).

The forces of the minor country can be used for minor country offensives, or activated for offensives by a major partner. Each minor country is entitled to at least two minor country offensives per turn (22.4). Minor countries are also

allowed one infantry replenishment per turn, if an eligible infantry unit is available.

Eliminated minor country units are placed in the force pool of the nation's major partner. They may be rebuilt during the Construction phase with the major country's EPs.

**[41.2] Home Country Garrison.** At least one-third of the total strength points (rounded up) of minor country land units in play must remain within the original borders of the home country.

If combat losses within the country cause this ratio to become too low, units outside the country must immediately lose steps or be eliminated to restore the ratio.

**[41.3] Supply Sources.** Minor country units must trace supply to city resource hexes in the unit's home country. If the minor country has only one city resource hex, that supply source is never isolated (32.8). Supply can be traced through a partner's territory, but cannot originate at a partner's supply source.

**[41.4] Minor Country EP Income.** The EPs granted by a minor country (2 EPs per resource hex) go to the major partner unless the resource hex is captured. Enemy-controlled minor country resource hexes contribute their EPs to the capturing major partner.

## [42.0] Partnership and International Cooperation

All nations join one of the three partnerships (Western Allies, U.S.S.R., Axis) when they go to war. Relationships among the countries within a partnership and between partnerships are governed by these rules.

Except for 42.4, all units within a partnership can serve freely alongside and with each other. One offensive can activate land and air units from different partner nations (as long as half the land and half the air units belong to the nation spending the offensive). An air offensive, however, requires that an offensive be spent for each major nation contributing air units.

**[42.1] Western Allies.** This partnership includes the United Kingdom, France, the United States (upon its entry into the war), and all minor countries controlled by them.

**[42.2] Soviet Union.** This partnership includes the Soviet Union and possibly Yugoslavia, Greece, and/or Turkey; see 39.3.

**[42.3] Axis.** This partnership consists of Germany, Italy (when Italy goes to war with either the Soviet Union or the Western Allies), and all minor country partners of Germany.

**[42.4] French/British Restrictions.** French and British units cannot activate each other for offensives. Their land units cannot stack together on the ground (at the end of any step). The two may combine offensives, however.

French and British air units can never occupy the same hex when airborne, but they can occupy bases in the same hex. If that hex is attacked by Axis air units, only one of the nationalities based there can fly in its defense. All units based there can be attacked.

**[42.5] Cooperation Between U.S.S.R./ Western Allies.** Though they are two separate partnerships, these powers are allowed to cooperate somewhat during offensives and other operations. The following restrictions go into effect when both partnerships are at war with the Axis; until that point, the Western Allies and U.S.S.R. treat each other as neutrals.

Lend-lease (36.5) can be sent from the Western Allies to the U.S.S.R. Land units of the U.S.S.R. can move through hexes friendly to the Western Allies, and vice versa. Such movement does not make the hexes friendly to the moving units.

Air and naval units of one partnership can use airbases and ports of the other, with permission from the (base or port) hex's owning player. Hexes friendly to one partnership can be used by the other's units to trace a supply line, again with the permission of the other player.

All restrictions of 42.4 apply to Soviet/ Western Ally cooperation as well. In addition, the two partnerships cannot combine offensives. Western Allies air units can be activated in Soviet offensives, however (with the owning player's permission), and vice versa.

Hexes controlled by the Western Allies do not switch to Soviet control when occupied by Soviet land units and vice versa. Soviet and Western Allies units cannot stack together at any time or even move through a hex occupied by the other, including occupied airbases, even during retreat. The ZOCs of one partnership's units impede the movement of the other partnership's units exactly as enemy ZOCs (exception—retreat movement is not affected by ZOCs).

**[42.6] Restriction on Soviet/Western Allies Warfare.** Units of the Soviet Union cannot attack units or hexes of the Western Allies, and vice versa.

*"A single death is a tragedy, a million deaths is a statistic."*

*Joseph Stalin, attributed*

## [43.0] Soviet Special Rules

The following rules govern situations unique to the U.S.S.R.

**[43.1] Transfers From Other Frontiers.** When war begins between the Soviet Union and the Axis, the 10 infantry units in the Siberian Transfers box become available. During step 3 of the Construction phase of each subsequent seasonal turn, the Soviet player rolls a die and adds the number of Soviet home country (including Riga, in Latvia) city resource hexes captured by the Axis. The result is the number of units that can be transferred.

Transferred infantry cost no EPs. They are placed just like infantry constructed from the force pool. Soviet transferred infantry are treated just like all other Soviet infantry units on the map. The transfer procedure is discontinued when the last of the 10 units is moved to the game map.

**[43.2] Soviet Pre-war Conquests.** The U.S.S.R. can claim certain territories that are adjacent to its original borders. These include Bessarabia (in Rumania); the three minor countries of the Baltic States (Latvia, Lithuania, Estonia); eastern Poland (only after Poland is conquered); and eastern Finland (only after winning the Winter War, 43.3).

These rules apply in all cases except the Winter War against Finland:

- The territory has no forces. It is conquered when each city and resource hex within its borders has been captured by Soviet forces.
- Units must be activated by a Soviet offensive to first cross from the U.S.S.R. into the territory.
- An Axis move into any of these areas at any time is considered an invasion of the Soviet Union, if the Axis and Soviets are not yet at war.

**[43.3] Winter War Against Finland.** This is an exception to the normal rules on invasion, partnership, and conquest. The U.S.S.R. can initiate the Winter War any time during 1939 or 40.

To initiate the Winter War, the Soviet player declares a limited invasion of Finland. All normal combat and movement rules apply; however, Finland does not become a minor partner of the Axis. As long as Soviet units remain on the east side of the Finnish temporary border, Finland remains neutral to all other nations. If a Soviet unit moves or attacks across this border, it is assumed to have invaded Germany (exception, see 47.2).

The Winter War concludes when all Finnish units have been driven out of the hexes east of the temporary border. When this occurs, remove all Finnish units as if Finland had been conquered. All units can return (including any eliminated during the Winter War) if and when Finland is later activated.

The Soviet Union must have waged the Winter War in order to gain the special combat die modifiers described under 43.4.

**[43.4] Soviet Winter Combat Proficiency.** If the U.S.S.R. has successfully concluded the Winter War by the first November turn when Axis units are inside the Soviet Union, this special rule goes into effect. The effects last until the next April and never occur again during the game.

On each W weather turn within this time frame, the following die roll modifiers apply to land combat:

A +1 modifier applies to all land attacks by Soviet units against Axis units occupying hexes in the Soviet Union.

A −1 modifier applies to all attacks by Axis units against Soviet units within the Soviet Union.

**[43.5] Status of Soviet Pre-war Conquests.** Territories conquered per 39.2 are considered Soviet home country hexes for replenishment, construction, rail capacity, and 43.4; but not for EP income.

During the Income phase the U.S.S.R. receives 2 EPs per resource hex in its conquered areas; if these hexes are captured by Axis forces, they provide 2 EPs to the Axis rather than the 1 for captured Soviet resource hexes (36.1).

**[43.6] Soviet Pre-war Aggression.** Prior to an invasion between the U.S.S.R. and Germany, a Soviet invasion of a minor country that might become an Axis minor partner (35.0) is considered an invasion of the Axis (or just of Germany, if Italy is not yet at war).

If during this time the Soviet Union invades a minor country that is not scheduled to become a German minor ally, that country remains neutral to all nations except the Soviet Union (which is its enemy). If the minor country is not conquered when the Soviet Union and Germany go to war, the minor country instantly becomes a German minor partner.

Since the minor nation is neutral to Germany, it can be invaded by Germany. If all of its city resource hexes are captured, it has been conquered by the nation to capture the last city resource hex. If Germany and the U.S.S.R. each hold part of the country, all hexes behind the front (24.5) are friendly to that country. Hexes of the minor country not behind a front remain neutral until one of the major nations' units move through them.

Any attack by a Soviet unit against a German unit constitutes a Soviet invasion of Germany, and vice versa. Likewise, any move by one nation's unit into a hex controlled by the other nation is an invasion (exception—if optional rule 47.2 is in use, it supercedes this entire case).

**[43.7] General Zhukov.** The General Zhukov counter is unique among generals. It has no exploitation allowance; it cannot be stacked with an armor unit performing breakthrough or exploitation. However, it has the following special characteristics:

- If a stack of units containing the Zhukov counter is eliminated, the general is removed only on a roll of 1, not 1 or 2 like other generals. If the Zhukov counter is not stacked with a friendly land unit, and an enemy unit enters its hex, it is treated as if it had been with an eliminated stack.
- When Zhukov is stacked with an HQ, he adds +1 strength point to each friendly stack within the HQ's command radius, including units stacked with the general. During Soviet offensives, this applies only to units activated by that HQ. During Axis offensives, every Soviet stack within the HQ's command radius receives the benefit. The bonus applies once to each eligible stack, even if that stack already includes another general.

**[43.8] Pre-1941 Offensive Limitation.** During 1939-1940, the Soviet Union can only purchase and use a limited number of offensives per season. Up to nine offensives can be purchased and paid for as usual. Before marking them on the offensives track, however, the Soviet player rolls a die and adds three to the result. The total is the maximum number of offensives he can mark on the track; if he has paid for more, those EPs and offensives are lost. Only marked offen-

sives count toward determining initiative. The Soviets can purchase impromptu offensives without restriction.

**[43.9] Soviet Improved Headquarters.** If the U.S.S.R. and Germany go to war before January 1941, the Soviet player starts receiving the army group HQs from his 1942 order of battle in the 1941 winter seasonal turn. The Soviet player rolls one die and randomly draws that many HQs every seasonal turn until all his HQs are in play. If any remain out of play in the winter 1942 seasonal turn, they are placed in the force pool.

## [44.0] Blitzkrieg Bonus

The remarkable success of Germany's initial attacks upon its enemies is reflected in this rule.

**[44.1] Eligibility Requirements.** The rule modifies all attacks involving German land or air units against the land or air units of a specific enemy nation. It can be used once per nation per game. The rule goes into effect immediately, when a German land or air unit first attacks a unit of the enemy country within the home country borders of that enemy country. It lasts for the duration of the current turn.

**[44.2] Effects.** When the bitzkrieg bonus is in effect against a country, land attacks by German units (if any German units participate) against any unit of that country receive a +1 modifier to the attack die roll. Air units attacking air units of that country receive a +1 modifier to their combat strength.

**[44.3] Restrictions.** The bonus does not apply to air-naval combat, bombing installations, or any combat during the Sategic Warfare phase.

**[44.4] British Exception.** The German player never receives the bonus against an all-British stack of defending units.

**[44.5] Effect on U.S. Units.** The German player receives the blitzkrieg bonus against American land and air units on the first turn he attacks them, anywhere on the map.

## [45.0] Partisans

Certain nations are subject to partisan activity after they have been conquered, or when they are partially occupied by the units of an invader. Partisans are represented by counters on the map, but these counters operate under special restrictions and conditions.

**[45.1] Partisan Countries.** The following nations are subject to partisan activity. The maximum number of partisan units allowed in each country is noted after the nation's name.

| | |
|---|---|
| Poland | 1 |
| France | 1 |
| Greece | 1 |
| Ireland | 1 |
| Finland | 1 |
| Norway | 1 |
| Turkey | 3 |
| Yugoslavia | 3 |
| Sweden | 3 |
| Soviet Union | 6 |

**[45.2] Construction Restriction.** Partisan units can be constructed by the Western Allies and/or U.S.S.R. during a seasonal turn. However, the total number of partisans that can be built per seasonal turn is limited:

pre-1942, 1 partisan per season;
1942, 2 partisans per season;
after 1942, 3 partisans per season.

The Soviet Union cannot purchase partisan units until after it goes to war with Germany.

**[45.3] Placement of Partisan Units.** Placement of partisan units on the map is explained under 37.6.

**[45.4] Movement of Partisan Units.** Partisans can only move one hex per turn. They can ignore enemy ZOC when they move. Weather and supply considerations have no effect on partisan movement. A partisan unit makes a hex friendly to its major power partnership when it enters or occupies that hex. A partisan unit cannot move out of its home country (original or temporary border, whichever is larger).

Partisans cannot be transported (by STPs or ATPs). Partisan units never need to trace supply lines; they are never marked out of supply.

**[45.5] Partisan Units in Combat.** Partisans cannot attack. They cannot be activated for offensives. If an enemy unit attacks a partisan unit, the partisan is automatically destroyed.

A partisan unit is also destroyed if an enemy infantry unit spends 2 movement points to enter the hex containing the partisan (exception—a partisan unit in rough or forest terrain requires 3 movement points to be destroyed this way.)

**[45.6] Special Rules for Partisan Units.** If a partisan unit ever stacks with a friendly land unit, the partisan unit is eliminated (exception—a land unit can retreat through a friendly partisan unit without absorbing it, but if the retreat ends on the partisan, the partisan is absorbed).

Partisan units negate enemy ZOC as if they were friendly infantry for purposes of tracing supply lines and establishing retreat paths.

# PART 12: HISTORICAL CONSIDERATIONS

*"If you occupy Dubno by this evening, we will give you a medal. If you don't, we'll shoot you."*
*Political Commissar Nikolai Vashugin, June 1941*

The following rules are optional. The first set (46.0) are recommended in order to create a reasonably realistic set of game conditions. The second set (47.0) explore more hypothetical developments.

## [46.0] Historical Restrictions

The following rules are recommended, as they recreate many of the non-military and intangible factors that helped to shape World War II.

**[46.1] Italian Restrictions.** Italy can purchase offensives, but cannot use an offensive, attack with naval or air units, or invade a country until one of the following occurs:

- There are eight supplied German land units in France.
- The combined total of British and French battleships in the Mediterranean Sea (including Gibraltar) is equal to or less than the number of Italian BBs.
- France neglects to garrison its colonies with at least one land unit in Tunisia and another in Algeria.

In addition, Italian naval units cannot leave the Mediterranean Sea via Gibraltar or the Suez Canal until there are no Western Allies naval units in the Mediterranean.

See also 47.1, Italian adventurism.

**[46.2] Axis STP Restrictions.** German STPs cannot be used in the Mediterranean Sea until the Axis controls either the Suez Canal or Gibraltar. Italian STPs

cannot be used outside the Mediterranean until the same conditions are met. (Note that Gibraltar is considered both inside and outside the Mediterranean for the purpose of this rule—Italian and German STPs could be used to attack it, from two different directions.)

Any German land or air unit tracing supply to a supply marker that was transported with Italian STPs counts as two units for supply consumption purposes. A single German unit can trace supply to two different markers.

**[46.3] Western Allies Invasion Restriction.** The Western Allies cannot invade Germany or Italy; they must wait until the Axis nations decide to precipitate warfare by invading somewhere.

**[46.4] Soviet Union Invasion Restriction.** The Soviet Union cannot invade Germany during 1939. It cannot invade or declare war on Italy unless Italy is already at war with the Western Allies or Italy and the U.S.S.R. have adjacent land territory.

**[46.5] British Fighter Command Restriction.** Beginning at the start of the game and lasting throughout its course, the U.K. must keep one full-strength fighter unit in the United Kingdom. This unit must have a quality of 3. It is designated as the home fighter unit, and can only fly missions over home country hexes (including coastal hexes). If the fighter is depleted or eliminated, it must be rebuilt or replaced before any other British air steps can be constructed or rebuilt. A different fighter unit can be designated as the home fighter unit at any time, so long as it has a quality rating of 3 and it is based in the United Kingdom.

**[46.6] Liberated Forces.** When a nation is liberated, the liberating player can place one of that nation's land units somewhere in that country. The unit is treated for all purposes like a unit of the liberating partnership; it need not be used to garrison its home country. During each winter seasonal turn thereafter, one more of the country's land units can be placed upon the map.

The units are not removed if the nation is reconquered. They can be rebuilt normally by the major power.

## [47.0] Ahistorical Options

The following rules allow the game to veer in slightly ahistorical directions. Their use is only recommended for experienced players.

**[47.1] Italian Adventurism.** Beginning in May of 1940, Italy can invade either Greece or Yugoslavia (not both) without invading the Western Allies; this is an exception to 39.4. The minor country does not become the partner of any major power and Italy is considered neutral to Germany and all other nations.

Italy gains its wartime income after performing this invasion. If the minor nation has not yet been conquered when Italy joins the war as an Axis partner (by invading any other country), the minor country becomes an Allies partner. If the U.S.S.R. is at war with the Axis, use rule 39.3 to determine which partnership the minor nation joins; otherwise it joins the Western Allies automatically.

If Italy conquers this minor country, the captured EPs must go to Italy for the duration of the war (or at least until Italy is conquered).

**[47.2] Soviet Adventurism.** The Soviet Union can invade minor countries, without declaring war on Germany, even if the invaded country is scheduled to become a German minor partner. Instead, Germany and the U.S.S.R. fight a limited war within the boundaries of the minor country.

Upon invasion, all hexes of the minor country become friendly to Germany. German units can be moved to the country. Any attack by the U.S.S.R. on German units (outside of the minor country) is still considered an invasion of Germany, and vice versa. German EPs can be used to rebuild units of the minor country.

Within the country, German and Soviet units do not necessarily trigger a larger war by attacking each other. However, immediately after each land combat in which a stack containing a German land unit is attacked by a Soviet land unit, the Soviet player rolls a die. On a 6, the attack triggers war with Germany, with its attendant (and disastrous, to the U.S.S.R. player) effects on Soviet income. Likewise, a German attack on a Soviet unit can mean war is triggered by Germany (on a die roll of 6).

If the minor country is conquered, all hexes except those occupied by German units become friendly to the U.S.S.R. German units are under no obligation to leave (though they may have trouble maintaining a supply line); the limited war remains in effect until war breaks out between Germany and the U.S.S.R.

**[47.3] Activation of Spain.** One player can try to activate Spain as a minor ally during the Activation step of any seasonal turn. This costs 4 EPs. Roll two dice for the attempt. On a modified result of 2, Spain becomes an Axis minor partner; on a 13, a Western Allies minor partner.

Each partnership can increase its chances for a favorable result. Modifiers favorable to the Axis are negative, those favorable to the Allies are positive. These modifiers are not applied to the dice roll, but to the number each side needs in order to activate Spain. Note that it is possible for these numbers to overlap; i.e., Spain could activate as an Axis partner on a roll of 9 or less, and as an Allies partner on a roll of 8 or more.

+/−1 for every two land units that have been adjacent to Spain for the entire preceding season. In order to claim this modifier, the player must indicate the land units one full season ahead of time, so that the opponent can verify their status.

+/−1 for EPs spent on the roll. The first +/- 1 costs 4 EPs. The second costs 6 more, the third 8 more, etc. (a +3 modifier costs the Axis 4 + 6 + 8 = 18 EPs). EP expenditures must be announced and deducted before the dice are rolled. These EPs can be deducted from income the player is due during the next step (an exception to the ban on deficit spending).

If the activation dice roll is a 7, it has no effect, even if one player would otherwise have enough modifiers to activate Spain with that roll. If the activation roll is such that it could activate Spain for both partnerships, ignore that result and roll again.

**[47.4] Activation of Turkey.** The procedure for activating Turkey works much the same as for Spain, except a 2 creates an Axis partner, a 12 an Allied partner. Roll per 39.3 to see which Allied partnership Turkey joins.

Modify the die roll the same way as for Spain, except that three land units (not two) are needed to gain a modifier to the dice roll. Allied EPs can be paid by the Western Allies, the U.S.S.R., or both; the respective expenditures have no effect on the roll to determine which of the Western partnerships gets Turkey (39.3).

**[47.5] Cold War Clash.** This optional rule allows the Western Allies and the U.S.S.R. to wage war over the ruins of Europe. The restriction on attacking each other's units is lifted.

The game continues through the end of 1946. United States and Soviet incomes remain at their 1945 levels, and no new units are added to their force pools.

Strategic bombing is the only type of strategic warfare permitted.

At the end of 1946, count city resource hexes friendly to each side. If one player has twice as many as his opponent, that player is the grand strategic victor. If neither player has enough for a victory, both players suffer utter defeat and the complete collapse of a world exhausted by war.

**[47.6] Extended Game.** Instead of ending the game with the June 1945 turn, play can continue until either Germany, the U.K., or the U.S.S.R. is conquered.

National incomes remain at their 1945 levels. No additional units are added to the force pools.

The winner is the player or partnership that controls the most city resource hexes of Germany. If the totals are tied, the game is a draw.

# PART 13: INTRODUCTION FOR PLAYERS OF THE FIRST EDITION

The first and second editions of WORLD WAR II: E.T.O. are essentially the same game, with many minor alterations and a few major ones. Some of these changes appear on the map and counters or are listed in the order of battle. These changes will be obvious as soon as the relevant components are used during play.

Changes in the rules, however, are more difficult to locate. This section is intended to acquaint players with the most significant of these, allowing you to begin playing the second edition game without reading the entire rule book. (You should read these rules eventually, however, because there are numerous clarifications throughout which are not listed here.)

In some instances this list simply refers you to a rules case; it was not practical to reproduce complete rules that have been added to the game. If a conflict arises between a statement in this part and one in the game rules, the game rules have precedence.

**[1.0] Weather Effects.** Roll two dice instead of one to determine whether air is grounded in a specific weather zone. The likelihood of air being grounded has been increased.

**[2.0] Strategic Bombing.** Players can add 1 to their strategic bombing dice rolls for every full-strength U.S. bomber unit participating in the raid.

**[2.4] Bombing Rail Capacity.** New Rule.

**[4.0] German Surface Raiders.** Raiders inflict increased EP losses; see 4.2.

**[5.6] Convoy Escort Stacks.** Stacks must contain eight units. DD, DE, and CL units are eligible. CV and CVE units, with naval air units, can also be used. Each CV or CVE counts as four units.

Stacks in the North Atlantic convoy box can influence U-boat rolls in other areas. U-boats can sometimes inflict damage on convoy escorts (5.5).

**[5.9] Schnorkel U-Boats.** New rules reflect improved German U-boats introduced late in the war.

**[7.6] Naval Movement During End Phase.** Naval units are subject to air interception during the End Phase. Naval units can sometimes move through enemy naval interception range during the End Phase, if [7.6] condition #1 or #2 applies.

**[7.7] Port Capacity.** A minor port can hold up to 10 naval units, a major port can hold 20. Each STP marker counts as one unit, regardless of how many STPs are represented by the marker.

**[7.9] Fleet Markers.** These can be used to mark the positions of large stacks of ships on the map while the counters themselves are kept in holding boxes to the side.

**[8.0] Naval Interception.** When a player divides his interception stack into groups for specific attempts, each stack must include at least three naval units with gunnery factors, if possible.

**[8.6] Automatic Interception.** Units performing an amphibious assault are subject to automatic naval interception in their assault hex.

**[9.6] Withdrawal from Naval Combat.** There are new requirements to be observed when withdrawing from naval combat.

**[10.0] Sea Transport and Amphibious Assault.** Much of this section has been changed. STPs, for example, are now represented by counters on the map. There is no longer a transport track.

**[11.0] Submarines.** These are new units, representing submarines and U-boats used for naval combat, rather than strategic warfare.

**[12.7] Air Reconnaissance.** Recon is not permitted in a hex where weather has grounded air units. No recon is permitted during the weather phase of a turn.

**[13.2] Basing.** Naval air units can use land bases. They must fly a "change of base" mission to move from a carrier to a land base, even if both occupy the same hex.

**[13.4] Overstacking (of air units) on Bases.** This is allowed within the restrictions of the rule.

**[15.2] Air-to-Air Combat Sequence.** Players can voluntarily abort their air units after the first round of air combat.

**[16.2] Air-Naval Combat Procedure.** A bomber with an underlined combat strength can make a maximum of four attacks against naval units.

**[16.3] Air-Naval Combat Modifiers.** These only apply when air units attack named ships.

**[16.4] Anti-Aircraft.** A bomber attacking naval units may suffer depletion with an exceptionally bad dice roll.

**[18.0] Air Transport.** This has changed a lot. Like STPs, ATPs are now pieces deployed on the map.

**[19.0] Paratroops.** Paratroop units have one infantry strength point on their back side; the back indicates that the unit is ineligible to jump. Use the single paradrop table, applying the listed modifiers, to determine the success of a paradrop attack.

**[20.0] Committing Air Units.** Carrier-based naval air units cannot be committed; they can fly during offensives only in support of units performing (or which have performed) an amphibious assault.

**[21.0] Air Offensives.** Air units can change base during an air offensive (just like during the Naval and Air phase) if they do not perform another mission. They are marked PC after the base change.

Also, note that the Bombing table has been revised—a bombing attack is more likely to cause damage.

**[23.5] Headquarters Location Restriction.** Headquarters designated "Africa" or "Middle East" are restricted in where they can be used.

**[24.1] Terrain Effects on Movement—Forest.** Forest terrain limits enemy ZOC. Units can retreat and trace supply through forest hexes in enemy ZOC. An infantry unit, during movement, can 'slip' from one forest hex to another (though no further) if both are in enemy ZOC. (This is similar to armor's normal capacity to slip one hex of ZOC.)

**[24.4] Control of hexes.** Hex control markers (Allied and Axis) are included so that players can mark the front in ambiguous areas. This is still an important consideration for supply lines, rail movement, and landing of transport missions.

**[24.5] Fronts.** A player who can demonstrate a solid front of units and ZOCs can use this rule to gain control of enemy territory that is on his side of the front.

**[26.0] Combat Results Table.** Several additional 'x' results (attacker step loss) have been added.

**[26.2] Strength Points, Naval Gunnery.** Count one land strength point for every four (not three) naval gunnery points in the hex.

**[27.1] Combat Effects of Fortifications.** New rules apply to all permanent and constructed (including coastal) fortifications. A combat result of (D2) against a fortress is treated as an X.

**[28.0] Armor Breakthrough.** An armor unit that has performed a breakthrough attack (regardless of whether it performs its breakthrough movement) cannot move during the Movement step of that same offensive. It can still attack during the Combat step.

Armor units stacked with a general after a successful breakthrough attack can split up and move different directions. Each can move up to the general's exploitation allowance.

**[29.0] Exploitation.** Armor units can also split up for exploitation movement, per [28.0], above.

**[31.6] Soviet Rail Capacity.** The rail capacity of the U.S.S.R. (only) is affected by control of certain cities. It begins at five. However, it is reduced by one if the U.S.S.R. loses control of Minsk or Kazan. It is reduced by two if the U.S.S.R. loses control of Moscow. These effects are cumulative.

**[32.4] Supply Markers.** New rule—these are used to record supplies moved by sea and air, and also affect [32.5] Sea Supply and [32.6] Air Supply.

**[32.8] Isolated Supply Sources.** New rule, limiting the effectiveness of city resource hexes that have been cut off from other friendly city resource hexes.

**[33.0] Unsupplied Units.** A land unit occupying a city suffers no ill effect from being out of supply unless it is marked out of supply.

**[33.2] Combat Effects for Out of Supply Units.** The combat penalty for attacking with any out of supply land unit is now -2, not -3.

**[33.7] Air Units Out of Supply.** New rules, not as restrictive.

**[34.2] Replenishment (rebuilding home country infantry losses).** Infantry units eliminated within their home country are placed in the replenishment box for the duration of that turn. These units can also be rebuilt for EPs, the same as before.

An unconquered minor country can rebuild one unit free, for every city-resource hex not controlled by the enemy. The Soviets can still rebuild three. Germany can rebuild up to two 4-2 infantry from the box, free.

**[34.3] Pilot Recovery.** New rule, allowing mid-season rebuilding of air units depleted over their home country.

**[34.4] Repairing Installations.** Can be attempted during the monthly turn for 2 EPs; successful on a roll of 4, 5, or 6.

**[35.3] U.K. Activation of Lebanon-Syria.** The activation die roll can be modified by +1 for every three strength points of U.K. land units adjacent to Lebanon-Syria.

**[36.1] EP Income.** Nations add 2 EPs per resource hex in a colony controlled by that nation. An invader of the Soviet Union only gains 1 EP per resource hex captured inside the U.S.S.R.'s original borders. An unconquered minor ally contributes EPs to its major partner even if no supply line can be traced between them.

**[36.3] Variations in EP Income.** Beginning in the Winter 1944 seasonal turn, Germany's income may increase, based on its geographical holdings.

**[36.4] Convoy Routes.** The Mediterranean route has been deleted from the game. The U.S. coastal route has been added and can be raided beginning in January 1942.

**[37.0] Construction.** Many costs for unit construction have been changed. New costs are listed on the map. Don't assume that old costs you have memorized are still accurate.

**[37.4] Repairing Naval Units.** Repairing any naval unit costs 2 EPs. Any named ship still spends 1-4 seasons on the turn track; unnamed ships return to play immediately.

**[39.0] Invasion.** An amphibious assault mission entering the coastal hex of a neutral nation is automatically considered an invasion of that country.

**[39.4] Invasion of Western Allies.** Any invasion that activates the U.K. and France also activates Poland.

**[39.7] Invasion of Benelux Countries.** An invasion of Belgium, Luxembourg, or the Netherlands is considered an invasion of all three nations.

**[40.5] Dismantling the Maginot Line.** The German player gets six free coastal fortification markers, one per season, in the first six seasonal turns after the conquest of France.

**[40.7] Conquest of the United Kingdom.** New rule, reflecting the likelihood that some Commonwealth resistance would continue after the capture of the British Isles, based in Canada and the rest of the empire.

**[43.4] Soviet Winter Combat Proficiency.** This bonus is only granted if the U.S.S.R. has fought the Winter War.

**[43.7] General Zhukov.** This counter adds +1 strength point to each stack in the radius of whatever HQ it is stacked with. In addition, the Soviet player loses Zhukov only on a roll of 1, not 1-2 like any other general.

**[43.8] Soviet Pre-1941 Offensive Limitation.** New Rule.

**[45.0] Partisans.** New rule.

**[46.4] Soviet Restriction.** The Soviet Union cannot invade Germany during 1939.

**[46.5] U.K. Fighter Command Restriction.** New rule restricting British fighter deployment.

**[46.6] Liberated Forces.** New rule, allowing liberated nations to return some units to the fighting.

**[47.0] Ahistorical Options.** New rules allowing for Soviet and Italian adventurism, possible activation of Turkey or Spain as allies, and the potential clash of the Western Allies and the U.S.S.R.

# Case Index


**PART 1: SEQUENCE OF PLAY**

**PART 2: WEATHER**
**1.0 Weather Effects**
1.1 F Condition
1.2 M Condition
1.3 W Condition
1.4 Grounding Air Units
1.5 Frozen Rivers, Lakes, and Ports

**PART 3: STRATEGIC WARFARE**
**2.0 Strategic Bombing**
2.1 Eligible Units
2.2 Procedure
2.3 Units Already In the Strategic Bombing Box
2.4 Bombing Rail Capacity
2.5 American Daylight Raids
**3.0 Air Interdiction of Convoy Routes**
3.1 Eligible Units
3.2 Procedure
3.3 Tracing the Convoy Route
3.4 Effects of Interdiction
3.5 Air and Naval Units in Convoy Escort Boxes
**4.0 German Surface Raiders**
4.1 Eligible Units
4.2 Procedure
4.3 German Surface Raider Movement and Combat
4.4 Division of Losses
**5.0 U-boat Operations**
5.1 Eligible Units
5.2 Procedure
5.3 Effects
5.4 Division of Losses
5.5 U-boat Hits on Convoy Escorts
5.6 Escort Stacks
5.7 North Atlantic Escorts
5.8 Restriction on U-boat Deployment
5.9 Schnorkel U-boats
**6.0 Interdicting the German Iron Route**
6.1 Procedure
6.2 Interdiction Effect

**PART 4: NAVAL OPERATIONS**
**7.0 Naval Movement**
7.1 Movement Points
7.2 Coastal Hexes and Sea Areas
7.3 Movement in Coastal Hexes
7.4 Movement in Sea Areas
7.5 Movement to Convoy Escort Boxes
7.6 Movement During the End Phase
7.7 Ports and Port Hexes
7.8 Special Terrain Effects on Naval Movement
7.9 Fleet Markers and Fleet Boxes
**8.0 Naval Interception**
8.1 Interception Range Table
8.2 Interception During the Enemy Naval Movement Step
8.3 Interception and Counter-interception During the Friendly Naval Movement Step
8.4 Naval Search Procedure
8.5 Restrictions on Interception
8.6 Automatic Interception
8.7 Evading Interception
8.8 Convoy Escort Stacks and Interception
8.9 German U-boats
**9.0 Naval Combat**
9.1 Combat Eligibility
9.2 Combat Procedure
9.3 Naval Combat Sequence
9.4 Firing Restrictions
9.5 Effects of Hits Upon Naval Units
9.6 Withdrawing From Combat
**10.0 Sea Transport and Amphibious Assault**
10.1 Sea Transport Point Markers
10.2 STP Capability in Naval Transport and Amphibious Assault
10.3 Moving STPs
10.4 Embarking Units
10.5 Debarking Transported Units
10.6 Debarking Units for Amphibious Assault
10.7 Evacuations
10.8 DD/CL Transport
10.9 Losing STPs in Combat
**11.0 Submarines and U-boats**
11.1 Moving Submarines
11.2 Intercepting Submarines
11.3 Interctption by Submarines
11.4 Combat Involving Submarines
11.5 Converting U-boats to Submarines

**PART 5: AIR OPERATIONS**
**12.0 Using Air Units**
12.1 Types of Air Units
12.2 Using Air Units for Strategic Warfare
12.3 Missions During the Friendly Naval and Air Phase
12.4 Missions During the Enemy Naval and Air Phase
12.5 Missions During the Friendly Offensive Phase
12.6 Missions During the Enemy Offensive Phase
12.7 Air Reconnaissance
**13.0 Moving Air Units**
13.1 Terrain Effects on Movement
13.2 Basing
13.3 Basing on Aircraft Carriers
13.4 Overstacking on Airbases
13.5 Building Airfield Markers
13.6 Stacking in the Air
13.7 The Strategic Bombing Box
**14.0 Air Interception**
14.1 Interception Procedure
14.2 Counter-interception
14.3 Interception Combat
14.4 Restrictions on Interception
14.5 Intercepting Stationary Enemy Units
14.6 Malta
**15.0 Air-to-Air Combat**
15.1 Air-to-Air Combat Eligibility
15.2 Air-to-Air Combat Sequence
15.3 Attack Procedure
15.4 Air-to-Air Combat Modiviers
15.5 Doubling Up
15.6 Combat Effects
15.7 Automatic Results
**16.0 Air-Naval Combat**
16.1 Air-Naval Combat Sequence
16.2 Air-Naval Combat Procedure
16.3 Air-Naval Combat Modifiers
16.4 Anti-Aircraft Effects
16.5 Differences Between Land-based and Carrier-based Air Units
**17.0 Ground Support**
17.1 Ground Support Procedure
17.2 Air Superiority
17.3 Adding Bomber Combat Strength
**18.0 Air Transport**
18.1 Air Transport Points
18.2 Air Transport Procedure
18.3 Air Transport Unit Eligibility
18.4 Air Transport Requirements
18.5 Restrictions
**19.0 Paratroops and Paradrops**
19.1 Requirements
19.2 Procedure
19.3 Effects
19.4 Restrictions
**20.0 Committing Air Units**
20.1 When Units Must Be Committed
20.2 When Committment Status is Unimportant
**21.0 Air Offensives**
21.1 Eligible Units
21.2 Air Offensive Procedure
21.3 Movement in Air Offensives
21.4 Combat in Air Offensives
21.5 Bombing Installations

**PART 6: OFFENSIVE PHASE**
**22.0 Command and Activation**
22.1 Army Group Headquarters
22.2 Generals
22.3 By Stack
22.4 Minor Countries
22.5 Activate/Standby Markers
22.6 Impromptu Offensives
**23.0 Army Group Headquarters**
23.1 Placing and Removing HQs
23.2 Moving Headquarters Units
23.3 Headquarters in Combat
23.4 Headquarters Intervals
23.5 Location Restrictions
23.6 Combined Offensives
**24.0 Movement During Offensives**
24.1 Terrain Effects
24.2 Stacking
24.3 Headquarters and Generals
24.4 Control of Hexes
24.5 Defining a Front
**25.0 Zones of Control**
25.1 Limitations on ZOC
25.2 Effect of ZOC on Infantry Movement
25.3 Effect of ZOC on Armor Movement
25.4 Effect of ZOC on Headquarters Units
**26.0 Land Combat**
26.1 Combat Procedure
26.2 Strength Points
26.3 Combat Restrictions
26.4 Combat Die Roll Modifiers
26.5 Armor Reaction Attack
**27.0 Land Combat Effects**
27.1 Combat Results
27.2 Implementing Step Losses
27.3 Retreats
27.4 Advance After Combat
27.5 Eliminating Generals
27.6 Combat Effects Against Installations
27.7 Replenishment Box
**28.0 Armor Breakthrough**
28.1 Pre-attack Movement
28.2 Attack Procedure
28.3 Breakthrough Movement
28.4 Restrictions
28.5 Generals
28.6 Multiple Breakthroughs
28.7 Paratroops
**29.0 Exploitation**
29.1 Exploitation Eligibility
29.2 Exploitation Procedure
29.3 Restrictions
29.4 Paratroops

**PART 7: MOVEMENT PHASE**
**30.0 Moving Land Units**
30.1 Movement Allowances
30.2 Terrain Effects
30.3 Zones of Control
30.4 Weather Effects
30.5 Naval Transport
30.6 Control of Hexes
**31.0 Rail Movement**
31.1 Eligible Units
31.2 Rail Movement Procedure
31.3 Restrictions on Rail Movement
31.4 Egyptian Rail Capacity
31.5 Middle East Rail Restriction
31.6 Effects of Conquest

**PART 8: SUPPLY AND REPLENISHMENT**
**32.0 Tracing Supply**
32.1 Supply Sources
32.2 Supply Sources for U.S. Units
32.3 Overland Supply Lines
32.4 Supply Markers
32.5 Sea Supply
32.6 Air Supply
32.7 Supplying Amphibious Assaults
32.8 Isolated Supply Sources
**33.0 Unsupplied Units**
33.1 Movement Effects
33.2 Combat Effects
33.3 Using Out of Supply Markers
33.4 Restoring Supply
33.5 Depleting Unsupplied Units
33.6 Armor Exception
33.7 Air Units Out of Supply
33.8 Naval Units Out of Supply
**34.0 Replenishment**
34.1 Home Country Infantry Reinforcements
34.2 Free Reinforcements
34.3 Pilot Recovery
34.4 Repairing Installations

**PART 9: SEASONAL TURNS**
**35.0 Activation of Partners**
35.1 Hungary, Rumania, Bulgaria
35.2 Finland
35.3 Lebanon-Syria
**36.0 Economic Points and Income**
36.1 EP Income
36.2 EP Debits
36.3 Variations in EP Income
36.4 Convoy Routes
36.5 Lend Lease to the Soviet Union
36.6 Lend Lease to the United Kingdom, pre-1942
36.7 Lend Lease to the United Kingdom, 1942-1945
16.8 U.S. Lend Lease Limit
36.9 Axis EP Exchanges
**37.0 Construction**
37.1 Requirements
37.2 Building Units
37.3 Rebuilding Depleted Land and Air Units
37.4 Repairing Naval Units
37.5 Repairing Destroyed Installations
37.6 Placing Units On the Map
37.7 The Suez Adds Box
37.8 Economic Reserve
**38.0 Initiative**
38.1 Adjusting Offensives Tracks
38.2 Buying Offensives
38.3 Costs of Offensives
38.4 Using the Offensives Track
38.5 Determining Initiative

**PART 10: POLITICS AND PARTNERSHIPS**
**39.0 Invasion**
39.1 Definition of Invasion
39.2 Invasion Procedure
39.3 Invasion Effects
39.4 Western Allies Declaration of War
39.5 Balkan Declaration of War
39.6 U.S. Declaration of War
39.7 Invasion of Benelux Countries
**40.0 Conquest**
40.1 Effects of Conquest
40.2 Disposal of Naval Units
40.3 Liberation
40.4 Creating Vichy France
40.5 Dismantling the Maginot Line
40.6 Surrender of Italy
40.7 Conquest of the United Kingdom
40.8 Holding Out in Colonies
**41.0 Minor Countries**
41.1 Minor Country Territory and Units
41.2 Home Country Garrison
41.3 Supply Sources
41.4 Minor Country EP Income
**42.0 Partnership and International Cooperation**
42.1 Western Allies
42.2 Soviet Union
42.3 Axis
42.4 French/British Restrictions
42.5 Cooperation Between U.S.S.R./ Western Allies
42.6 Restriction on Soviet/Western Allies Warfare

**PART 11: SPECIAL RULES**
**43.0 Soviet Special Rules**
43.1 Transfers From Other Frontiers
43.2 Soviet Pre-war Conquests
43.3 Winter War Against Finland
43.4 Soviet Winter Combat Proficiency
43.5 Status of Soviet Pre-war Conquests
43.6 Soviet Pre-war Aggression
43.7 General Zhukov
43.8 Pre-1941 Offensive Limitation
43.9 Soviet Improved Headquarters
**44.0 Blitzkrieg Bonus**
44.1 Eligibility Requirements
44.2 Effects
44.3 Restrictions
44.4 British Exception
44.5 Effect on U.S. Units
**45.0 Partisans**
45.1 Partisan Countries
45.2 Construction Restriction
45.3 Placement of Partisans
45.4 Movement of Partisan Units
45.5 Partisan Units in Combat
45.6 Special Rules for Partisan Units

**PART 12: HISTORICAL CONSIDERATIONS**
**46.0 Historical Restrictions**
46.1 Italian Restrictions
46.2 Axis STP Restrictions
46.3 Western Allies Invasion Restriction
46.4 Soviet Union Invasion Restriction
46.5 British Firghter Command Restriction
46.6 Liberated Forces
**47.0 Ahistorical Options**
47.1 Italian Adventurism
47.2 Soviet Adventurism
47.3 Activation of Spain
47.4 Activation of Turkey
47.5 Cold War Clash
47.6 Extended Game

EUROPEAN THEATER

WORLD WAR II

OF OPERATIONS GAME

# Example of Play ...

*This book contains a detailed example of play, describing a monthly turn (September 1939) and a seasonal turn (Autumn 1939) as they might typically be played during the game. Players may find it helpful to follow the Sequence of Play (printed on the player aid cards) while reading this example of play.*

## The Situation

This example covers the first turn (September 1939) of the full campaign game. There are three players: one for the Axis, one for the Western Allies, and one for the Soviets.

## Setting Up

The maps are set out. Each player sorts the game pieces listed for him on his Starting Forces 1939 Order of Battle. The scenario specifies that the Soviet and Western Allies players set up first. The Year marker is placed in the 1939 box, the Month marker in the September box of the turn track on the map.

The Soviet player decides to concentrate his forces along the Polish border, with some troops ready to grab the Baltic states (Latvia, Lithuania, Estonia). He places no land units adjacent to Finland, Rumania, Turkey, or Persia, knowing those nations cannot attack him.

The Allies player is in charge of British and French forces. He places most of the French army along the border with Germany. One land unit is placed in Tunisia and another in Algeria in order to keep Italy from entering the war too soon [46.1]. The French fleet is divided, with most of its strength going to the Atlantic Fleet in Brest. Three slow battleships (*Bretagne, Provence*, and *Lorraine*) are based in Marseille along with two light cruisers (CL) as a counter to the Italian fleet.

The U.K. armor unit, one general, and many of his 3-4 infantry units are placed in Egypt, Malta, and Gibraltar. The U.K. fleet is divided. Five battleships are sent to Alexandria (in the Mediterranean Fleet). Some fast battleships and another carrier go to Capetown (the Task Force), and the rest of the fleet (the Home Fleet) is based in ports in England. Many of the DDs and a few more carriers are separated out, ready to take up convoy duty.

The Axis player then sets up. His Italian forces are balanced between Africa, Albania, and Italy. His fleet is based in Taranto, protected by his lone fighter unit. The Italians will be quiet for a while.

German land units, on the other hand, are placed to encircle Poland like the gaping jaws of a lion. An armor unit with General Kliest is placed to the north of Poland, another with General Guderian is placed to the south. Two infantry units are used to screen the border with France: the German player counts on conquering Poland with his first offensive, after which the sitzkrieg rule [scenario rule 12.5] will protect him against a French invasion.

The German fleet is based in Konigsberg, under the protection of the German fighter and fighter-bomber units. However, the U-boat is placed in the North Atlantic and the BB *Graf Spee* in the South Atlantic (the scenario allows some German naval units to begin the game in position to perform strategic warfare).

After setting up his pieces, each player finds his 1939 force pool counters, as listed on the Order of Battle, and places them in the Force Pool on the map. EP markers show the starting EPs for each country (also listed on the OB).

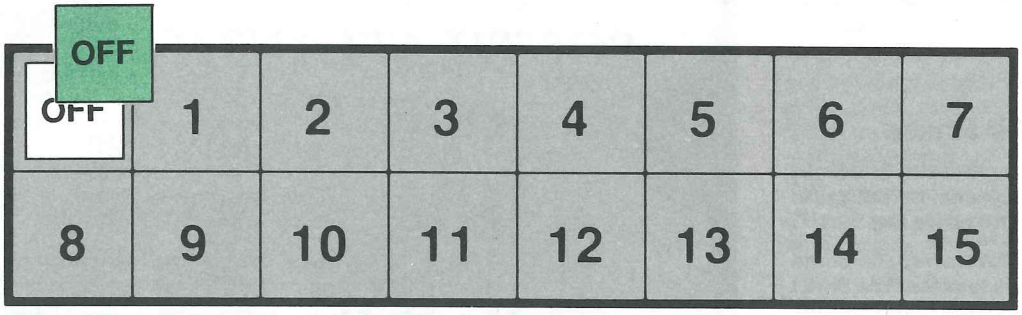
## [1] Weather Phase

A look at the turn track shows an "F" for September, indicating that Fair weather prevails this month.

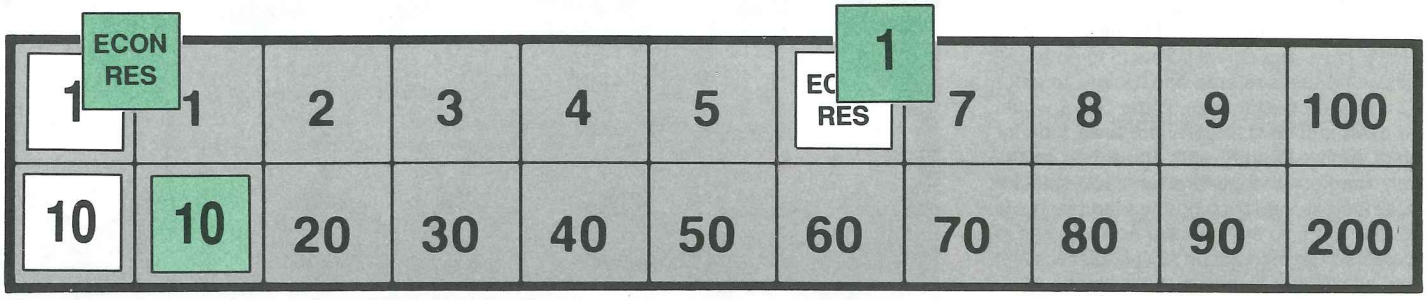
## [2] Strategic Warfare Phase

Players follow the Sequence of Play for this phase.

**Step 1: Strategic Bombing.** This step is skipped because neither player wants to perform strategic bombing.




WESTERN ALLY OFFENSIVES




WESTERN ALLY EPS

**Step 2: Air Interdiction of Arctic Convoy.** The Arctic convoy route cannot be raided because it is not in use.

**Step 3: Surface Raider Activity**, however, is performed by the Axis player because he has a battleship in the South Atlantic, which is a British convoy route. He rolls a die to determine British EP loss, getting a 6. He adds the *Graf Spee's* gunnery rating (3) to that result, but he also subtracts 1 (a standard penalty when raiding the South Atlantic route). The Western Allies player marks a total loss of 8 EPs on the U.K. EP track. The only EPs the U.K. has on the track at this time are in Economic Reserve, where they are protected against strategic warfare loss. The U.K. still must lose 8 EPs, however, so its markers are flipped over and adjusted to show −8 EPs on the track. This loss will affect his income in the next seasonal turn.

This strategic warfare attack constitutes an invasion of the U.K. As specified under rule 39.1, an invasion of the U.K. is also considered an invasion of France and Poland. The immediate effect is that Polish units must be set up. The Allies player consults the Polish Order of Battle (listed under "Neutral Countries" on the Axis Player Aid Card) and sorts out all of the Polish counters. He arranges these on the map using their historical deployment (he could set them up however he wants within Poland, but he chooses the historical deployment out of curiosity—a poor choice, as will be shown). Play of the Strategic Warfare phase is resumed.

**Step 4: U-Boat Operations:** The Axis player has a U-boat in an Allied convoy route (the North Atlantic). Normally he would roll two dice to see if his U-boat attacks successfully or is damaged by convoy escorts; on the first turn of the game, however, his attack succeeds automatically (because there are no convoy escorts at sea). He rolls a die, getting a 4, so 4 more EPs are marked off the U.K. EP track, taking it to a total of −12 EPs.

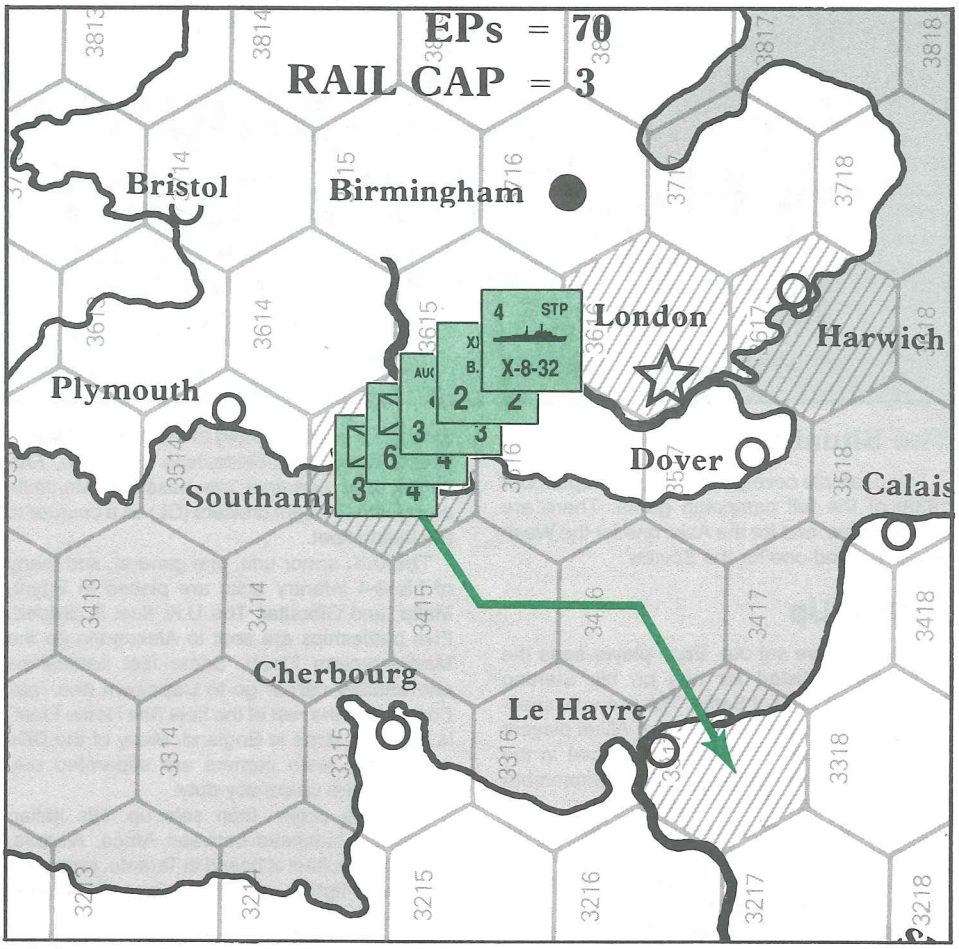
**Step 5: Iron Route Interdiction** is skipped because of the Allies' set-up restrictions. In future turns, the Allies player will try to keep a surface ship along the coast of Norway, automatically causing two dice of EP loss to the German player every turn.

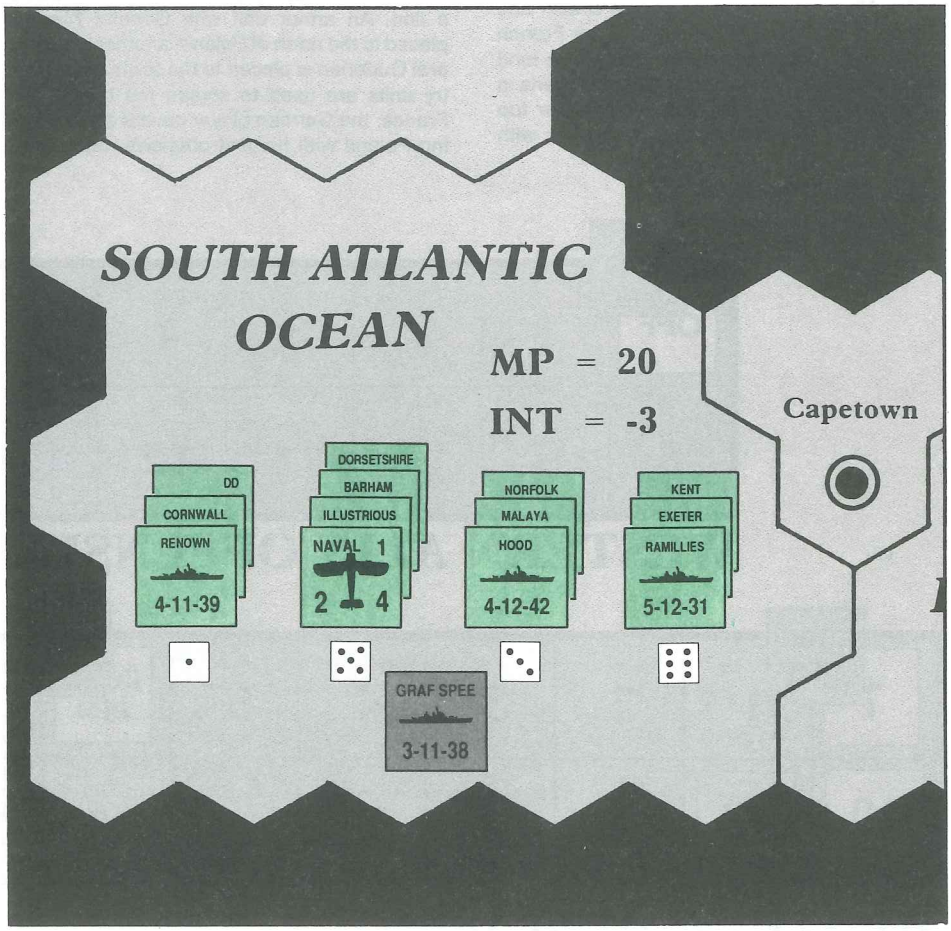
## [3] Naval and Air Phase

The Axis player has the initiative, as defined for the first turn of the scenario. He decides to have the Allies perform this phase first.

**Step 1: First Naval Movement.** The British player has several moves to make. The Soviet player decides to keep his ships where they are.

The British embark two infantry units, a general, a supply marker, and the B.E.F. headquarters in England aboard four STPs. They move to the French port of Le Havre. The move costs a total of 6 naval movement points (5 to enter the English Channel sea area and 1 more to enter the Le Havre coastal hex). Three STPs would have been sufficient to carry the units (one for each of the two infantry units and a third for the supply marker—the general and HQ ride for free, as long as they accompany a land unit). He uses four STPs so that, in case he loses one to unexpected German action (an air attack, most likely), he still can complete the mission.



The Allies player then moves three aircraft carriers and 23 French and British DD units into the North Atlantic convoy escort box, forming four stacks of escorts.

This means the German player now needs to roll a 5 or higher when his U-boat attacks. A roll of 4 or less (equal to the number of escort stacks) will cause the U-boat to be damaged instead of costing the Allies EPs.

The Allies player then moves one CL unit from Scapa Flow to hex W5225, along the coast of Norway. He will leave this unit here so that next turn it can Interdict the German iron route during the Strategic Warfare phase.

He moves his fast ships from Capetown into the South Atlantic Ocean (also occupied by *Graf Spee*).

Slower French ships also head for the South Atlantic, but cannot reach it during this phase.

**Step 2: Naval Attacks.** The Allies player intends to hunt down and sink *Graf Spee* in the South Atlantic Ocean. He has 13 ships in the area. In order to increase his chance of finding the raider, he divides his ships into four groups (each group must contain a minimum of three ships, so no more than four groups can be formed).

The Allies player will make four interception attempts, one with each group (unless *Graf Spee* is sunk before all the groups have searched). He must start with the fastest group. The speed of a group is determined by the slowest ship in it, so these four groups have speeds, respectively, of 39, 32, 32, and 31.

The Allies player calculates the modifiers to his interception roll. He can add 1 for each intercepting group (+4), and also add 1 because he has an air unit that can fly in the area (one of his ships is a carrier with a naval air unit). His total modifier is +5.

Normally this would be very good. Usually, a modified result of 7 or more means success. The South Atlantic is a big place, however, and consequently is noted on the map as having a −3 modifier for interception. Thus, even with a +5 modifier, the Allies player needs to roll a 5 or 6 for a successful interception (5 + 2 = +7).

His first roll, for his fastest intercepting group, is a 1, which is never a successful interception, regardless of modifiers. The fastest group fails.

The Allies player then rolls for his next fastest group, with a 5 result. This group locates *Graf Spee*.

The intercepting group, however, contains a ship with a speed of 32, which is slower than *Graf Spee*'s 38. The German player exercises his evasion option and announces that he will evade the intercepting group.

Evading means *Graf Spee* does not have to fight the surface ships in this group, but she cannot evade air units. The CV unit was with the group that just intercepted, so the Allies player sends it after the German ship. The naval air unit has two strength points, so it makes two attacks.

The Allies player rolls two dice for the first attack, adding the +3 modifier because this is a naval air unit attacking a named ship. He rolls a 7 and adds the 3 to get 10. This is less than *Graf Spee's* 11 armor rating, so the first attack misses. He rolls a 5 on the next attack, so both of the naval air unit's attacks miss *Graf Spee*.

Now the Allies player resumes his interception attempts. The third group fails with a roll of 3, but the fourth and last group, with a roll of 6, finds *Graf Spee*. The German cannot evade this interception because he has already evaded once this phase.

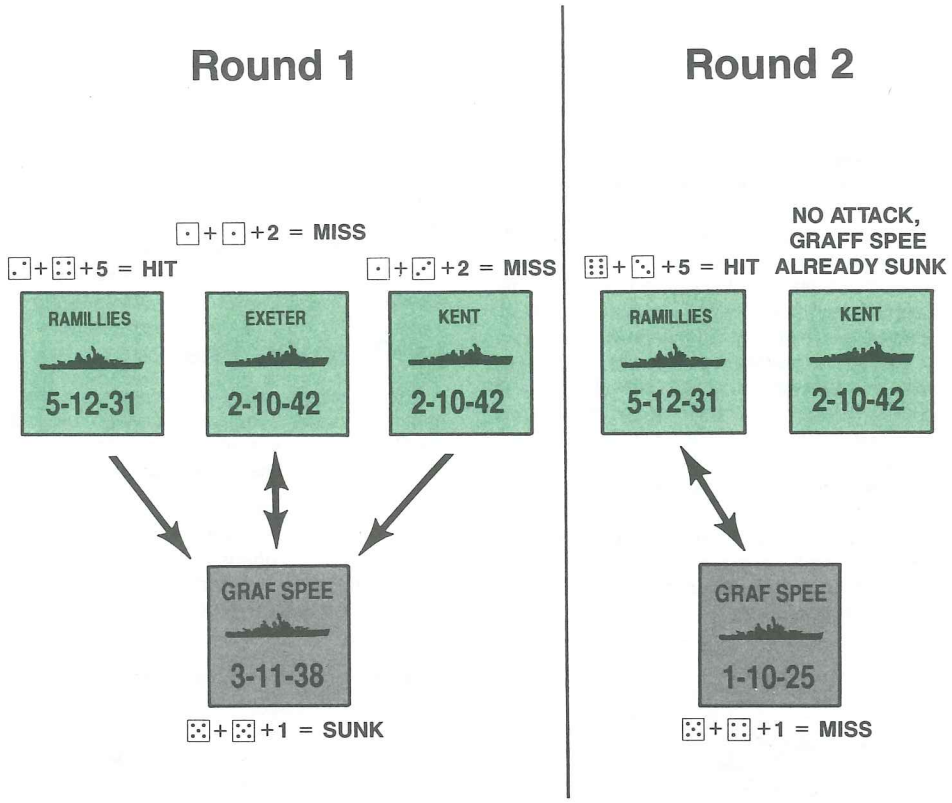
All firing in the first round of naval combat is sequential in descending gunnery rating order. *Ramillies* fires first (gunnery rating 4). The Allies player rolls a 7 and adds his gunnery rating of 4 for an 11, which equals *Graf Spee's* armor rating—*Graf Spee* has been hit. The German player flips the BB onto its damaged side.

*Graf Spee* (gunnery rating 3) normally would fire next, but now that it is damaged, its gunnery rating is only 1. The two British CAs (gunnery ratings 2) fire, each needing an 8 to hit the German's damaged armor rating of 10. Their pathetic rolls of 2 and 4, respectively, miss by a mile.

Now *Graf Spee* shoots, choosing a cruiser as an easier target than *Ramillies*. The German player rolls two 5s. This not only hits the cruiser, but because it is doubles the target is automatically sunk. The Allies player removes the CA counter from the game.

In the second and final round of naval combat, all fire is simultaneous. The Allies player, hot for revenge, rolls a 9 for the attack from *Ramillies*, which is a hit. The already damaged German is sunk by this second hit. Because combat in the second round is simultaneous, however, *Graf Spee* gets a final attack. The German shoots at *Ramillies*. His roll of 9 (+1 for *Graf Spee*'s gunnery rating) is modified to 10, which barely misses the 11 needed for a hit. There is no need for the British CA to shoot, since its only target has been sunk.

Even if both players still had surviving ships, this naval combat would be over. Naval combat never lasts more than two rounds.




**Step 3: Air Movement.** The Soviet player does not wish to move his air unit, though this is his opportunity to do so. The Allies player decides to relocate his 4*-5/2 fighter unit, which is currently in Liverpool, to a different base. He will move it to Malta, which is the maximum distance it can cover in one base change.

The unit can change base in three hops, each a maximum of 10 hexes long—twice the unit's range of 5. It moves 10 hexes from Liverpool to hex W3020 in France, which is an air base since it is a resource hex. From there it hops another 10 hexes to Bastia, on Corsica. (While it is actually only nine hexes to Bastia, the unit must veer one hex west to avoid flying over neutral Italy). From Bastia it flies to Malta, another 10 hexes away. It can fly over the Italian coastal hexes (around Sicily) without violating neutrality. Even if the player wanted to move it farther than Malta, he could not—three hops is the maximum allowed during a base change.

**Step 4: Final Air Movement.** The only final air move is the return of the U.K. naval air in the South Atlantic to its CV base.

Now it is the Axis player's turn to perform the Naval and Air phase.

**Step 1: First Naval Movement.** The Axis player sends a supply marker to Africa with an Italian STP. The marker originates in Taranto and is moved to Tripoli. This one marker can supply four units, which is one more than Italy has in Africa.

Germany performs no naval movement.

**Step 2: Naval Attacks.** The Axis player makes no naval attacks.

**Step 3: Air Movement.** The only air movement for the Axis player is an attack by his 4*-4/3 fighter unit (based on Konigsberg) against the

Polish air unit in Warsaw. He moves the fighter to Warsaw (which is within the fighter's 4-hex range; otherwise the attack would be impossible).

Each player rolls a die for the first round of air to air combat. The German unit has the advantage: Its strength (4) plus its quality (3) equals 7, minus the Pole's quality (1) equals 6. In air-to-air combat a roll of 6 always has no effect, so the German player needs to roll a 5 or less. He rolls a 6, which is a very lucky break for the Poles.

The Allies player rolls for the Polish air unit. (Even if it had gotten hit, it would still get to attack at full strength; all attacks in a round of air combat are considered to happen simultaneously.) His strength (3) plus quality (1) is only 4; he adds another 1 because he is fighting over his own base hex. Still, when the German quality of 3 is subtracted, the Allies player needs to roll a 2 to affect the German. He rolls a 3, which has no effect.

This combat would normally go into a second round, but the Allies player decides to abort the Polish air unit and end the battle rather than risk another exchange.

**Step 4: Final Air Movement.** The German and Polish fighters return to their bases.

**Step 5: Supply Debarkation.** Both players conclude the Naval and Air phase by unloading transported supply markers. All supply markers on both sides that have been transported by sea and now occupy ports are debarked in those ports. This includes the U.K. marker in Calais and the Italian marker in Tripoli. The STPs remain in the hexes with the markers they just transported.

## [4] Offensive Phase

The player with initiative performs this phase first. In this case, because of scenario rule, only the German player is allowed to perform any offensives, and he has a maximum of two.

**Step 1: Command Status**

**A.** The German player decides that this will be a combined offensive with army groups North and South. He marks two offensives (all he has) off of his OFF track and pays two EPs for the extra HQ, reducing his EP track from 80 to 78.

**B.** He moves HQ South to hex W3230, thus placing all the units he wishes to move within range of one or the other of his activated HQs.

**Step 2: Breakthroughs.** This step is performed because the German player decides to perform a breakthrough with at least one (both, in this case) of his armor units.

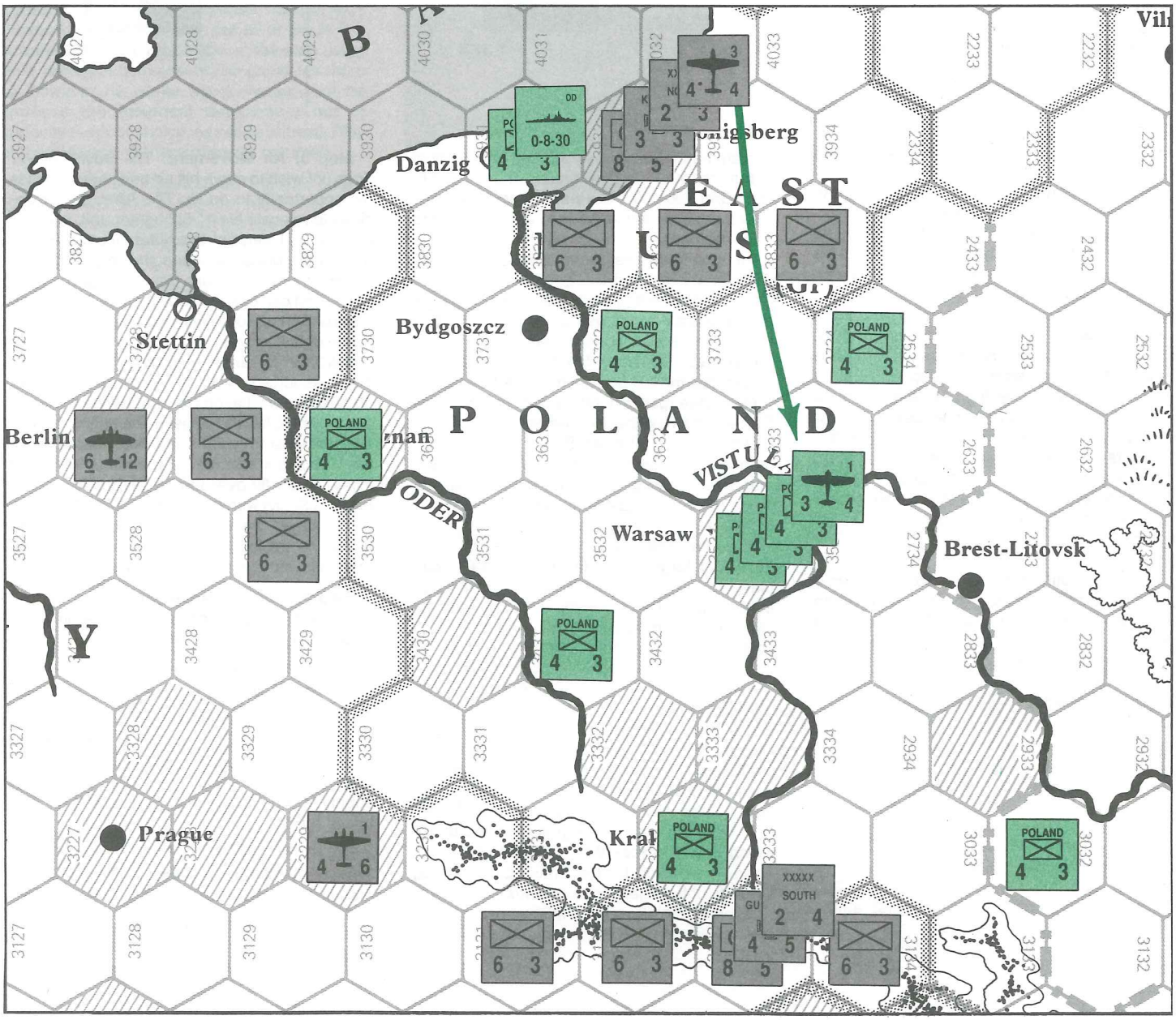
**A.** General Kliest and his armor unit move to hex 3832, which is in enemy (Polish) ZOC. Because this is an armor unit it can move one additional hex despite this ZOC, so it continues on to 3733.

**B.** The German player announces his breakthrough attack against the Polish unit in hex 3732. Follow the Attack Sequence for this procedure:

a. He will use no paratroops for this attack.

b. He flies the German bomber unit from Berlin to the combat hex—3732.

c. It is obvious that the only attacking ground unit is the armor with Kliest, so no declaration is really necessary.



d. The Allies player could intercept the bomber with his Polish air unit, but the German fighter unit is within easy counter-interception range so he declines.

e. There are no paradrops.

f. The German player performs his ground attack.

His attacking strength is 8 points for the armor, 3 for the general, and 6 for the bomber; a total of 17. Land units must contribute at least half of the strength, however, and he has only 8 land unit strength points (the armor); therefore, the German player can attack with only 16 of the 17 strength points he has in the hex.

The unfortunate Polish unit has only 4 points, so the odds of 16:4 are reduced to 4:1 on the Combat Results Table (printed on the map).

The German player can add 1 to his die roll because he has air superiority in the combat hex, and 1 more because this is the turn he invaded Poland, giving him the tactical superiority modifier, or "blitzkrieg bonus". The German player rolls a 2, adds his 2-point modifier, and gets a modified die roll of 4. On the 4:1 column of the CRT, a result of 4 is "DEx." (Defending units eliminated, one attacking unit takes 1 step loss).

The Allies player picks up the Polish unit and places it in the Replenishment box (because it was an infantry unit destroyed in its own country). The German player, because of the 'x' in the result, flips the armor unit under Kliest to its depleted strength side. He also flips Kliest (because he has performed a breakthrough) to his 'ineligible to exploit' side. He advances after combat, moving the armor and general into hex 3732.

g. The German player returns his bomber to Berlin and places an AC (Actively Committed) marker on it.

**C.** Since the attack was successful (the defending hex was cleared of enemy units), Kliest and the armor can perform a breakthrough move of up to 3 hexes—Kliest's exploitation rating. The armor and general move to hex 3532.

**D.** The German player will also perform a breakthrough with General Guderian and his armor unit, starting over with 'A'.

**A.** No movement is necessary because Guderian is already adjacent to the intended target of his attack.

**B.** The Attack Sequence is followed for this attack.

a. Again, no paratroops will be used.

b. The German fighter-bomber unit flies to Krakow, the combat hex.

c. The participating unit is obvious.

d. The Allies player declines to risk his air (he's saving it for the defense of Warsaw).

e. No paradrops.

f. This is also a 4:1 attack; armor + general + fighter-bomber (8+4+4=16) to defending Polish infantry (4). The same two modifiers (air superiority, tactical superiority) give a net +2 to the die roll. The German player rolls a 6, which is modified to 7 (not to 8 because the CRT only goes to 7). This is a DE result, so the Allies player removes the Polish unit. The armor advances into Krakow and Guderian is flipped to his ineligible to exploit side.

Germany has now captured one of the three Polish city-resource hexes. He needs the other two—Warsaw and Poznan—in order to conquer the country.

g. The fighter-bomber is returned to its base and marked AC.

**C.** Guderian now can perform breakthrough movement of up to 5 hexes (his exploitation rating). The German player is content to move the general and armor to hex 3432.

This concludes all the breakthroughs of this offensive.

**Step 3: Land Movement.**

**A.** Having cleared some Polish units and their movement-inhibiting zones of control out of the way with breakthroughs, the German player now moves up his infantry (note that neither of his armor units can perform normal movement because they have performed breakthroughs):

From 3831 to 3630
From 3832 and 3833 to 3632
From 3134 to 3433
From 3132 to 3432
From 3131 to 3331

**B.** There are no amphibious assaults during this offensive.

**C.** Army Group North moves from Konigsberg to hex 3630. Army Group South moves to Krakow. This insures that all units attacking Poznan are in range of North, and all units attacking Warsaw in range of South. It also maintains the necessary interval between HQs, established by South's command radius of 4 hexes.

**D.** All German units within range of either HQ are declared activated and thus are eligible to attack.

**Step 4: Combat.** Once again players refer to the Attack Sequence.

a. Skipped—no paradrops.

b. The German player moves his bomber unit to Warsaw and his fighter-bomber unit to Poznan. Both units were marked AC (Actively Committed), indicating that they can fly during the current offensive. The markers are left on the air base when the air units are moved.

c. The German player declares that all German units adjacent to Poznan will attack Poznan. The same goes for Warsaw.

d. The Allies player announces that the Polish air unit is flying in defense of its base hex, Warsaw. The German player announces that his fighter will intercept the Polish air unit and moves the fighter to Warsaw. This commits the fighter; all three German air units are now Actively Committed.

An air battle now occurs in the Warsaw hex. The German player has a bomber and a fighter there. The Polish player has just his lone fighter-bomber.

The Allies player declares that his air unit is functioning as a fighter and is attacking the German bomber. He knows this gives the German fighter a positive modifier against the Polish air unit, but the Allies player is unconcerned; he knows from the previous air battle that the German's attack against his air unit is already as strong as it can get, so the extra +1 will have no effect.

The Polish player needs to roll a 5 to abort the German bomber (strength 3 + quality 1 + air base bonus 1). He rolls a 4, so he not only aborts it, but inflicts a hit. The German bomber is flipped to its reduced strength side. It remains in the hex for the moment, but it is aborted and can have no further effect on the battle. (If the Polish player had rolled a 5, the German bomber would be aborted but not damaged.)

The German player rolls his attack, this time getting a 1. Anything less than a 6 will abort the Pole and anything less than a 5 inflicts a step loss, so the Polish air unit is flipped over and aborted.

e. Skipped—still no paradrops.

f. The German player conducts his ground attacks, choosing to attack Poznan first.

At Poznan, Germany has 24 strength points on the ground plus 4 in the air, attacking 4 Polish strength points. This is better than 6:1, the highest column on the table. He also adds 2 to his die roll (blitzkrieg bonus and air superiority). He rolls a 1 which is increased to 3 by the modifiers; at 6:1 that is DEx. The Polish player eliminates his defending unit. The German player flips one of his infantry units, then advances after combat to occupy Poznan.

Next, the Germans attack Warsaw, knowing that a successful attack will conquer Poland: Warsaw is the last unconquered Polish city resource hex. The attack is being made by 24 points of infantry, 12 points of armor, and 7 points of generals (total = 43 strength points). The city is defended by 12 Polish strength points. The aborted German bomber cannot add its strength to the attack. The fighter over Warsaw is not aborted, so Germany still has air superiority for the battle. That and the blitzkrieg bonus give him a +2 die modifier. His odds (43:12) reduce to 3:1 (if the bomber could participate, the odds would be 49:12, or 4:1).

Still, 3:1 with a +2 modifier is a very good attack. He rolls, getting a 2 result. Adding the +2 modifier makes 4, and the 4 result on the 3:1 column is (D2). This is a mandatory 2-hex retreat for the defender. Warsaw is surrounded by German zones of control, however, so no retreat is possible. The Polish units must be eliminated instead.

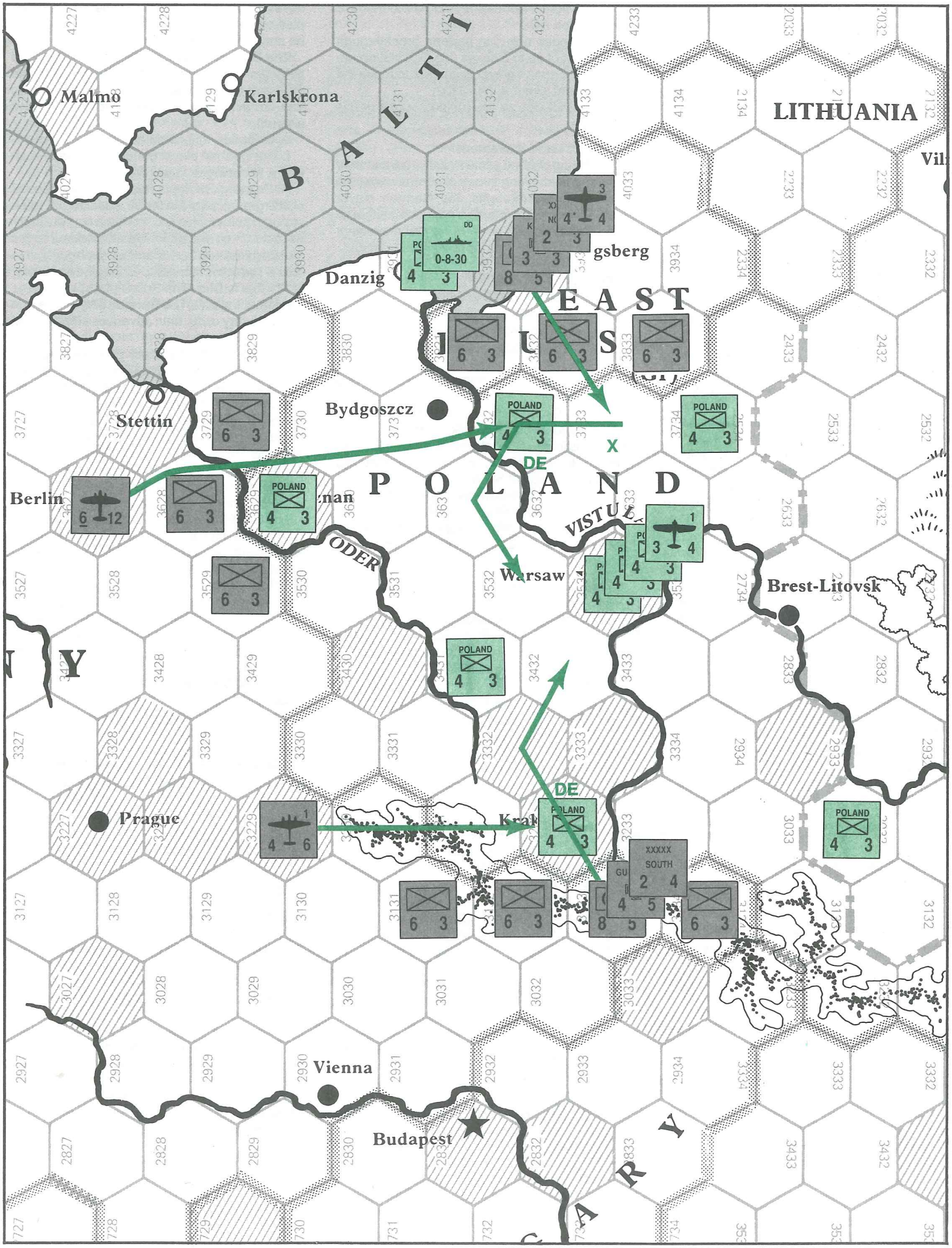
One German unit advances after combat, taking control of Warsaw and completing the conquest of Poland.

The Allies player, complaining about the indefensibility of Poland, picks up all the Polish units from the map and returns them to the counter tray.

**Step 5: Exploitation.** This step is skipped, since both German generals have already performed breakthroughs and are therefore ineligible to exploit.

**Step 6: Unit Status.** The AC markers on the German air units are flipped to their PC (previously committed) sides. Activated markers are placed on all German land units activated for the offensive. Army groups North and South are flipped to their Previously Activated sides.

(In fact, Step 6 is unnecessary in this offensive. Since no further offensives are possible this turn and all German units in the Polish theater were activated for the offensive, both players might simply choose to remember this and not bother with the markers. Whether or not the units are marked does not change their status; the land units are all activated and cannot move during the Movement Step.)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ODER
VISTULA
Warsaw
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Prague
Vienna
Budapest
XXXXX
SOUTH

## [5] Movement Phase

The Axis player, having initiative, performs this phase first. He is only allowed to move units that were not activated for an offensive.

He decides to move the Italian units he placed in Sicily to the French/Italian border. Italy has a rail capacity of two, so he takes two of these units from their Sicilian locations and places them in hexes adjacent to the French border.

The Axis player has no other land movement; his German units in Poland were all activated for the offensive and his other two units on the French border are right where he wants them.

The Allied players then perform land movement. The Soviet player declines to move. The British player debarks the land units he transported to Calais. One stays in Calais while the other moves one hex (the maximum allowed after sea transport) to hex W3418.

The British player also uses the Egyptian rail capacity to move one 3-4 infantry unit from Port Said to hex E5628, adjacent to Tobruk on the Libyan border.

## [6] End Phase

All players perform these steps simultaneously.

**Step 1: Second Naval Movement.** The Allies player returns his naval units from the South Atlantic Ocean to Capetown so that he won't have to pay EPs to keep them at sea. He returns the French naval units that were moving toward the South Atlantic to their home parts; with the sinking of *Graf Spee* this turn, they are no longer needed.

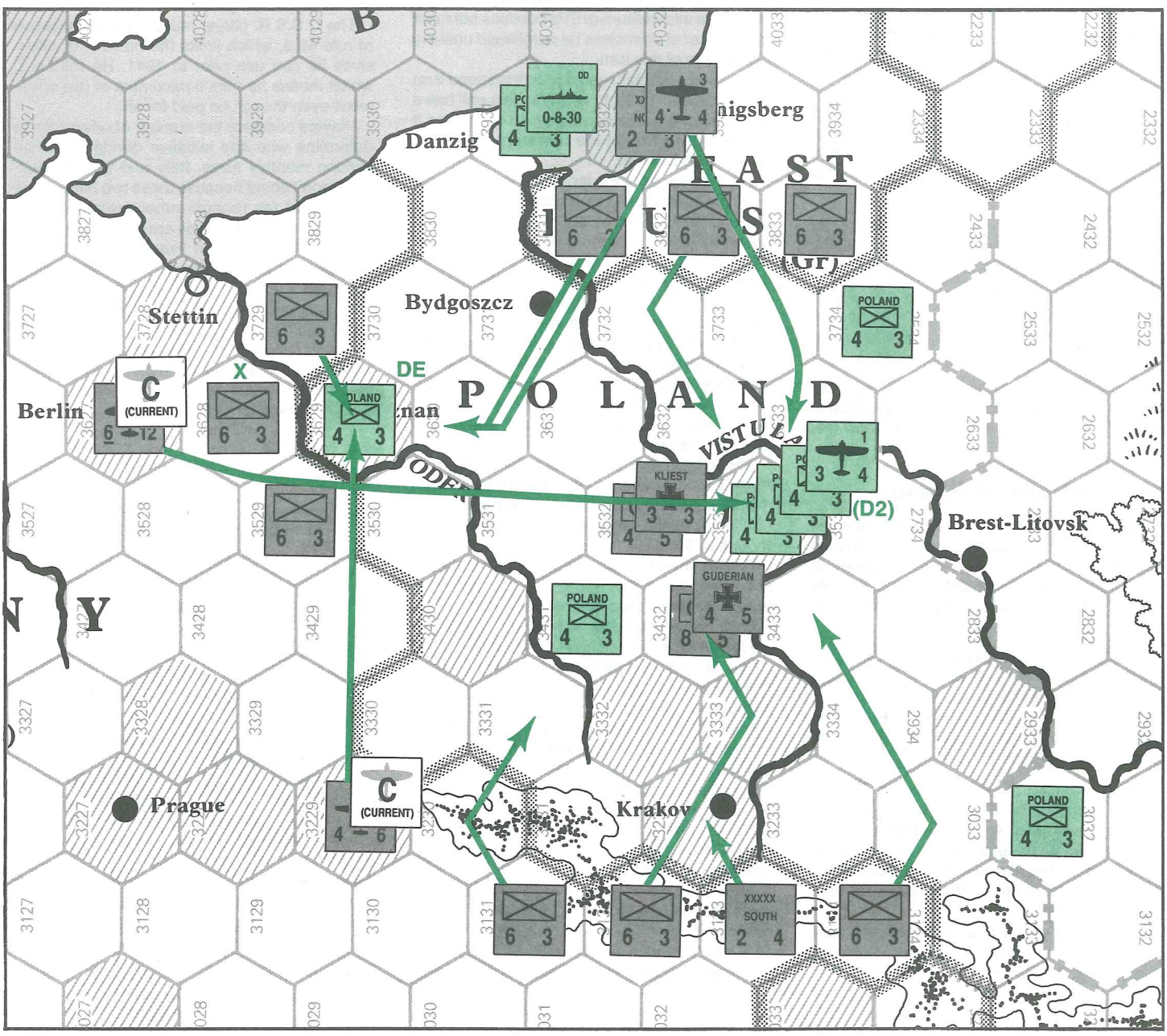
The Allies player also pays 1 EP for his naval unit off the coast of Norway, keeping it there so that it can interdict the iron route during the Strategic Warfare phase of the next turn. After it has performed iron route interdiction he will not have to pay to keep this ship in position; all units that performed strategic warfare during the current turn (and any Allied units in Convoy Escort boxes) are exempt from this.

**Step 2: Supply.** Players check the supply status of all of their units, and none are found to be out of supply. The U.K. units in France and the Italian units in Africa each consume one supply marker. These markers are removed from the map.

**Step 3: Replenishment.** The Polish units in the replenishment box are returned to the counter tray since the country was conquered. If Poland still held out, one of these units could be placed in Poland (if a Polish hex that was in supply, and not in German ZOC, was available).

**Step 4: Command Status.** Players remove all Activated, Standby, and air commitment markers. The German player flips his HQs back to their unactivated sides and his generals to their eligible to exploit sides.

**Step 5: End of Turn.** The turn marker is advanced to the next turn, which is the Autumn seasonal turn of 1939. Play now proceeds to the seasonal turn sequence of play.



## Playing a Seasonal Turn

### [1] Minor Partner Activation Phase

The players each check their player aid cards and determine that none of them have the option to activate minor partners this turn.

### [2] Income Phase

**Step 1: EP Collection.** Players add their seasonal income to their EP tracks. Specifically:

The U.S.S.R. receives its base EP income of 46;

France and Italy receive their base incomes (36 and 20, respectively) plus 4 EPs each, since each has two resource hexes in its colonies (Algeria and Lebanon-Syria for France, Albania for Italy). Thus, France adds 40 EPs to the 16 already on its track. Italy adds 24 to its starting EPs of 0;

The U.K. receives its base of 70 EPs plus 10 EPs from its colonies. Thus, 80 EPs are added to the British track. The British markers are currently at −12 because of strategic warfare, so adding 80 brings the total to 68. Note that the U.K. Economic Reserve marker (at 6 EPs) is not adjusted by income.

Germany receives its base of 90 EPs, plus 12 EPs for the six captured resource hexes in Poland. Thus, with 78 EPs already on the track, Germany ends up with a hefty 180 EPs to spend.

**Step 2: EP Losses.** No major country has had any resource hexes captured by enemy forces, so no one suffers EP losses here.

**Step 3: Convoy Route Status.** The U.K. player keeps the North and South Atlantic convoy routes open, so nothing is adjusted during this step; they automatically stay open.

**Step 4: EP Exchanges.** The only legal exchange at this point would be a German grant of up to 15 EPs to Italy. Germany declines this honor.

### [3] Construction Phase

**Step 1: Additions to Force Pools.** Since this is not a Winter Seasonal turn, this step is skipped. The next seasonal turn, however, is Winter 1940, when all players will add the units listed on their 1940 orders of battle to their force pools.

**Step 2: Entering Delayed Units.** The German player takes the U-boat from the Autumn box of the turn track and places it in a German resource hex that is also a port. There are no other units in the Autumn box of the turn track, so this step is concluded.

**Step 3: Construction and Repair.** Players now spend their EPs to rebuild damaged units and build fresh units. All units in the force pool are available to be built. Each player (Axis, U.S.S.R., and Western Allies) must consult his own construction table on the map; costs vary between the tables.

The German player uses a pencil and note pad to keep track of his expenditures. He knows he has 180 EPs to spend.

First, he decides it's very important to repair the units already on the map. He flips his depleted air, armor, and infantry units back to their full strength sides. Checking the EP costs on the Axis Construction Table, he sees that an air unit costs 20, an armor costs 12, and infantry costs 8 EPs. Rebuilding a depleted unit costs one-half of the unit's new cost, or 10, 6, and 4 EPs, respectively. He deducts these 20 EPs from his 180, leaving 160.

Then he decides to build new units. Air units are a priority, so he builds all four air units from his force pool for 80 EPs, leaving 80. Then he builds the two armor units (24 EPs) and the paratroop unit (8 EPs) and marks of F32 more, leaving 48. Air, armor, and paratroop units all have a one-season delay for construction, so they are placed one season ahead on the turn track, in the Winter box. They will enter the game during the next seasonal turn.

In spite of the sitzkrieg being in effect, the German player wants several offensives. He does not want to waste EPs on unnecessary offensives but would like to win the initiative. He opts to spend 10 EPs for five offensives. He marks the expenditure of EPs but does not mark the number of offensives he purchased until the next phase of this turn.

He has 38 EPs left, and decides to spend 8 on the U-boat unit in his force pool. This unit has a two-season construction delay, so he places it on the Spring Box of the turn track. Germany now has 30 EPs left.

He spends 24 EPs for three infantry units from the force pool. He places them in hexes W2923, W3223, and W3322 to screen the border with France. He cannot place them in hexes right on the border because the zones of control from French units in the Maginot Line extend into the border hexes of Germany, and players cannot place arriving units in enemy ZOC.

He places 2 of his last 6 EPs in Economic Reserve, placing his Econ Res marker on number 2 of his economic track. With his last 4 EPs he buys a depleted infantry unit (which costs one-half as much as a full strength unit) and places this unit in Berlin.

The other players have simpler tasks, with fewer EPs to spend and fewer units to build.

Italy spends its 24 EPs to place the bomber unit in the Winter box and a half-strength infantry unit in Trieste.

France spends its 56 EPs to buy three infantry (24 EPs), one armor (16 EPs, unit placed in Winter box) and two offensives (6 EPs). The French player saves the remaining 10 EPs, simply leaving them marked on his track.

The United Kingdom player purchases both units from his force pool (one infantry for 8 EPs and one air unit for 16 EPs). He also spends 9 EPs to buy three offensives, leaving 35 EPs on his track. He decides to load as many EPs as possible into Economic Reserve, so he puts in 14, adding them to the six already there. (No nation can ever have more than 20 EPs in its Economic Reserve.) He places his Econ Res marker on the 20 box of his economic track and reduces his EP total to 21.

The Soviet player spends 12 EPs for six offensives (he intends to invade Finland during the coming season). He knows, however, that rule 43.8 might deprive him of some of these—this rule limits how aggressive the Soviet Union can be in 1939 and 1940.

The U.S.S.R. has 34 EPs left. Four infantry and one armor unit absorb 30 EPs. With the last 4 EPs, the Soviet player purchases a fortification marker and places it in Leningrad with its 'under construction' side up. During the Winter seasonal turn (in three months) it will be flipped to its 'completed' side.

### [4] Initiative Phase

**Step 1: Adjust Offensive Tracks.** All players reset their offensive tracks to 0.

**Step 2: Buy Offensives.** The players have already paid for their offensives during step 3, above. Now they all simultaneously readjust their Offensives markers to show the following purchases:

Germany: 5 offensives
Italy: 0 offensives
U.S.S.R.: 6 offensives
France: 2 offensives
United Kingdom: 3 offensives

The U.S.S.R. player must roll a die because of rule 43.8, which limits the number of offensives he can use prior to 1941. He rolls a 2, which means he gets a maximum of five offensives even though he paid for six.

Players compare the number of offensives to determine who has initiative during the three coming monthly turns. Italy and Soviet offensives don't count because these two nations are still neutral (as regards other major nations). Germany's five offensives are equal to the combined U.K. (three) and French (two) total, so both players roll one die. Germany rolls 4, the Allies roll 1. Germany wins the initiative. (If the rolls had been tied, the players would have rolled again.)

The turn marker is now moved into the October box on the turn track and play proceeds with the next monthly turn, beginning with the weather phase for October.

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# WORLD WAR II

## EUROPEAN THEATER OF OPERATIONS

# SCENARIOS

### CONTENTS


Scenario 1: SINK THE BISMARCK ..... 1
Scenario 2: THEIR FINEST HOUR ..... 1
Scenario 3: BATTLE OF THE BULGE ..... 1
Scenario 4: CASE WHITE ..... 2
Scenario 5: NORTHWARD STRIKE ..... 2
Scenario 6: BLITZKRIEG ..... 3
Scenario 7: BARBAROSSA ..... 4
Scenario 8: THE RUSSO-GERMAN WAR ..... 4
Scenario 9: UNDER THE SUN ..... 5
Scenario 10: THE SOFT UNDERBELLY ..... 6
Scenario 11: CRUSADE IN EUROPE ..... 7

CAMPAIGN SCENARIOS:

Scenario 12: THE WAR IN EUROPE ..... 8
Scenario 13: QUICK START CAMPAIGN GAME, 1940–1945 ..... 9
Scenario 14: POISED FOR ONSLAUGHT, 1941–1945 ..... 10
Scenario 15: THE BIG THREE, 1942–1945 ..... 11

*The WORLD WAR II: ETO game includes 15 scenarios. Each scenario is a complete game by itself, though many of them concern only a small portion of the war. The three smallest scenarios concentrate on one aspect of the war—naval operations, air operations, or land operations. By playing these scenarios, players can master the rules in small portions before tackling a large scenario combining two or all three of these fronts.*

*Listed playing times are approximate. Players who do things quickly should be able to shorten these times. Players who ponder their moves may take longer. Also, many games will end before the last turn if the outcome becomes clear and the loser throws in the towel.*

*Setting up requires placing units in hexes that are in supply (or could be supplied with existing resources and sea or air supply). Air units must be placed on air bases, naval units in ports, and naval air units with carriers. Some scenarios will specify that some naval units can begin the game at sea to reflect strategic warfare already in progress.*

*Unless noted otherwise, scenarios start with the Weather phase of the Start turn and stop after the Endphase of the End turn.*

*The victory conditions for most of the scenarios involve determining who controls certain hexes. A hex is controlled by the last player to occupy it or pass through it with a land unit. If neither player occupied the hex during the game, the hex is still controlled by the player who owned it at the beginning of the scenario.*

*Units listed in the force pool with a season are placed on the turn track in that seasonal turn box. They enter play at no cost during that seasonal turn.*

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## Scenario 1: Sink the Bismarck!

### (March 1941)

A solitaire or two-player scenario of the Bismarck's cruise. Only the naval rules are used (read *Sequence of Play, Part 2: Weather,* and *Part 4: Naval Operations*).

Playing Time: 10 minutes
Start: Naval and Air Phase, May 1941
End: Naval and Air Phase, May 1941

This scenario pits two German warships against the British fleet. If playing solitaire, play the British.

### [1.1] Setting Up

**Germany:** Place BB *Bismarck* and CA *Prinz Eugen* in Bergen, Norway.

**United Kingdom:**

| in Scapa Flow: | in Gibralter: |
|---|---|
| *King George V* | *Renown* |
| *Repulse* | *Ark Royal* |
| *Rodney* | CL |
| *Ramillies* | DD |
| *Revenge* | |
| *Victorious* | Anywhere |
| *Suffolk* | (except Bergen): |
| *Norfolk* | *Hood* |
| 2 DDs | *Prince of Wales* |
| | 1 DD |

### [1.2] Special Rules

- The German player has initiative for the scenario.
- In solitaire play, the Germans take the first move. The German ships move to the North Atlantic, staying outside the interception range of Scapa Flow.

### [1.3] Victory

The British player wins if neither German warship is in the North Atlantic at the end of the scenario.

The German player wins if *Bismarck* is in the North Atlantic at the end of the scenario.

Any other result is a draw. (The historical event was a draw, as *Prinz Eugen* evaded the British and reached the North Atlantic, only to return to port at the end of the month.)

## Scenario 2: Their Finest Hour

### (August 1940)

A two-player scenario of the Battle of Britain. Only the air rules are used (read *Sequence of Play, Part 2: Weather, Part 5: Air Operations*, and *Replenishment* ).

Playing Time: 45 minutes
Start: August 1940
End: September 1940

### [2.1] Setting Up

The UK player controls all of the UK. The German player controls France, the Low Countries (Netherlands, Belgium, and Luxembourg), Germany, Denmark, and Norway. Germany sets up first. All air units are at full strength (two steps).

**Germany:** On any airfields in France, Belgium, or Norway:
3 fighters (4*-4/3)
3 fighter-bombers (4-6/1)
3 bombers (6-12)
2 offensives on the OFF track.

**United Kingdom:** On any airfields in the UK:
2 fighters (4*-3/3)
3 fighters (4*-5/2)
10 EPs in economic reserve.

### [2.2] Special Rules

Ignore all parts of the sequence of play except the Naval and Air phase and the Offensive phase of each turn. Germany has initiative for the season.

Germany can use one air offensive per turn; the UK can spend its EPs on impromptu air offensives or to rebuild damaged fighters or destroyed installations with the Replenishment rule .

### [2.3] Victory

Players earn points for each of the following conditions that apply at the end of the scenario:

1 point for every destroyed enemy installation;

1 point for every depleted enemy air unit;

3 points for every eliminated enemy air unit.

The player with the highest point total is the winner. (Historically, the battle was a British victory.)

## Scenario 3: Battle of the Bulge

### (December 1944)

A two-player scenario of the German counterattack in the Ardennes. Only the land rules are used (read *Sequence of Play, Part 2: Weather, Part 6: Offensive Phase, Part 7: Movement Phase*, and *Part 8: Supply*).

Playing Time: 30 minutes
Start: December 1944 Offensive Phase
End: January 1945 Supply Step

### [3.1] Setting Up.

The Allied player sets up first. The Allies control France (except hex W3122), Luxembourg, Belgium, hex W3521 in the Netherlands, and W3421 in Germany. The Germans control the rest of Germany and the Netherlands and hex W3122 in France.

**Allies:** In Allies-controlled territory:
9 US infantry (6-4)
4 US armor (8-5)
3 British infantry (6-4)
2 British armor (8-5)
Generals Patton, Bradley, and Montgomery
HQs 12 (US) and 21 (UK)
1 offensive on the OFF track.

The Allies can place no more than two infantry units in the 33xx and 32xx hexrows; all other Allied infantry, armor, HQs, and generals must be placed north or south of these hexrows.

**Germany:** In German-controlled territory:
4 infantry (6-3)
6 volksgrenadier infantry (4-2)
2 armor (8-5)
2 heavy armor (10-5)
General Mantueffel
HQs B and G
3 offensives on the OFF track.

### [3.2] Special Rules

**Sequence of Play:** Play only the Offensive phase, the Land Movement phase, and the Supply step of each turn. Skip the seasonal turn between December and January; instead, add four offensives to the Allied OFF track and one to the German OFF track (after clearing off any offensives left over from December). The Germans have initiative in both turns. (Historically, the Allies "had the initiative" in January but gave the first offensive to the Soviets.)

**Supply:** Allied units can trace supply to any French city or resource hex that is also a port, or to Antwerp.

### [3.3] Victory

The Germans win an automatic major victory if they occupy Brussels and Antwerp (and both hexes are in supply) at the end of the scenario.

The Allies win a major victory if they prevent a German victory (major or minor) and eliminate at least three German armor units.

A minor victory occurs if neither player gains a major victory. Count victory points for the following factors:

**1** point per open or woods hex captured;

**2** points per city or resource hex captured;

**3** points per city resource hex captured;

**1** point per enemy infantry unit eliminated;

**2** points per enemy armor unit depleted;

**4** points per enemy armor unit eliminated.

(Historically, the battle was an Allied minor victory.)

## Scenario 4: Case White

### (September 1939)

A solitaire or two-player scenario of the Invasion of Poland. Use only the land and air rules.

Playing Time: 15-30 minutes
Start: German Offensive Phase, September 1939
End: German Offensive Phase, September 1939

### [4.1] Setting Up

**Poland:**
10 infantry (4-3)
1 fighter-bomber (3-4/1).

In a two player game, the Polish player sets up first, following the rules for Placing Minor Country units . In a solitaire game, use this Polish setup:

Place one infantry unit on each of these hexes:
W3931 (Danzig);
W3629 (Poznan);
W3232 (Krakow);
E3032 (Lvov);
W3732;
W3734;
W3431;
place three infantry units and the Polish air unit on W3533 (Warsaw).

**Germany:** The German player sets up second, anywhere in Germany and/or East Prussia:
11 infantry (6-3)
2 armor (8-5)
1 fighter (4*-4/3)
1 fighter-bomber (4-6/1)
1 bomber (6-12)
Generals Kliest and Guderian
HQs North and South
2 airfields.

### [4.3] Special Rules

**Offensives:** The German player can activate Army Groups North and South for one combined offensive during the scenario.

**Solitaire Play:** If playing solitaire, Polish land units that are forced to retreat always retreat toward Warsaw if possible. Polish units receiving a D# combat result will take as many step losses as possible without completely eliminating every unit in the hex, and the remainder as retreat.

The Polish air unit will intercept the German bomber anytime it can do so without being counter-intercepted by German fighters. In air-to-air combat, the Polish air unit always attacks the German unit it stands the best chance of damaging. It will fly as a bomber only if it can fly defensive ground support in a hex where no German air units are present.

### [4.4] Victory

The German player wins a major victory if he conquers Poland and suffers no more than one step loss from his land and air units. The German player wins a minor victory if the conquest costs two or three step losses.

The Polish player wins a major victory if Poland is not conquered. He wins a minor victory (for the Allied cause, if not for Poland) if the conquest costs the Germans four or more steps. (Historically, the battle was a major German victory.)

## Scenario 5: Northward Strike

### (April 1940)

A two-player scenario of the German invasion of Norway. One player controls the German forces, the other the Norwegian and British forces. Use all rules except *Part 1: Seasonal Turns* and *Part 3: Strategic Warfare.*

Playing Time: 60 minutes
Start: April 1940
End: June 1940

### [5.1] Orders of Battle

**Germany:** Anywhere in Germany or Denmark:
2 infantry (6-3)
1 armor (4-5)
2 paratroops (1-3)
6 STPs
2 ATPs
1 fighter-bomber (4-6/1)
1 bomber (6-12)
HQ M
2 CLs
2 DDs
5 BBs *(Gneisnau, Scharnhorst, Lutzow, Scheer, Blucher)*
1 tactical submarine
4 offensives on the OFF track
4 EPs in economic reserve.

**Norway:** Can be placed anywhere in Norway after Germany declares war:
1 infantry (4-3)
3 infantry (2-3)
1 fighter-bomber (2-4/1)
1 DD

**United Kingdom:** Anywhere in the United Kingdom:
2 infantry (3-4)
1 bomber (4-12)
General Auchinleck
5 BBs *(Warspite, Rodney, King George V, Resolution, Revenge)*
3 CAs *(Cornwall, Exeter, Norfolk)*
*Glorious* with 1 naval air unit
1 tactical submarine
3 DDs
1 CL
3 STPs
2 offensives on the OFF track
2 EPs in economic reserve.

### [5.2] Setting Up

The German player sets up first. His units must be placed in Germany or Denmark.

The British/Norwegian player then sets up his British units in England.

The Norwegian units are placed on the board during the phase when Norway is invaded, in accordance with [39.0].

### [5.3] Special Rules

Skip the Strategic Warfare step of each turn.

Germany has initiative throughout the scenario.

If *Glorious* is sunk or damaged, the British player receives *Ark Royal* to replace it. *Ark Royal* is placed in Scapa Flow at the end of the turn in which *Glorious* was damaged.

### [5.4] Victory.

The German player's objective is the conquest of Norway. Victory is determined according to this priority:

**German Strategic Victory:** Norway is conquered.

**German Major Victory:** Only one Norwegian city or resource hex remains uncaptured.

**German Minor Victory:** Two Norwegian city or resource hexes remain uncaptured.

**Allied Minor Victory:** There are supplied German units in Norway, but at least three city or resource hexes remain under Norwegian control.

**Allied Major Victory:** Germany controls no Norwegian city or resource hexes.

**Allied Strategic Victory:** The Allies win a major victory and fulfill the naval attrition victory condition described below.

**Naval Attritition Victory:** If the Germans lose all four of their BBs, or a total of six naval units (sunk, not just damaged), the victory condition drops one place on the hierarchy. For example, a German strategic victory at the cost of six naval units becomes a German major victory.

## Scenario 6: Blitzkrieg

### (April 1940)

A two or three-player scenario pitting an aggressive Germany against the Western Allies and Norway. Italy and the Soviet Union do not participate. All rules are used.

Playing Time: 6 hours
Start: Spring Seasonal Turn, 1940
End: September 1940

### [6.1] Setting Up

EP tracks are set at 0 unless noted otherwise.

### [6.2] Special Rules

Subtract the following from the EP income of these countries during the summer 1940 seasonal turn:

Germany: −30 EPs
United Kingdom: −16 EPs

Use the full Sequence of Play and all standard rules for this game.

**France:** Units can be placed in France, the convoy escort box, or in position to interdict the iron route.

| | On Map: | In Force Pool: |
|---|---|---|
| 5-3 infantry | 19 | 1 |
| 5-5 armor | 1 | 1 |
| 4*-4/2 air | 1 | |
| 2*-3/3 air | 1 | |
| 4-10 air | 1 | 1 |
| 2-4/1 naval air | | 1 (summer) |
| Battleships | 6[1] | *Jean Bart* (summer) |
| Heavy cruisers | 7[2] | |
| Light cruisers | 3 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| Carriers | | *Joffre* (summer) |
| Generals | | DeGaulle (summer) |
| HQs | 5[3] | |
| Airfields | 1 | |
| STPs | 2 | |

[1] *Bretagne, Provence, Lorraine, Dunkerque, Strasbourg, Richelieu*
[2] *Algerie, Suffren, Colbert, Foch, Dupleix, Duquesne, Tourville*
[3] Africa, Alps, 1st, 2nd, 7th

**United Kingdom:** Units can be placed in France or the United Kingdom. Naval units can be placed in convoy escort boxes, and one unit can be placed in position to interdict the iron route.

| | On Map: | In Force Pool: |
|---|---|---|
| 6-4 infantry | 1 | 1 |
| 3-4 infantry | 2 | |
| 6-5 armor | 1 | |
| 4*-3/3 air | 1 | |
| 4*-5/2 air | 2 | |
| 4-12 air | 1 | |
| 6-12 air | 1 | |
| 1-4/1 naval air | | 1 (summer) |
| 2-4/1 naval air | 5 | |
| Battleships | 11[1] | |
| Heavy cruisers | 7[2] | |
| Carriers | 7[3] | *Indomitable* (summer) |
| Light carriers | 6 | 1 |
| Destroyers | 20 | |
| Tactical subs | 1 | |
| Generals | Auchinl. | |
| HQs | BEF | |
| Airfields | 1 | |
| STPs | 5 | |
| ATPs | 1 | |

[1] *Nelson, Rodney, Renown, Repulse, Hood, Malaya, Royal Sovereign, Resolution, Ramillies, Revenge, King George V*
[2] *Dorsetshire, Cornwall, Exeter, Norfolk, Suffolk, Kent, London*
[3] *Ark Royal, Courageous, Furious, Illustrious, Victorious, Glorious, CVE*

**Germany:** Home country and conquests (Poland west of the temporary border and Denmark). German units must be placed in Germany or its conquests. U-boats can be placed at sea, in a convoy route area.

| | On Map: | In Force Pool: |
|---|---|---|
| 6-3 infantry | 13 | 4 |
| 8-5 armor | 7 | |
| 1-3 paratroops | 2 | |
| 4*-4/3 air | 3 | |
| 4-6/1 air | 3 | 1 |
| 6-12 air | 3 | 1 |
| Light cruisers | 2 | |
| Destroyers | 2 | |
| U-boats | 3 | 2 (+1 summer) |
| Tactical subs | | 3 |
| Battleships | 5[1] | |
| Heavy cruisers | 2[2] | *Prinz Eugen* (summer) |
| Generals | 4[3] | |
| HQs | 7[4] | |
| STPs | 2 | |
| ATPs | 2 | |
| Airfields | 1 | |
| Economic points | −21 | |

[1] *Lutzow, Scheer, Gneisenau, Scharnhorst, Schleswig Holstein*
[2] *Blucher, Hipper*
[3] Kliest, Guderian, Rommel, Hoth
[4] A, B, C, G, M, North, South

### [6.3] Victory

The Axis objective is the invasion and occupation of France, Norway, and England. The Allies must defend these locations. Determine the level of victory according to the following heirarchy:

**German Strategic Victory:** Germany has conquered two of the three countries and has at least two supplied land units in the third.

**German Major Victory:** Germany has conquered two of the three countries (historical result); or has conquered one and has at least two supplied land units in each of the other two.

**German Minor Victory:** Germany has conquered one of the three countries; or has at least four supplied units in each of two of them.

**Allied Minor Victory:** Germany fails to achieve any victory and the Allies do not get a Major or Strategic Victory.

**Allied Major Victory:** Germany has not conquered any of the three countries, and controls no more than one city or resource hex in France or England.

**Allied Strategic Victory:** Germany controls no city or resource hexes in any of the three countries.

# Scenario 7: Barbarossa

## (July 1941)

A two-player scenario covering the invasion of Russia in 1941. One partnership is the Axis, the other the USSR. No Western Allies are used.

Playing Time: 6 hours
Start: July 1941
End: December 1941

## [7.1] Partnerships

**Axis Partners:** Germany, Italy, Rumania, Hungary, Bulgaria, Finland (excluding Rumanian and Finnish hexes held by USSR).

**Axis Conquests:** Yugoslavia, Greece, Poland (except Soviet Zone), Denmark, Norway.

**Axis Income, Autumn 1941:** 80 EPs plus 1 EP per captured Soviet resource hex.

**U.S.S.R.:** Soviet Union, Latvia, Estonia, and Lithuania, plus Polish, Finnish, and Rumanian hexes east of the temporary borders.

**Soviet Income in Autumn 1941:** 70 EPs plus 2 EPs per resource hex conquered by Soviets (including Riga) minus 1 EP per resource hex within the original Soviet border captured by the Axis.

## [7.2] Orders of Battle

**Soviet Union:** The Soviet player sets up first. All units must be placed within the Soviet union, its partners, and/or the territory east of the temporary borders.

| | On Map | In Force Pool |
|---|---|---|
| 4-3 infantry | 32 | |
| 5-3 infantry | | 6 (transfer box) |
| 4-5 armor | 5 | |
| 6-5 armor | 2 | |
| 1-3 paratroop | 1 | |
| 4-5/0 air | 2 | |
| 4-5/1 air | 4 | |
| Battleships | 3[1] | |
| Heavy cruisers | 3[2] | 1[3] |
| Light cruisers | 2 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| Generals | | Zhukov (autumn) |
| HQs | 5[4] | |
| Airfields | 1 | |
| STPs | 2 | |
| ATPs | 1 | |
| Fleet markers | Soviet | |
| EPs | 110 | |

[1] *Marat, Parizhskaya Kommuna, Oktyabrskaya Revolutsia*
[2] *Kirov, Maksim Gorky; Voroshilov* (Black Sea)
[3] *Molotov* (Black Sea)
[4] Murmansk, Western, Baltic, Kiev, Odessa

**Germany:** German and Italian units can be set up in any hexes friendly to Germany. However, only one German unit (and no Italians) can be placed in Finland at the start of the scenario. Axis minor ally units must begin within their home countries.

| | On Map | In Force Pool |
|---|---|---|
| 6-3 infantry | 15 | 9 |
| 8-5 armor | 7 | |
| 1-3 paratroops | 1 | 2 |
| 4*-4/3 air | 2 | |
| 4-6/1 air | 4 | |
| 6-12 air | 5 | |
| 2-4/1 naval air | | 1 |
| Battleships | 3[1] | |
| Heavy cruisers | 3[2] | |
| Light cruisers | 2 | |
| Tactical subs | 1 | |
| Carriers | | *Graf Zeppelin* |
| Generals | 5[3] | |
| STPs | 4 | |
| ATPs | 2 | |
| Airfields | 2 | |
| Offensives | 15 | |
| Economic Reserve | 10 EPs | |

[1] *Lutzow, Scheer, Schleswig-Holstein*
[2] *Blucher, Hipper, Prinz Eugen*
[3] Kliest, Guderian, Hoth, Hoepner, Manstein

**German Partners:** All Rumanian, Hungarian, Bulgarian, and Finnish units are used and must be set up in their home countries. Two Italian 4-3 infantry units can be set up in any hexes that are friendly to Germany (but not in Finland). No other Italian units are used.

## [7.3] Special Rules

- The Soviet Union can buy up to 8 fortifications, 4 airfields, and 30 offensives before the scenario begins, subtracting the cost of these purchases from its 110 EPs. Installations are placed completed, not under construction.
- The Axis player automatically has initiative for the first three months of the scenario. Initiative for the Autumn season is determined normally.
- No strategic warfare is allowed in this scenario; skip that portion of the turn.
- During the Autumn seasonal turn, nations do not receive their normal income. Instead, each player receives income as listed in [7.1]. No Italian or Western Allies EPs are gained. The Soviet player rolls normally for his Siberian transfers.
- If the weather is fair during October, it is automatically winter during November. Weather effects on air units are determined normally for all months.

## [7.4] Victory

The German player earns victory points for capturing key city hexes, as follows:

**2** points each for Kiev, Minsk, Odessa, Riga, Vilna

**3** points each for Smolensk, Kharkov, Vorenezh, Rostov, Sevastopol, Murmansk, Maikop

**10** points each for Moscow, Leningrad, Stalingrad

Points for an objective are halved if a land supply line cannot be traced from the city to a German supply source; minor ally (German partner) supply sources do not count.

Subtract 3 from the point total for every hex of Germany that is friendly to the Soviet Union at the end of the game. Subtract 10 for every German partner conquered by the U.S.S.R.

**German Strategic Victory:** 42 or more points
**German Major Victory:** 25-41 points
**German Minor Victory:** 19-24 points
**Soviet Minor Victory*:** 15-18 points
**Soviet Major Victory:** 10-14 points
**Soviet Strategic Victory:** 9 or fewer points

*Historical result

## [7.5] Extending the Scenario

An interesting game in progress after six months need not end with the December 1941 turn. Instead, players can proceed directly to the Winter 1942 seasonal turn by following the rules for scenario 8.

One modification is necessary to reflect the reduced Autumn 1941 income from scenario 7: The German player can place in the Winter box of the turn track one air unit, or one or two armor units, or an armor unit and an air unit. If none of these units are available in the force pool at the end of 1941, the German player gets nothing else in their place.

The Soviet player can place one air unit or one armor unit, if available.

# Scenario 8: The Russo-German War

## (July 1941)

A two-player scenario covering the war in the East. This scenario begins identically to scenario 7, but goes on to cover the entire war between the U.S.S.R. and Germany. Players concluding scenario 7 with an interesting situation can decide at that time to keep the game going by playing through scenario 8.

Playing Time: 24 hours
Start: July 1941
End: June 1945 (or by conquest)

### [8.1] Partnerships

As in [7.1], except for Autumn 1941 Income. See Special Rules [8.3] on income for each nation.

### [8.2] Orders of Battle

Orders of battle and set-up are as in [7.2], with the following exceptions:

- All 10 5-3 Soviet infantry counters should be placed in the Siberian Transfers box;
- German battleships *Gneisenau* and *Scharnhorst* are placed in the Winter box of the turn track;
- Add 1942-45 force pools for Germany and the U.S.S.R. as usual, in each Winter seasonal turn. All Soviet counters are added. Remove the following pieces from the German OB for each subsequent year:

**1942**
all naval units
4*-4/4 air (1)
6-3 infantry (2)
HQ F

**1943**
all naval units
4-2 infantry (2)
4*-4/4 air (1)
2*-2/6 air (1)

**1944**
all naval units
4-2 infantry (2)
10-5 armor (1)
2*-2/6 air (2)

**1945**
no reductions

### [8.3] Special Rules

All of [7.3] applies. In addition:

- Germany can be conquered if the Soviets capture all of its city and resource hexes except Mannheim, Frankfurt, and Hamburg; the latter three cities do not need to be captured, though the Soviet player can gain the usual EPs for a captured resource hex if he does take them.
- Germany receives a set income each year, as shown below. This is increased by 1 EP per captured Soviet resource hex and by 2 EPs per friendly resource hex in a German partner country. Germany's base income is:

1941: 86
1942: 90
1943: 100
1944: 90
1945: 70

### [8.4] Victory

The winner (with a strategic victory) is the player who conquers his opponent's country. If neither nation is conquered by the end of the scenario, the game is a German minor victory. (Historically, the Soviets won a strategic victory.)

## Scenario 9: Under the Sun

### (September 1940)

A two-player scenario of the war in the Mediterranean, pitting the Italian army and the infamous Afrika Korps against the British in a wide-open campaign on land, sea, and in the air.

Playing Time: 10 hours
Start: September 1940
End: June 1943

### [9.1] Partnerships

**Axis:** Italy, with some German aid.
**Allies:** United Kingdom, Greece (in Autumn 1940), and the United States (in Winter 1942).

### [9.2] Orders of Battle

**Italy**

| | On Map | In Force Pool |
|---|---|---|
| 4-3 infantry | 7 | 2 |
| 4-5 armor | 1 | 1 (autumn) |
| 4*-4/1 air | 2 | |
| 6-12 air | 1 | 1 |
| Battleships | 6[1] | |
| Heavy cruisers | 7[2] | |
| Light cruisers | 3 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| HQs | 3[3] | |
| STPS | 4 | |
| Fortifications | 1 | |
| Airfields | 2 | |
| Offensives | 1 | |
| EPs | 0 | |

[1] *Guilio Cesare, Andrea Doria, Caio Duilio, Conte de Cavour, Littorio, Vittorio Veneto*
[2] *Bolzano, Fiume, Gorizia, Pola, Trieste, Trento, Zara*
[3] Italy, Eastern, Africa

Italy receives additional units in its force pool according to the standard 1941 and 1942 Orders of Battle.

**Germany**

The Axis player receives four groups of German reinforcements. They arrive and are placed as follows.

**Group A:** Arrives in the Winter 1941 seasonal turn. Units can be placed anywhere in Germany, except one of the 4-6/1 air units, which is placed in the Axis force pool.

**Group B:** Arrives in the Spring 1941 seasonal turn. Units can be placed anywhere in Bulgaria and/or Yugoslavia. These units function normally in April and May 1941. In June, only the two paratroops, two ATPs, and one infantry unit can be activated (from this group). At the end of the June turn, all of the Group B units are removed from play except the two paratroops, two ATPs, and any one infantry. If any of the units scheduled for removal were destroyed, the Axis need not replace them with other units. Likewise, if any of the units indicated to remain have been destroyed, the Axis is not allowed to replace them with other units.

**Group C:** Arrives in the Winter 1942 seasonal turn. All units are placed in the Axis force pool.

**Group D:** Arrives in the Autumn 1942 seasonal turn. Units can be placed anywhere in Germany.

**Group A**
Rommel
6-3 infantry (x1)
8-5 armor (x1)
4*-4/3 air (x1)
4-6/1 air (x2)
HQ M

**Group B**
Kliest
6-3 infantry (x3)
8-5 armor (x1)
4-3 Bulg. inf. (x1)
1-3 paratroops (x2)
ATPs (x2)
HQ South

**Group C**
6-3 infantry (x2)
8-5 armor (x1)

**Group D**
6-3 infantry (x1)
8-5 armor (x1)

Beginning with the Autumn 1940 seasonal turn, Germany receives 12 EPs per seasonal turn. This increases to 20 EPs per seasonal turn in Winter 1942 and remains so for the duration of the scenario. These EPs can be spent however the Axis player wants (within the usual restriction that no more than 15 German EPs can be given to Italy per seasonal turn).

**United Kingdom**

| | On Map | In Force Pool | '41 | '42 |
|---|---|---|---|---|
| 3-4 infantry | 4 | | | |
| 6-4 inf | 1[1] | 1[2] | 1[2] | 1[2] |
| 6-5 armor | 1[1] | | | |
| 8-5 armor | | | 1 | 1 |
| 4*-4/2 air | 1[1] | | 1 | |
| 4-4/3 air | | | | 1 |
| 4-12 air | 1 | | | |
| 6-12 air | | | 1 | |
| 2-4/1 naval air | 2[3] | | | |
| Battleships | 4[4] | | | |
| L. cruisers | 2 | | | |
| Destroyers | 2[5] | | | |
| Carriers | *Ark Royal* | | | |
| Generals | O'Connor | | | |
| HQ | Middle East | | | |
| STPs | 3 | | | |
| Airfields | 1 | | | |
| Offensives | 0 | | | |
| EPs | 0 | | | |

[1] Begins the scenario at depleted strength.
[2] In the Suez Adds box.
[3] One with *Ark Royal*, one on land base.
[4] *Warspite, Barham, Queen Elizabeth, Valiant*
[5] Speed of 46.

**United States**

The U.S.A. enters the scenario during the Winter 1942 seasonal turn with its full 1942 force pool and seasonal income of 28 EPs. It also receives its full 1943 force pool in Winter 1943, and income of 36 EPs each season.

## [9.3] Map Area

The following areas cannot be entered by any units during this scenario: the Soviet Union, Turkey, Bulgaria*, Yugoslavia*, Germany*, non-Vichy France, Spain, Portugal, and all land hexes north of these.**

* German units can enter Bulgaria, Yugoslavia, and Germany.
** British and U.S. units can be placed in the British Isles.

Naval movement is prohibited in the Black Sea and all coastal hexes adjacent to it, up to but excluding hexes E4329 and E4428 (the Dardanelles).

Vichy France is neutral at the start of the scenario and cannot be invaded by any nation until 1941. Italy and the U.K. are at war with each other. Greece is neutral.

## [9.4] Setting Up

The U.K. player sets up first, followed by the Axis player. Greek units are set up during the Activation step of the Autumn 1940 seasonal turn. Friendly territory is as follows:

**U.K.:** U.K., Egypt, Palestine, Transjordan, Iraq, Malta, Cyprus
**Italy:** Italy, Libya, Albania, Sicily, Sardinia

## [9.5] Special Rules

- If a player loses a British or German general and does not have a general in play during the Construction step of a seasonal turn, he can roll one die to get a replacement. On a roll of 4, 5, or 6, a new general becomes available. For Germany, Hoth replaces Rommel. For the U.K., Auchinleck replaces O'Connor, and Montgomery replaces Auchinleck. No other replacements are available.
- The British player can replace a lost or damaged (if it is not being repaired) aircraft carrier, using the same procedure that is used to replace a general. *Ark Royal* can be replaced with *Illustrious*, which can be replaced with *Formidable*. *Formidable* cannot be replaced but can be repaired if damaged.
- Only the one Egyptian and one of the two Italian rail capacities are available. No other rail movement is allowed.
- Greece becomes a belligerent in Autumn 1940. Greek EPs go to the U.K. However, whenever Greece uses a minor country offensive, a British offensive must be marked off the track. Otherwise, normal minor country offensive rules apply. Greece can use up to two offensives per turn.
- German units cannot enter or attack into Greece until April 1941 unless there is a British land unit on the Greek mainland. British air units in Greece, British land units on Crete, or any British units aboard naval transport in Greek coastal hexes do not count toward this condition.
- No nation pays double for offensives, impromptu offensives, or combined offensives in Winter.
- Rebuilding depleted units on the map during seasonal turns costs only one-half the usual number of EPs for Germany, the U.K., and the U.S. (round fractions up). These nations cannot build half-strength units from the force pool, however; units must be at full strength when placed on the map. Italy and Greece pay the full price when rebuilding depleted units.
- Italy is allowed to give up to 10 EPs to Germany during the Income step of the seasonal turns.

## [9.6] Victory

A player wins a strategic victory if he controls all of the ports in Greece, Libya, and Egypt prior to 1942, or if he controls all of these ports plus Tunis, Bizerte, Algiers, and Oran after the Winter 1942 seasonal turn.

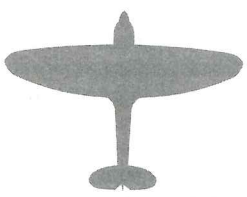
If no player wins a strategic victory, players earn victory points for each of the following:

**1** point for each controlled port in the playing area, excluding ports in Germany and the British Isles;

**5** points (instead of 1) for each of these key ports controlled—Tunis, Malta, Heraklion;

**1** point per enemy ship sunk.

If the difference between the players' victory point totals is 10 points or more, the player with the higher score wins a major victory. If the difference is 1 to 9 points, he wins a minor victory. If the totals are tied, so is the game.



Spitfire

# Scenario 10: The Soft Underbelly

## (July 1943)

A two-player scenario of the Italian campaign. This scenario focuses on control of the Italian penninsula during the midpoint of of the war.

Playing time: 6 hours
Start: July 1943
End: June 1944

## [10.1] Partnerships

**Axis:** Germany, Italy
**Axis Territory:** Germany, Italy (including Sicily and Sardinia), Vichy France, Yugoslavia, Albania, Greece, Crete
**Axis Income:** Germany—35 EPs
Italy—full normal income until conquered
**Western Allies:** United Kingdom, United States
**Allied Territory:** All territory controlled by UK at game's start, plus Morocco, Algeria, Tunisia, Libya, Lebanon
**Allied Income:** U.K.—40 EPs
U.S.—45 EPs (1943), 55 EPs (1944)

## [10.2] Setting Up

The Allies set up first, anywhere in Allied territory, then the Axis sets up anywhere in Axis territory.

| **United States** | On Map | In Force Pool |
|---|---|---|
| 6-4 infantry | 3 | 2 |
| 6-5 armor | 1 | |
| 8-5 armor | 1 | 1 |
| 1-3 paratroop | 1 | |
| 4-8/2 air | 1 | |
| 4*-4/3 air | 2 | |
| 4*-6/4 air | | 1 |
| 8-16 air | 1 | |
| 12-16 air | | 1 |
| Battleships | *Texas* | |
| Light cruisers | 1 | |
| Destroyers | 1 | |
| STPs | 4 | 4 |
| ATPs | 1 | 2 |
| HQs | 12th | |
| Generals | Patton | |
| Offensives | 6 | |

| **Germany** | On Map | In Force Pool |
|---|---|---|
| 6-3 infantry | 6 | 4 |
| 8-5 armor | 1 | |
| 10-5 armor | | 1 |
| 4*-4/3 air | | 1 |
| 4*-4/4 air | 1 | |
| 4-6/1 air | 1 | |
| 4-8/1 air | | 1 |
| 6-12 air | 1 | 1 |
| HQs | C,B | |
| Offensives | 7 | |
| EPs | 0 | |

**United Kingdom**

| | On Map | In Force Pool | Suez Adds |
|---|---|---|---|
| 3-4 infantry | | 1 | 1 |
| 6-4 infantry | 3 | 2 | 1 |
| 8-5 armor | 1 | 1 | |
| 1-3 paratroop | 1 | | |
| 4*-4/3 air | | 1 | |
| 4-4/3 air | 1 | | |
| 2-4/1 naval air | 1 | | |
| 4-12 air | | 1 | |
| 8-16 air | 1 | | |
| Battleships | 6[1] | | |
| Carrier | *Indomitable* | | |
| Light cruisers | 1 | | |
| Destroyers | 2 | | |
| General | Montg'y | | |
| HQs | | Middle East | |
| Airfields | 2 | | |
| STPs | 8 | | |
| ATPs | 1 | | |
| Offensives | 3 | | |

[1] *Nelson, Rodney, King George V, Howe, Warspite, Valiant*

**Italy**

| | On Map | In Force Pool |
|---|---|---|
| 4-3 infantry | 4 | 8 |
| 4-5 armor | | 2 |
| 5-5 armor | | 2 |
| 1-3 paratroop | | 1 |
| 4*-4/1 air | 1 | |
| 4*-4/2 air | 2 | |
| 6-12 air | 1[1] | 1 |
| Battleships | 6[2] | |
| HQs | 2[3] | |
| STPs | | all |
| ATPs | | all |
| Offensives | 0 | |
| EPs | 0 | |

[1] Reduced to 3-12
[2] *Guilio Cesare, Andrea Doria, Caio Duilio, Roma, Littorio* (damaged), *Vittorio Veneto* (damaged)
[3] Italy, East

## [10.3] Special Rules

- No strategic warfare is allowed; skip the Strategic Warfare step of each turn.
- Land territory not mentioned as controlled in 10.1 cannot be entered by land or air units.
- German rail capacity is 1 for the scenario. Italian rail capacity is normal until Italy is conquered.
- Only Italy recieves its normal force pool adds in Winter, 1944; Germany, the UK, and the US receive no new units.
- The following units must be removed from the scenario at the indicated time:

Autumn 1943: General Patton
Winter 1944: General Montgomery, 2 Allied STPS
Spring 1944: All Allied BBs, 4 Allied STPs

If the Allies player loses a general before it is scheduled to be removed, there is no further effect. If he has insufficient STPs to meet the removal requirement, however, he must (during the current seasonal turn) build enough STPs to make up the difference and then immediately remove them.

If there are any BB units under Axis control during the Spring 1944 seasonal turn, the Allied player can keep an equal number of Allied BB units in play.

- Axis Free Reinforcements: The German player gets a free 6-3 infantry unit (placed anywhere in Germany) at the end of any turn when the Allies first attack a hex in Greece, Albania, Yugoslavia, or Vichy France. Germany is entitled to a maximum of one unit per each of these countries.

## [10.4] Victory

**Allies Strategic Victory** occurs if the Allies ever control four of the six city resource hexes in Italy.

**Axis Strategic Victory** occurs if the Allies hold no Italian city resource hexes at the end of the game.

If neither player wins a strategic victory, determine the level of victory by adding up victory points. The Allies player earns victory points for each of the listed objectives under Allies control at the end of the scenario. (Only the Allies player earns victory points.)

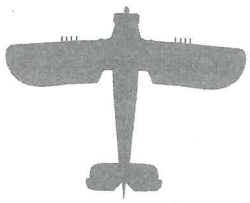
**1** VP for Syracuse, Palermo, Messina, Taranto, Foggia, Naples, Heraklion, Valona, Durazzo, Cagliari, Genoa, Venice, Trieste

**3** VP for Rome, Turin, Milan, Athens, Marseille

**-6** VP if Italy has not been conquered

Determine the level of victory as follows:

| | |
|---|---|
| German Decisive Victory | 1-5 pts |
| German Minor Victory | 6-10 pts |
| Allies Minor Victory | 11-15 pts |
| Allies Decisive Victory | 16 or more pts |



Swordfish

# Scenario 11: Crusade in Europe

## (June 1944)

A two-player scenario covering the campaigns by the Western Allies against Germany in the final year of the war.

Playing Time: 8 hours
Start: June 1944
End: June 1945

## [11.1] Partnerships

**Axis:** Germany
**Axis Conquests:** Norway, Denmark, Netherlands, Belgium, Luxembourg, France (including Vichy), Italy (21XX hexrow & north).
**Axis Income:** 55 EPs per season, plus 1 EP per captured resource hex outside of Germany, minus 3 per lost resource hex inside Germany.
**Western Allies:** United Kingdom, United States
**Western Allies Conquests:** Morocco, Algeria, Tunisia, Libya, Italy (20xx hexrow & south, including Sardinia)
**Western Allies Income:** Compute normally, but subtract 20 EPs from the US and another 20 from the UK.

## [11.2] Orders of Battle

**Germany:** All German units except armor units and generals are set up before the Allied set-up. After the Allied set-up is finished, German armor units and generals are set up. All German units must be placed in Axis-controlled territory.

| | On Map | In Force Pool |
|---|---|---|
| 4-2 infantry | 5 | |
| 6-3 infantry | 8 | 10 |
| 8-5 armor | 2 | 3 |
| 10-5 armor | 1 | 1 |
| 4*-4/4 air | 2 | 2 |
| 4*-4/3 air | 3 | |
| 4-8/1 air | 1 | 1 |
| 2*-2/6 air | 1 | 2 |
| 6-12 air | | 4 |
| Generals | 2[1] | |
| HQs | 4[2] | |
| Coastal forts | 8 | |

[1] Rommel, Balck
[2] A, B, C, G

**United States:** All U.S. and U.K. units are set up after German units but before German armor and generals. U.S. units can be set up anywhere in Allied-controlled territory.

| | On Map | In Force Pool |
|---|---|---|
| 6-4 infantry | 8 | 3 |
| 6-5 armor | 1 | 2 |
| 8-5 armor | 2 | 2 |
| 1-3 paratroop | 2 | |
| 4-5/3 air | | 1 |
| 4*-4/3 air | 1 | |
| 4*-6/4 air | 3 | 1 |
| 4-8/2 air | 1 | 1 |
| 12-16 air | 2 | 6 |
| 2-4/1 naval air | 1 | |
| Battleships | 4[1] | |
| Heavy cruisers | 3[2] | |
| Carriers | *Ranger* | |
| Tactical subs | 1 | |
| STPs | 8 | |
| ATPs | 3 | |
| Generals | 3[3] | |
| HQs | all | |

[1] *Texas, New York, Arkansas, Massachusetts*
[2] *Wichita, Tuscaloosa, Augusta*
[3] Patton, Bradley, Patch

**United Kingdom:** U.K. units are set up at the same time as U.S. units, anywhere in Allied-controlled territory.

| | On Map | In Force Pool |
|---|---|---|
| 3-4 infantry | | 6 |
| 6-4 infantry | 6 | 3 |
| 6-5 armor | | 2 |
| 8-5 armor | 2 | 2 |
| 1-3 paratroop | 1 | |
| 4*-4/3 air | 1 | 1 |
| 4*-5/2 air | 1 | 2 |
| 4*-3/3 air | 1 | 1 |
| 4-4/3 air | 1 | 1 |
| 4-12 air | | 2 |
| 6-12 air | | 1 |
| 8-16 air | 1 | 5 |
| Battleships | 3[1] | |
| Generals | Mont'y | Horrocks (summer) |
| HQs | 21st | |
| STPs | 6 | |
| ATPs | 2 | |
| Offensives | 0 | |
| EPs | 0 | |

[1] British player chooses any three battleships.

### [11.3] Special Rules

- Strategic warfare is not allowed. Skip the Strategic Warfare step of each turn, except on turns when the Allied player bombs German rail capacity (see the special rule).
- No unit can enter Finland, Sweden, Poland, Hungary, Yugoslavia, Albania, Greece, or any land hex east of these nations.
- German rail capacity is 2 throughout the scenario. The Allies can reduce this with strategic bombing, however. The procedure is identical to regular strategic bombing except the number result is subtracted from the Germans' rail capacity. Rail capacity losses affect only the current turn; all rail capacity reductions are automatically repaired during the Endphase.
- The Allies have the initiative for the first turn of the game. Determine initiative normally after the first turn.
- Germany is conquered when Hamburg, Frankfurt, Mannheim, Munich, and either Berlin or Prague are all simultaneously under Allied control. It is not necessary for the Allies to occupy Konigsberg or Stettin.
- All nations receive their 1945 force pool additions normally, during the Winter 1945 seasonal turn.

### [11.5] Victory

The Allied player wins by conquering Germany; Germany wins by avoiding conquest until the end of the scenario. Levels of victory can be determined as follows:

**Allied Strategic Victory:** Germany conquered before the Spring 1945 seasonal turn.

**Allied Decisive Victory:** Germany conquered during the April or May 1945 turns.

**Allied Minor Victory:** Germany conquered during the June 1945 turn.

**German Strategic Victory:** No German city resource hexes are held by the Allies at game's end.

**German Decisive Victory:** Only one or two city resource hexes are held by the Allies at game's end.

**Germany Minor Victory:** Germany is not conquered but has not achieved a decisive or strategic victory.

## Campaign Scenarios

### Scenario 12: The War in Europe, 1939–1945

This scenario recreates the entire war in Europe for two to five players. All nations begin at peace, but a mighty German war machine is poised to conquer Poland . . . or, perhaps, strike somewhere else.

Playing Time: 50 hours or more
Start: September 1939
End: June 1945, or when one side is totally conquered

### [12.1] Partnerships

There are no partnerships in play at the start of the scenario. At least two (the Axis and the Western Allies) are created as soon as Germany invades a minor country, or in the unlikely event that Italy invades a minor country first. Other nations enter the war when invaded (or, possibly in the case of the Soviet Union, by performing an invasion).

### [12.2] Controlled Territory

The following powers control all hexes in the listed territories at the start of the game:

**Germany:** Germany, East Prussia

**Italy:** Italy, Sicily, Sardinia, Albania, Libya

**Soviet Union:** Soviet Union (within the red border only)

**France:** France, Corsica, Algeria, Tunisia, French Morocco, Lebanon-Syria

**United Kingdom:** Great Britain (including Scapa Flow and Shetland Islands), Northern Ireland, Egypt, Palestine, Transjordan, Iraq, Persia, Saudi Arabia, India, Cyprus, Malta, Gibraltar, Capetown, Canada (box)

### [12.3] Orders of Battle

The following rules apply to all major countries.

All units listed as Starting Forces on the Order of Battle begin the game on the map, except those specified to be placed in a seasonal turn box on the turn track.

The values listed on the Starting Forces OBs for EPs, airfields, and offensives are marked or placed on the map (exception: Germany begins with 2 offensives). All units from the 1939 Order of Battle begin the game in the Force Pool boxes of the respective powers.

### [12.4] Setting Up

Units must be set up inside their country's controlled territory [12.2]. Air units must be placed on bases and naval units in ports (exceptions: the German u-boat and up to three German surface ships (BB and/or CA) can begin the game in position to perform strategic warfare during the first turn of the scenario).

The Soviet Union sets up first, followed by the Western Allies, then Italy, and then Germany. Polish forces are not set up until the Axis declares war on some country (historically, of course, Poland was the first target). This act makes Poland a partner of the Western Allies.

### [12.5] Special Rules

- No country can use impromptu offensives during the September 1939 turn.
- When an Axis nation first invades a neutral country, it is considered to have invaded these three countries as well: France, United Kingdom, Poland. If the colonies or home countries of any of these three nations are invaded, all of them are considered to have been invaded.

**Sitzkrieg** goes into effect immediately when Poland has been conquered, as long as this occurs during or before the December 1939 turn. While it remains in effect, sitzkrieg has the following effects.

- Italy cannot invade any country.
- Axis ground units cannot invade or attack hexes in the Benelux countries (Belgium, Netherlands, Luxembourg), the British Isles, or France.
- Allied ground units cannot invade or attack hexes in the Benelux countries or Germany.

Sitzkrieg ends automatically at the end of the April 1940 turn. It can end sooner if players try to end it. During the Weather phase of every turn of sitzkrieg, any Axis or Allied player can try to end the sitzkrieg. Only one attempt is allowed per turn; whichever player announces his intention first gets to make the attempt.

The player immediately marks one offensive (two for Germany) off from his offensives track. Alternately, he can pay for one (or two, if Germany) impromptu offensives. He then rolls two dice. Sitzkrieg ends immediately on a modified roll of 2 or less.

These modifiers apply to the roll:
−1 if Germany has invaded Denmark;
−2 if Germany has invaded Yugoslavia;
−3 (for each) if Germany has invaded Greece, Sweden, or Norway;
−5 if Germany and U.S.S.R. are at war.

## [12.6] Victory

The ultimate level of victory in the game is complete victory. Players can win a complete victory by conquering the opposing side. Specifically:

**Axis complete victory** requires the conquest of France, the United Kingdom, and the Soviet Union. In addition, there can be no U.S. land units inside Axis partner countries or Axis conquered countries. A complete victory is won the moment these conditions are met.

**Allied complete victory** occurs immediately if both Germany and Italy are conquered, or, in the unlikely circumstance that Italy never entered the war, at the moment Germany is conquered.

If there are two or more Allied players, the complete victory goes to either the Soviet Union or the Western Allies, but never both. Count the number of city resource hexes in Germany and Poland controlled by each partnership. The capitals (Warsaw and Berlin) each count double. The player or team with the most city resource hexes wins the complete victory.

**Marginal Victory:** If neither side wins a complete victory, the game ends after the June 1945 turn. One side or the other wins a marginal victory. To determine which, count the number of city resource hexes controlled by each of the three partnerships.

The partnership that controls the most city resource hexes wins a minor victory.

# Scenario 13: Quick Start Campaign, 1940-1945

By skipping over the sitzkrieg period, this scenario brings players to the brink of conflagration while still allowing a variety of strategic options. For two to five players.

Playing Time: 45 hours or more
Start: April 1940
End: June 1945, or by a complete victory

## [13.1] Partnerships

**Axis:** Germany
**Axis Conquests:** Poland (west of the temporary border), Denmark
**Western Allies:** United Kingdom, France
**Western Allies' Conquests:** None
**Soviet Union:** Soviet Union (still neutral)
**Soviet Conquests:** Poland (east of the temporary border), Finland (east of the temporary border)

## [13.2] Orders of Battle

Each nation starts the scenario with units from the Starting Forces, 1939, and 1940 Orders of Battle. Units from the 1941 OB and beyond are added during the appropriate Winter seasonal turns. Nations receive the airfields listed with their starting forces, but not the EPs.

**Germany**

| | On Map | In Force Pool |
|---|---|---|
| 6-3 infantry | 20 | 2 |
| 8-5 armor | 6 | 1 |
| 1-3 paratroops | 2 | |
| 4*-4/3 air | 3 | |
| 4-6/1 air | 2 | 2 |
| 6-12 air | 2 | 2 |
| 2-4/1 naval air | | 1 |
| Battleships | 5[1] | *Bismarck* (autumn) |
| Heavy cruisers | 2[2] | *Prinz Eugen* (summer) |
| Light cruisers | 2 | |
| Destroyers | 2 | |
| U-boats | 4 | 1 (summer) |
| Tactical subs | | 3 |
| CVs | | 1[3] |
| Generals | 4[4] | |
| HQs | 7[5] | |
| STPs | 7 | |
| ATPs | 2 | |
| Offensives | 15 | |
| EPs | 2 (Econ Reserve) | |

[1] *Lutzow, Scheer, Gneisenau, Scharnhorst, Schleswig-Holstein*
[2] *Blucher, Hipper*
[3] *Graf Zeppelin*
[4] Kliest, Guderian, Rommel, Hoth
[5] A, B, C, G, M, North, South

**Italy**

| | On Map | In Force Pool |
|---|---|---|
| 4-3 infantry | 7 | 2 |
| 4-5 armor | 1 | 1 |
| 4*-4/1 air | 2 | |
| 6-12 air | 1 | 1 |
| Battleships | 6[1] | |
| Heavy cruisers | 7[2] | |
| Light cruisers | 3 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| HQs | 3[3] | |
| Airfields | 2 | |
| STPs | 5 | |
| Fortifications | 1 | |
| Offensives | 1-4[4] | |
| EPs | 0 | |

[1] *Guilio Cesare, Andrea Doria, Caio Duilio, Conte de Cavour, Littorio, Vittorio Veneto*
[2] *Bolzano, Fiume, Gorizia, Pola, Trieste, Trento, Zara*
[3] Italy, Eastern, Africa
[4] See 13.3.

**United Kingdom**

| | On Map | In Force Pool |
|---|---|---|
| 6-4 infantry | 4 | |
| 3-4 infantry | 6 | |
| 6-5 armor | 2 | |
| 4*-5/2 air | 3 | |
| 4*-3/3 air | 2 | |
| 4-12 air | 2 | |
| 6-12 air | 1 | |
| 1-4/1 naval air | 1 | |
| 2-4/1 naval air | 6 | 1 (summer) |
| Battleships | 15[1] | *P. of Wales* (autumn) |
| Heavy cruisers | 7[2] | |
| Light cruisers | 8 | 1 |
| Destroyers | 19[3] | 2 (autumn) |
| USLL destroyers | | 5 (autumn) |
| Escort destroyers | 2 | |
| Carriers | 6[4] | *Indomitable* (summer) |
| Tactical subs | 1 | |
| Generals | 2[5] | |
| HQs | 2[6] | |
| STPs | 10 | |
| Offensives | 4 | |
| EPs | 20 (Econ Reserve) | |

[1] *Nelson, Rodney, Renown, Repulse, Hood, Warspite, Barham, Queen Elizabeth, Malaya, Valiant, Royal Sovereign, Resolution, Ramillies, Revenge, King George V*
[2] *Dorsetshire, Cornwall, Exeter, Norfolk, Suffolk, Kent, London*
[3] Includes the Polish DD.
[4]

**France**

| | On Map | In Force Pool |
|---|---|---|
| 5-3 infantry | 20 | |
| 5-5 armor | 1 | 1 |
| 4*-4/2 air | 1 | |
| 2*-3/3 air | 1 | |
| 4-10 air | 1 | 1 |
| 2-4/1 naval air | | 1 (summer) |
| Battleships | 6[1] | *Jean Bart* (summer) |
| Heavy cruisers | 7[2] | |
| Light cruisers | 3 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| Carriers | | *Joffre* (summer) |
| Generals | | DeGaulle (summer) |
| HQs | 5[3] | |
| Airfields | 1 | |
| STPs | 1 | |
| Offensives | 9 | |
| EPs | 8 (Econ Reserve) | |

[1] *Bretagne, Provence, Lorraine, Dunkerque, Strasbourg, Richelieu*
[2] *Duquesne, Tourville, Algerie, Suffren, Colbert, Foch, Dupleix*
[3] Alps, Africa, 1st, 2nd, 7th

**Soviet Union**

| | On Map | In Force Pool |
|---|---|---|
| 4-3 infantry | 21 | 1 |
| 5-3 infantry | | 10[1] |
| 4-5 armor | 3 | 2 |
| 4-5/0 air | 2 | |
| Battleships | 3[2] | |
| Heavy cruisers | 2[3] | *Voroshilov* (summer) |
| Light cruisers | 2 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| HQs | 5[4] | |
| Airfields | 1 | |
| Fortifications | 3 | |
| Offensives | 1-4[5] | |
| EPs | 0 | |

[1] In the Soviet Transfers box.
[2] *Marat, Parizhskaya Kommuna, Oktyabrskaya Revolutsia*
[3] *Maksim Gorky, Kirov*
[4] Murmansk, Baltic, Western, Kiev, Odessa
[5] See special rule 13.3.

## [13.3] Special Rules

- Italy and the Soviet Union have a variable number of offensives at the start of the scenario. The player controlling one of these nations rolls a die, consults the table below, and marks the indicated number of offensives on his OFF track.

| Die Roll | Offensives |
|---|---|
| 1 | 1 |
| 2-3 | 2 |
| 4-5 | 3 |
| 6 | 4 |

- The Soviet Union is assumed to have fought and won the Winter War [43.3].

## [13.4] Setting Up

Units must be set up on hexes in friendly, controlled (including conquered) territory. Air units must be placed on bases and naval units in ports (exceptions: German u-boats and Allied naval units can begin the game in position to perform strategic warfare during the first turn of the scenario).

The Soviet Union sets up first, followed by the Western Allies, and then Italy and Germany.

## [13.5] Victory

The victory conditions for this scenario are the same as those listed in 12.6.

# Scenario 14: Poised for Onslaught, 1941-1945

This scenario begins with the summer of 1941. The USSR is neutral, England is isolated, and Germany is flushed with conquests. For two to four players.

Playing Time: 35 hours
Start: Summer 1941
End: June 1945, or by complete victory

## [14.1] Partnerships

**Axis:** Germany, Italy, Libya (except Tobruk—E5629), Albania, Rumania, Hungary, Bulgaria, Finland (except Soviet territory)

**Axis Conquests:** Poland (except Soviet territory), Denmark, Belgium, Netherlands, Luxembourg, France (except Vichy France and French colonies), Norway, Yugoslavia, Greece, Egpytian frontier (hexes E5628, E5728, E5828)

**Western Allies:** United Kingdom

**Controlled Territory:** All territory owned at start (see 12.2) plus Lebanon-Syria and Tobruk (E5629), and minus the Egyptian frontier (E5628, E5728, E5828).

**Soviet Union:** Soviet Union

**Soviet Conquests:** Latvia, Lithuania, and Estonia, plus Finnish, Polish, and Rumanian hexes east of temporary borders.

## [14.2] Orders of Battle

**Germany**

| | On Map | In Force Pool |
|---|---|---|
| 6-3 infantry | 14 | 16 |
| 8-5 armor | 8 | 1 |
| 1-3 paratroops | 1 | 2 |
| 4*-4/3 air | 3 | 1 |
| 4-6/1 air | 5 | |
| 6-12 air | 5 | |
| 2-4/1 naval air | 1 | |
| Battleships | 3[1] | 3[2] |
| Heavy cruisers | 3[3] | |
| Light cruisers | 3 | |
| Destroyers | 3 | |
| U-boats | 5 | 3[4] |
| Tactical U-boats | 1 | 2 |
| Carriers | *Graf Zeppelin* | |
| Generals | 6[5] | |
| HQs | 8[6] | |
| STPs | 4 | |
| ATPs | 3 | |
| Airfields | 2 | |
| Coastal forts | 3 | |
| Offensives | 0 | |
| EPs | −50 | |

[1] *Tirpitz* (autumn); *Scharnhorst* and *Gneisenau* (winter)
[3] *Blucher, Hipper, Prinz Eugen*
[4] 2 in the force pool, 1 on the turn track in autumn
[5] Kliest, Guderian, Rommel, Hoth, Hoepner, Manstein
[6] A, B, C, G, M, North, Center, South

**Italy**

| | On Map | In Force Pool |
|---|---|---|
| 4-3 infantry | 5 | 5 |
| 4-5 armor | 1 | 1 |
| 5-5 armor | 1 | |
| 1-3 paratroops | 1 | |
| 4*-4/1 air | 1 | 1 |
| 4*-4/2 air | 1 | |
| 6-12 air | 1 | 1 |
| Battleships | 5[1] | *Vit. Ven.* (spring) |
| Heavy cruisers | 7[2] | |
| Light cruisers | 2 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| HQs | 3[3] | |
| Airfields | 2 | |
| STPs | 5 | |
| ATPs | 1 | |
| Offensives | 0 | |
| EPs | 0 | |

[1] *Guilio Cesare, Andrea Doria, Caio Duilio, Littorio, Roma*
[2] *Bolzano, Fiume, Gorizia, Pola, Trieste, Trento, Zara*
[3] Italy, Eastern, Africa

**Axis Minor Partners**

All Finnish, Rumanian, Hungarian, and Bulgarian units are used.

| United Kingdom | On Map | In Force Pool |
|---|---|---|
| 6-4 infantry | 3 | 3 |
| 3-4 infantry | 6 | |
| 6-5 armor | 1 | 1 |
| 8-5 armor | | 1 |
| 1-3 paratroops | 1 | |
| 4*-4/3 air | 1 | 1 |
| 4*-5/2 air | 2 | 1 |
| 4*-3/3 air | 2 | |
| 4-12 air | 1 | 1 |
| 6-12 air | | 1 |
| 8-16 air | 1 | |
| 1-4/1 naval air | 1 | |
| 2-4/1 naval air | 5 | 3 |
| Battleships | 16[1] | 2[2] |
| Heavy cruisers | 7[3] | |
| Light cruisers | 9 | |
| Destroyers | 24[4] | 1 (autumn) |
| USLL destroyers | 8 | |
| Escort destroyers | 4 | 2 |
| Carriers | 5[5] | 2[6] (winter) |
| Tactical subs | 1 | |
| Generals | 2[7] | |
| HQs | 2[8] | |
| Airfields | 2 | |
| STPs | 7 | |
| ATPs | 1 | |
| Fortifications | 3 | |
| Offensives | 0 | |
| EPs | −30 | |

[1] *Nelson, Rodney, Renown, Repulse, Warspite, Barham, Queen Elizabeth, Malaya, Valiant, Royal Sovereign, Resolution, Ramillies, Revenge, King George V, Prince of Wales, Duke of York*
[2] *Anson, Howe*
[3] *Dorsetshire, Cornwall, Exeter, Norfolk, Suffolk, Kent, London*
[4] Includes Polish DD unit.
[5] *Ark Royal, Furious, Victorious, Indomitable*, CVE
[6] *Illustrious, Formidable*
[7] O'Connor, Auchinleck
[8] B.E.F., Middle East

| Soviet Union | On Map | In Force Pool |
|---|---|---|
| 4-3 infantry | 32 | |
| 5-3 infantry | | 10[1] |
| 4-5 armor | 5 | |
| 6-5 armor | 2 | |
| 1-3 paratroops | 1 | |
| 4-5/0 air | 2 | |
| 4-5/1 air | 4 | |
| Battleships | 3[2] | |
| Heavy cruisers | 4[3] | |
| Light cruisers | 2 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| Generals | | Zhukov (autumn) |
| HQs | 5[4] | |
| STPs | 2 | |
| ATPs | 1 | |
| Airfields | 1 | |
| EPs | 60 | |

## [14.3] Special Rules

- Vichy France has been created and all French colonies except Lebanon-Syria are Vichy territory. Vichy territory can be invaded.
- The Soviet Union is assumed to have fought and won the Winter War.

## [14.4] Setting Up

The Axis player sets up all of his infantry units first. Then the Allied players set up all of their units. The Soviet player, as he sets up, can purchase fortifications and place them, completed, on the map. Then the Axis player sets up the rest of his units.

German u-boats and Allied naval units can be placed in position to perform strategic warfare.

## [14.5] Victory

This scenario uses the campaign game victory conditions defined in scenario rule 12.6.

# Scenario 15: The Big Three, 1942-1945

The United States' entry into the war reinforces the battered Allies, but it comes at a time when the Axis controls most of the map. For two to five players.

Playing Time: 24 hours
Start: Winter 1942 Seasonal Turn
End: June 1945 or by complete victory

## [15.1] Partnerships

**Axis:** Germany, Italy, Rumania, Hungary, Bulgaria, Finland

**Axis Conquests:** Poland, Denmark, Belgium, Netherlands, Luxembourg, France (except Vichy France and French colonies), Norway, Yugoslavia, Greece, Latvia, Lithuania, Estonia, Soviet Union (up to, and including, the following hexes: All hexes in Finland, E0929, 0928, 1027, 1128, 1227, 1328; 1428, 1530, 1529, 1628, 1729, 1828, 1827, 1826, 1926-2324, 2323-3019, 3422, 3522, 3523)

**Soviet Union:** Soviet Union, minus those hexes controlled by Axis

[1] In the Siberian Transfers box.
[2] *Marat, Parizhskaya Kommuna, Oktyabrskaya Revolutsia*
[3] *Maksim Gorky, Kirov* (Baltic); *Molotov, Voroshilov* (Black Sea)
[4] Murmansk, Baltic, Western, Kiev, Odessa

**Western Allies:** United Kingdom, United States

**Controlled Territory:** Libya (hexes east of W0333, 0233, 0133)

## [15.2] Orders of Battle

### Germany

One-half of all the German infantry, armor, and air units set up on the map must be flipped to their depleted side. The German player chooses which units are depleted.

| | On Map | In Force Pool |
|---|---|---|
| 6-3 infantry | 18 | 20 |
| 8-5 armor | 7 | 4 |
| 1-3 paratroops | | 3 |
| 4*-4/3 air | 4 | 1 |
| 4-6/1 air | 4 | 1 |
| 4-8/1 air | | 1 |
| 6-12 air | 4 | 3 |
| 2-4/1 naval air | 1 | |
| 4*-4/4 air | | 1 |
| Battleships | 6[1] | |
| Heavy cruisers | 3[2] | |
| Light cruisers | 3 | 1 |
| Destroyers | 3 | 1 |
| U-boats | 8 | 4; 1 (spring) |
| Tactical U-boats | 1 | 2 |
| Carriers | *Graf Zeppelin* | |
| Generals | 6[3] | |
| HQs | 8[4] | F |
| STPs | 4 | |
| ATPs | 3 | |
| Airfields | 2 | |
| Coastal forts | 5 | |
| Offensives | 0 | |
| EPs | −21 | |

[1] *Lutzow, Scheer, Gneisenau, Scharnhorst, Schleswig-Holstein, Tirpitz*
[2] *Blucher, Hipper, Prinz Eugen*
[3] A, B, C, G, M, North, Center, South
[4] Kliest, Guderian, Rommel, Hoth, Hoepner, Manstein

### Axis Minor Partners

One 4-3 infantry unit from each of the Axis minor partners (Finland, Rumania, Hungary, Bulgaria) is placed in the Axis force pool. All other Finnish, Rumanian, Hungarian, and Bulgarian units are placed on the map.

One-half (rounded up) of each minor partner's infantry units on the map are depleted at the start of the scenario. The Axis player chooses which counters are depleted, but units outside their home country must be depleted before units inside the home country.

**Italy**

| | On Map | In Force Pool |
|---|---|---|
| 4-3 infantry | 6 | 5 |
| 4-5 armor | | 2 |
| 5-5 armor | 1 | 1 |
| 1-3 paratroops | 1 | 1 |
| 4*-4/1 air | | 2 |
| 4*-4/2 air | 1 | 1 |
| 6-12 air | 2 | |
| Battleships | 5[1] | *Vit. Ven.* (spring) |
| Heavy cruisers | 7[2] | |
| Light cruisers | 3 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| HQs | 3[3] | |
| STPs | 5 | |
| ATPs | 1 | |
| Airfields | 2 | |
| Offensives | 0 | |
| EPs | 0 | |

[1] *Guilio Cesare, Andrea Doria, Caio Duilio, Littorio, Roma*
[2] *Bolzano, Fiume, Gorizia, Pola, Trieste, Trento, Zara*
[3] Italy, Eastern, Africa

**Soviet Union**

| | On Map | In Force Pool |
|---|---|---|
| 4-3 infantry | 27 | 15 |
| 5-3 infantry | 4 | 6[1] |
| 4-5 armor | 1 | 4 |
| 6-5 armor | 1 | 5 |
| 4-5/0 air | 1 | 1 |
| 4-5/1 air | 1 | 3 |
| 4*-5/2 air | | 2 |
| 6-10 air | | 1 |
| Battleships | 3[2] | |
| Heavy cruisers | 4[3] | |
| Light cruisers | 2 | |
| Destroyers | 4 | |
| Tactical subs | 1 | |
| Generals | Zhuk. | 4[4] |
| HQs | 5[5] | 11[6] |
| STPs | 2 | |
| ATPs | 1 | |
| Airfields | 1 | |
| Fortifications | 6 | |
| Supply markers | 3 (in Leningrad) | |
| Offensives | 0 | |
| EPs | 0 | |

[1] In Siberian Transfers box.
[2] *Marat, Oktyabrskaya Revolutsia, Parizhskaya Kommuna*
[3] *Kirov, Maksim Gorky* (Baltic); *Molotov, Voroshilov* (Black Sea)
[4] Rybalko (spring); Batramyan, Katukov, Rotmistrov (autumn)
[5] Murmansk, Baltic, Western, Kiev, Odessa
[6] Leningrad, Volkhov, Northwest, Kalinin, West, Biyansk, Southwest, South, Voronezh, Stalingrad, Transcaucasus

**United Kingdom**

| | On Map | In Force Pool |
|---|---|---|
| 6-4 infantry | 4 | 3 |
| 3-4 infantry | 6 | |
| 6-5 armor | | 2 |
| 8-5 armor | 1 | 1 |
| 1-3 paratroops | | 1 |
| 4*-4/3 air | 1 | 1 |
| 4*-5/2 air | 2 | 1 |
| 4*-3/3 air | 2 | |
| 4-4/3 air | | 1 |
| 4-12 air | 1 | 1 |
| 6-12 air | | 1 |
| 1-4/1 naval air | 1 | |
| 2-4/1 naval air | 7 | 1 |
| Battleships | 11[1] | *Anson* (summer) |
| Heavy cruisers | 4[2] | |
| Light cruisers | 9 | −1[7] |
| Destroyers | 24[3] | 2, −3[7] |
| USLL destroyers | 8 | |
| Escort destroyers | 6 | 2 |
| Carriers | 4[4] | |
| Tactical subs | 1 | |
| Generals | 2[5] | Montgomery |
| HQs | 2[6] | 21st |
| STPs | 7 | |
| ATPs | 1 | |
| Airfields | 2 | |
| Fortifications | 2 | |
| Offensives | 0 | |
| EPs | −30 | |

[1] *Nelson, Rodney, Renown, Repulse, Barham, Queen Elizabeth, Malaya, Valiant, King George V, Howe, Duke of York*
[2] *Norfolk, Suffolk, Kent, London*
[3] Includes the Polish DD unit.
[4] *Furious, Illustrious, Victorious, Indomitable, Formidable*, CVE
[5] O'Connor, Auchinleck
[6] B.E.F., Middle East
[7] These units must be removed during the Winter seasonal turn; they represent transfers to the Pacific theater.

**United States**
As listed on the 1942 Order of Battle.

## [15.3] Special Rules

- Vichy France has been created, and all French colonies except Lebanon-Syria are Vichy territory. Vichy territory can be invaded.
- The Soviet Union has fought and won the Winter War.
- Germany invaded the Soviet Union in 1941; thus, Soviet base income in the Winter seasonal turn of 1942 is 100 EPs, with normal reductions for lost resource hexes (-1 EP per Soviet resource hex lost—nine have been lost as the scenario begins). This base increases by 20 EPs per year.

## [15.4] Setting Up

The Axis player sets up all of his infantry units first. Then the Allied players set up all of their units. Then the Axis player sets up all his remaining units.

U-boats can be set up in position to raid convoy routes. Allied naval units can be set up as convoy escorts or iron route interdictors.

## [15.5] Victory

This scenario uses the campaign victory conditions defined in scenario rule 12.6.

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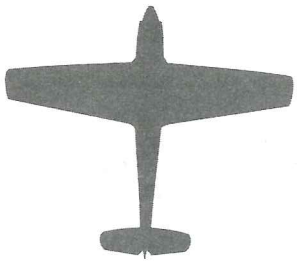
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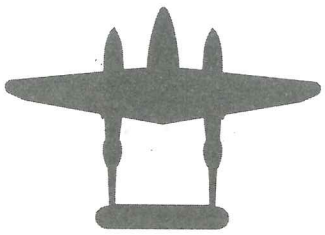
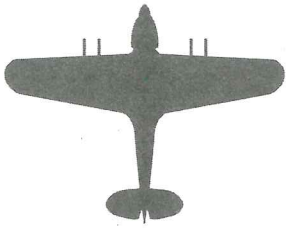
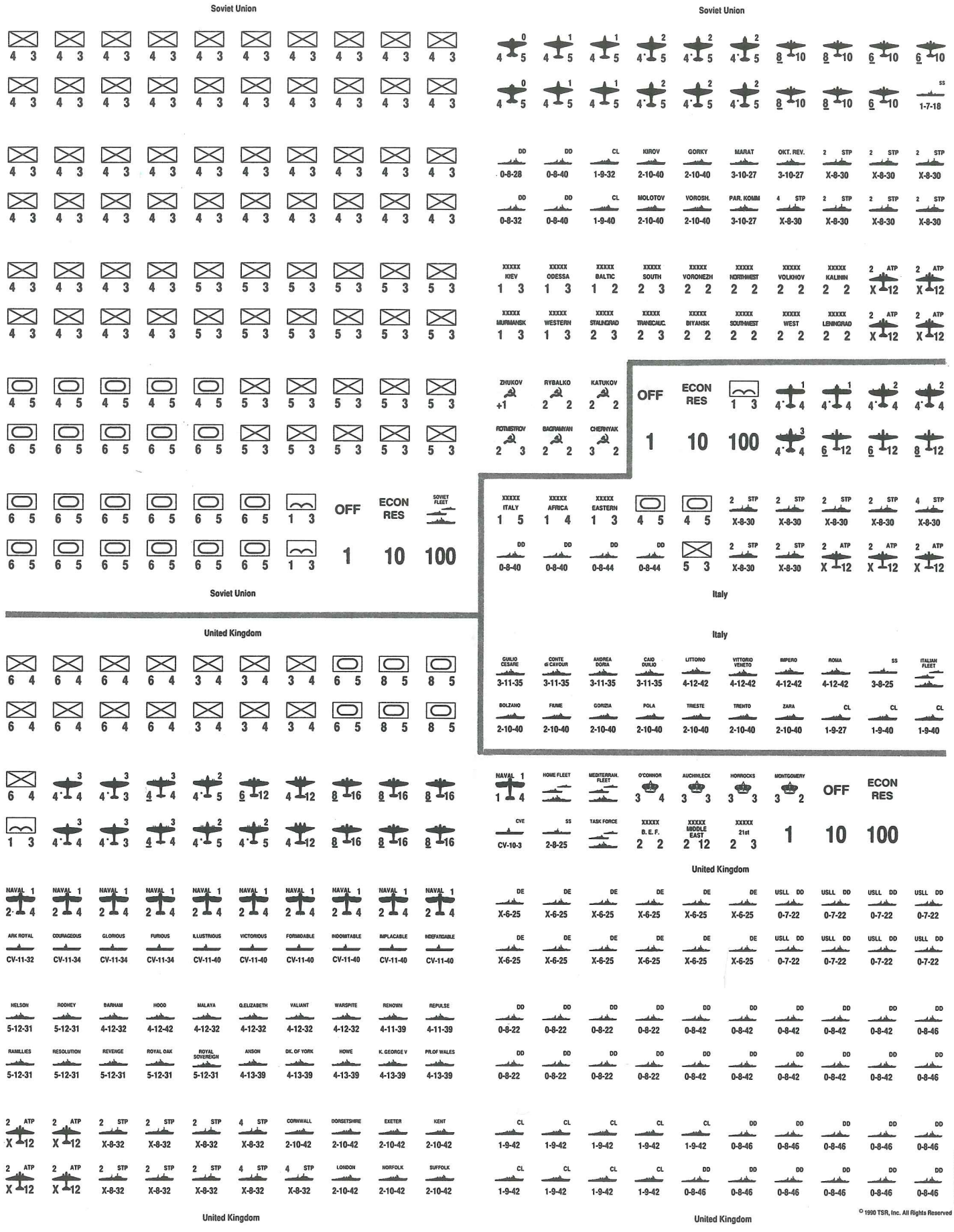

P-38


Hurricane

# BOARD 1 - TOP FRONT



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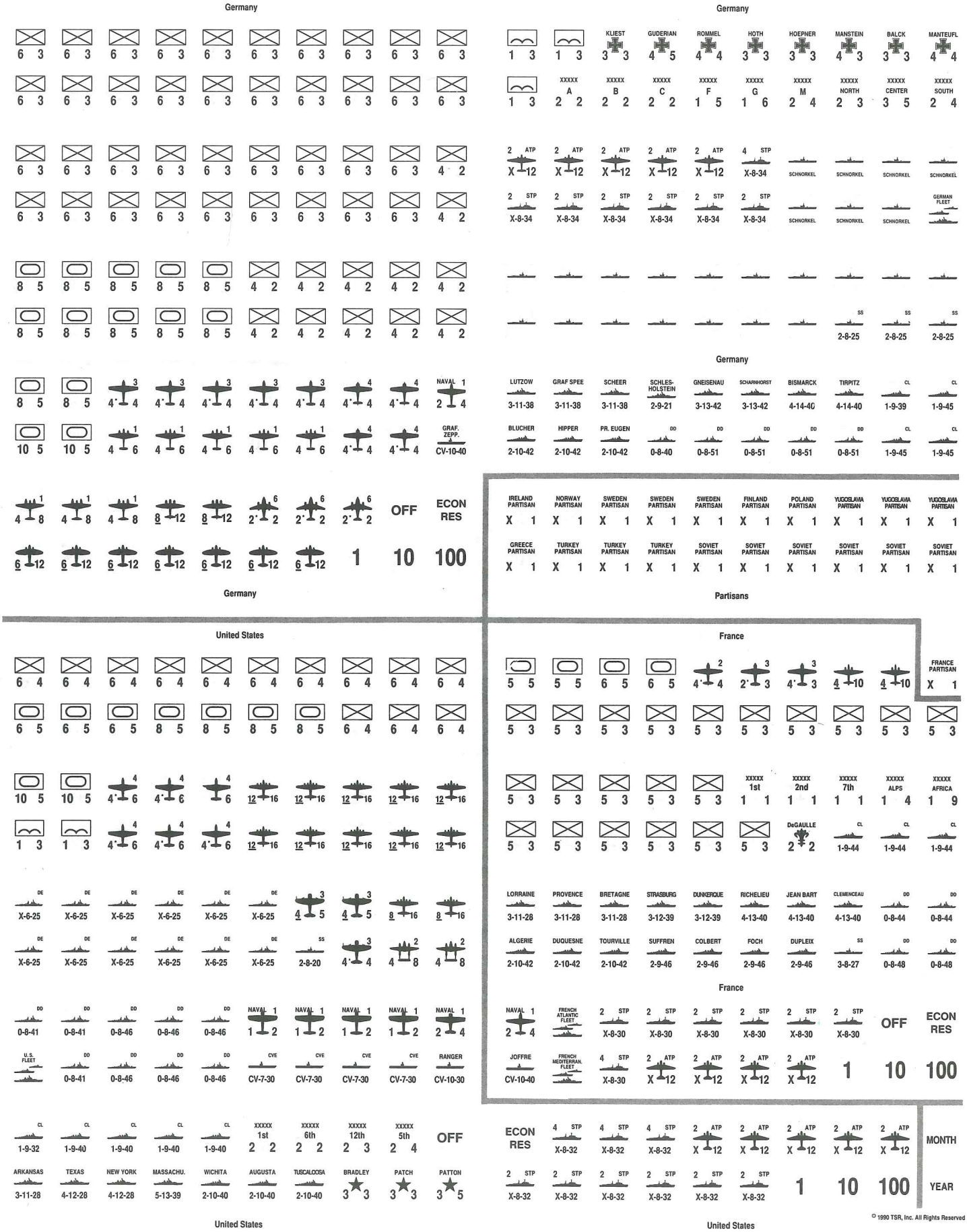


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3029XXX1202

# AXIS PLAYER AID CARD

## Germany

| | Start | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 |
|---|---|---|---|---|---|---|---|---|
| 6-3 infantry | 14 | 4 | 4 | 8 | 6 | 2 | | |
| 4-2 infantry | | | | | 3 | 5 | 4 | |
| 8-5 armor | 2 | 2 | 3 | 2 | 2 | | 1 | |
| 10-5 armor | | | | | | 1 | 1 | |
| 1-3 paratroop | | 1 | 1 | 1 | | | | |
| 4-4/3 air | 1 | 1 | 1 | 1 | 1 | | | |
| 4-6/1 air | 1 | 2 | 1 | 1 | | | | |
| 4-8/1 air | | | | | 1 | 1 | 1 | |
| 2-4/1 naval | | | 1 | | | | | |
| 4*-4/4 air | | | | | 1 | 1 | 2 | |
| 6-12 air | 1 | 1 | 2 | 1 | 2 | | | |
| 8-12 air | | | | | | 1 | 1 | |
| 2*-2/6 air | | | | | | 1 | 2 | |
| Battleships | 6[1] | | 1[2] | 1[3] | | | | |
| Heavy cruisers | 2[4] | | 1[5] | | | | | |
| Light cruisers | 2 | | | 1 | 1 | | | |
| Destroyers | 2 | | | 1 | 1 | 1 | | |
| U-boat | 2 | 1 | 3 | 4 | 4 | 3 | | |
| U-boat, tac. | | 3 | | | | | | |
| U-boat, schn. | | | | | | 1 | 6 | |
| Aircraft carrier | | | 1[6] | | | | | |
| Generals | 2[7] | | 2[8] | 2[9] | 1[10] | 1[11] | | |
| HQs | 6[12] | | G | Cntr | F | | | |

**Markers:** 2 STPs, 1 ATP, 2 AF, fleet, 80 EPs

[1] *Lutzow, Admiral Scheer, Admiral Graf Spee, Gneisenau, Scharnhorst, Schleswig-Holstein*
[2] *Bismarck* (autumn)
[3] *Tirpitz* (autumn)
[4] *Blucher, Admiral Hipper*
[5] *Prinz Eugen* (summer)
[6] *Graf Zeppelin*
[7] Kliest, Guderian
[8] Rommel and Hoth (both in spring)
[9] Hoepner and Manstein (both in spring)
[10] Balck (autumn)
[11] Manteuffel (summer)
[12] A, B, C, M, North, South

## Italy

| | Start | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 |
|---|---|---|---|---|---|---|---|---|
| 4-3 infantry | 6 | 2 | 1 | 1 | 1 | 1 | | |
| 5-3 infantry | | | | | | | 1 | |
| 4-5 armor | 1 | | 1 | | | | | |
| 5-5 armor | | | | 1 | 1 | | 1 | |
| 1-3 paratroop | | | | 1 | | | | |
| 4*-4/1 air | 1 | | 1 | | | | | |
| 4*-4/2 air | | | | 1 | 1 | | | |
| 4*-4/3 air | | | | | | | 1 | |
| 6-12 air | | 1 | 1 | | | | | |
| 8-12 air | | | | | | | 1 | |
| Battleships | 4[1] | | 2[2] | 1[3] | | 1[4] | | |
| Heavy cruisers | 7[5] | | | | | | | |
| Light cruisers | 3 | | | | | | | |
| Destroyers | 4 | | | | | | | |
| Tactical subs | 1 | | | | | | | |
| HQs | 3[6] | | | | | | | |

**Markers:** 2 AF, 3 STPs, fleet marker, 0 EPs

[1] *Guilio Cesare, Andrea Doria, Caio Duilio, Conte de Cavour*
[2] *Littorio, Vittorio Veneto* (both in spring)
[3] *Roma* (summer)
[4] *Impero* (summer)
[5] *Bolzano, Fiume, Gorizia, Pola, Trieste, Trento, Zara*
[6] Italy, Eastern, Africa

## German Minor Partners

**Finland:** 4-3 Inf (x3), 3-3 Inf (x3)
**Hungary:** 4-3 Inf (x6)
**Rumania:** 4-3 Inf (x7), 2-6/1 Air
**Bulgaria:** 4-3 Inf (x3)

**Abbreviations**

| | | |
|---|---|---|
| Inf | = | Infantry |
| Arm | = | Armor |
| Par | = | Paratroops |
| BB | = | Battleship |
| CA | = | Heavy Cruiser |
| CL | = | Light Cruiser Squadron |
| DD | = | Destroyer Squadron |
| DE | = | Destroyer Escort Squadron |
| CV | = | Aircraft Carrier |
| CVE | = | Escort Aircraft Carrier Squadron |
| SS | = | Tactical Submarine Unit |
| AF | = | Airfield |
| STP | = | Sea Transport Point |
| ATP | = | Air Transport Point |
| ZOC | = | Zone of Control |

Units noted with a season are placed in that seasonal turn box on the turn track, not in the force pool. Such units arrive free of charge.

## Neutral Countries

**Belgium:** 4-3 Inf (x4)
**Denmark:** 2-3 Inf (x1)
**Greece:** 4-3 Inf (x6), DD, CL, 2-4/1 Air
(No more than one Greek land unit can occupy Crete.)
**Ireland:** 4-3 Inf (x2)
**Netherlands:** 4-3 Inf (x2), CL (x2), DD (x2)
**Norway:** 4-3 Inf, 2-3 Inf (x3), DD, 2-4/1 Air
**Poland:** 4-3 Inf (x10), DD, 3-4/1 Air
**Portugal:** 4-3 Inf
**Spain:** 4-3 Inf (x2), 3-3 Inf (x4), DD, CL, 2-3/1 Air
**Sweden:** 4-3 Inf (x8), 3-5/2 Air, CL, DD
**Turkey:** 4-3 Inf (x7), BB (*Yavuz Sultan Selim*), DD, 2-3/1 Air
**Yugoslavia:** 4-3 Inf (x5), 2-4/1 Air

## Colony Income

ITALY earns 2 EPs each for hexes W1932 and W1933 in Albania.

**Terrain Effects Summary**
All terrain costs 1 movement point to enter (by land movement). Terrain affects land movement and combat as listed:

CLEAR: Combat and movement occurs normally.

ROUGH: Attacks against units in rough hexes suffer a -1 die roll modifier.

MARSH: Armor units cannot move into, attack into, or project ZOC into marsh hexes.

FOREST: Enemy ZOC does not affect supply lines or retreat routes in forest. A unit in a forest hex in enemy ZOC can move 1 hex into another forest hex, even if both are in enemy ZOC.

CITY RESOURCE: Units trace supply to their home country city resource hexes. One extra land unit can stack in a city resource hex.

RIVERS, CANALS, FERRY-CROSSINGS: If the water barrier lies between all attacking units and the defending hex, the attack suffers a −2 die roll modifier.

IMPASSABLE HEXSIDES, LAKE HEXSIDES: Units cannot move, attack, or project ZOC across these hexsides.

## Axis Minor Partner Activation Summary

GERMANY activates Bulgaria, Rumania, and Hungary automatically during the spring 1941 seasonal turn. These nations might activate earlier if Germany goes to war with Yugoslavia, Greece, Turkey, or the U.S.S.R..

Germany also activates Finland during spring 1941 if the Winter War (43.3) has been fought. If no Winter War was fought, Finland only activates on a die roll of 1 or 2, and only after Germany and the U.S.S.R. are at war.

friendly air transport points (ATPs) that are carrying air supply markers or land units. Enemy fighter units can move to intercept (14.0) moving air units within range; friendly fighter units can counter-intercept moving enemy fighter units. Resolve combat in each hex as it occurs, before air units continue moving.
As missions are completed, return all air units from both sides to base.
Drop off air supply markers and return transporting ATPs to their original bases.

The Naval and Air phase is now performed by the other side, using the same sequence. When both players have concluded steps 1-4, both perform step 5 simultaneously.

**Step 5: Sea Supply Debarkation.**
Supply markers that have reached their destinations are debarked.

### 4: OFFENSIVE PHASE

One major or minor friendly nation performs an offensive at a time, activating some of its units and following steps 1-6 below. After this offensive, an enemy nation performs an offensive, followed by another friendly offensive, etc. The sides alternate until all players have performed all desired (or eligible) offensives.

In steps 2, 4, and 5 of this phase, land combat is resolved using the attack sequence described in section 4A of the sequence of play.

A player may choose to perform an air offensive instead of a standard offensive. In that case, ignore the steps of the Offensive phase, following instead the Air Offensive sequence.

**Step 1: Command Status**
A. Paying for the offensive.
- Reduce your country's total on the offensives track by 1, or more if this is to be a combined offensive (exceptions—if this will be a minor nation offensive with no major partner units participating, or a major nation impromptu offensive, the offensives track is not adjusted).
- Pay EPs, if necessary, for a combined or impromptu offensive.

B. Activate headquarters.
- Indicate to the opponent all HQ units that will participate in this offensive.
- Move each activated HQ up to three hexes.

**Step 2: Breakthroughs [28.0]**
A. Activate and move up to two hexes one stack of armor units (possibly including a general) which will perform a breakthrough.
B. Follow the attack sequence to resolve the attack of that armor stack.
C. If the attack was successful, perform breakthrough movement.
D. Flip the general counter, if one is present, to its Ineligible to Exploit side.
E. Repeat procedures A-D for any additional breakthroughs, one stack of armor at a time.

**Step 3: Land and Amphibious Offensive Movement [24.0]**
A. Move all eligible ground units activated for this offensive. Armor units (and generals with them) that performed breakthroughs are not eligible to move during this step.
B. Debark units that will perform amphibious assault in their destination hexes.
C. Move activated HQ unit(s) (if any) up to three hexes.
D. Activate any additional units for the offensive; no further activations can be made after this point.

**Step 4: Combat [26.0, 27.0]**
Follow the attack sequence once to resolve all combat for this step. Resolve attacks and amphibious assaults in any order the attacking player desires, up to the number of attacks allowed by the offensive.

**Step 5: Exploitation [29.0]**
A. Move all eligible armor units and generals.
B. Follow the attack sequence to resolve all combat in this step.

**Step 6: Unit Status**
A. Flip all aircraft "C" markers to their "PC" sides.
B. Mark ground units Activated or Standby, as appropriate and necessary.
C. Flip all activated HQ units to their Previously Activated sides.
D. The enemy player now has the option of performing an offensive. If he declines, the friendly player can perform another offensive. If both players decline, play proceeds to the Movement phase.

### 4A: ATTACK SEQUENCE
This sequence is used to resolve attacks in step 2 (breakthroughs), step 4 (combat), and step 5 (exploitation) of the Offensive phase. Not all units are eligible to attack in all steps.

During the breakthrough step, the attack sequence is followed through once for every breakthrough attack.

During the combat and exploitation steps, the attack sequence is followed once, resolving a step of the sequence for all hexes under attack before proceding to the next step. For example, all friendly paradrops are made in step A before any ground support missions are flown in step B.

A. Paratroops that will make paradrops this step are activated and moved.
B. Bomber units that will provide ground support [17.0] to friendly attacks are moved. Fighter units can move to accompany the bombers. Enemy fighter units can intercept [14.0] moving units within range, and are in turn subject to counter- interception. If air combat occurs, all attacks in a given hex are resolved before unaborted moving air units continue on to additional hexes.
C. The attacker designates which ground units will be attacking which enemy hexes.
D. Eligible enemy bomber and fighter units move to provide ground support to defending hexes. They can be intercepted (and interceptors counter-intercepted) as outlined in B, above.
E. Resolve all air-to-air combat [15.0] in the defending hex.
F. Resolve all paradrops [19.0].
G. Conduct all ground attacks. Implement results and perform advance after combat as each combat is resolved [26.0].
H. Return all air units from both sides to base. No interception or air combat occurs now.

### 4B: AIR OFFENSIVE SEQUENCE [21.0]
Use this sequence only when a player decides to use his offensive to perform an air offensive instead of a standard offensive.

**Step 1: Command.**
Spend an offensive from each friendly major country whose air units will participate (or pay for an impromptu offensive).

**Step 2: Movement and Interception.**
Move participating friendly air units to their target hexes, or to new bases if they use the air offensive to rebase. Enemy fighter units (whether previously committed or not) within range of moving units can intercept those units. Friendly fighter units committed for this offensive can counter-intercept moving enemy units. Conduct all combat in each hex as it occurs.

**Step 3: Destination Combat.**
The acting player conducts all attacks for his activated, unaborted air units. Attacks can include attempts to destroy installations, air-to-air combat, and air-naval combat.

**Step 4: Final Movement.**
All air units from both sides return to their bases; no air combat occurs during this step. Use PC markers to mark all friendly air units that participated.

### 5: MOVEMENT PHASE

The side with initiative must perform this phase first, followed by the opponent. Only ground units and generals not activated for any offensive can move during this phase.
A. Eligible land units move as desired by the friendly player, within the limits of the movement rules [30.0].
B. Units transported by sea are debarked and, if in a port hex, can move up to one hex [10.5].
C. Rail capacity can be used to move eligible land units by rail [31.0].

### 6: END PHASE

**Step 1: Second Naval Movement.**
The player with initiative performs this phase first.
A. The player moves his naval units (including STPs) within the restrictions on moving during this step [7.6]. Resolve air interception of moving naval units as it occurs; no naval interception or combat occurs during this step.
B. STPs that reach ports can debark transported land units, though those units must remain in the port hexes [10.5].
C. The player pays EPs as needed to maintain any of his ships that are not in a friendly port [7.6].
D. The player marks Out of Supply any of his ships that are not in friendly ports and were not paid for during C, above [33.8].
E. The player without initiative now performs A-D.

**Step 2: Supply.**
All players perform this step simultaneously.
A. Determine which units are Out of Supply [32.0].
B. Deplete or eliminate marked units that are still out of supply [33.0].
C. Place markers on units that have become out of supply this turn [33.0].

**Step 3: Replenishment.**
All players perform this step simultaneously.
A. Replace infantry units from the replenishment box, returning non-rebuilt infantry from the box to the force pool [34.1, 34.2].
B. Rebuild air units eligible for pilot recovery [34.3].
C. Attempt emergency repairs of damaged installations [34.4].

**Step 4: Command Status.**
All players perform this step simultaneously.
A. Flip all HQ units activated this turn back to their unactivated sides.
B. Flip all generals to their Eligible to Exploit side.
C. Remove all PC, Activated, and Standby markers.

**Step 5: End of Turn.**
Advance the Turn marker to the next turn. If the next turn is a winter seasonal turn, advance the Year marker to the next year.

# Sequence of Play

## Seasonal Turn Sequence of Play

All players perform the individual phases of the seasonal turn simultaneously. When all have completed one phase, the next begins.

**1: MINOR PARTNER ACTIVATION PHASE [35.0]**
Each player attempts to activate any eligible minor partners.

**2: INCOME PHASE [36.1]**

**Step 1: EP Collection. [36.1]**
A. Collect seasonal income for major countries.
B. Add 2 EPs for each friendly resource hex in a colony, a minor allied partner, or captured from the enemy (and not in enemy ZOC [36.2].)

**Step 2: EP Losses.**
Subtract 3 EPs (1 EP for the Soviet Union) for each home country resource hex captured by the enemy.

**Step 3: Convoy Route Status** (Western Allies only).
Decide which convoy routes will be active and mark any changes in status [36.4].

**Step 4: EP Exchanges.**
Record any EP grants from Germany to Italy, United States to the United Kingdom, and any Western Ally to the U.S.S.R. [36.5-36.9].

**3: CONSTRUCTION PHASE [37.0]**

**Step 1: Additions to Force Pools** (winter seasonal turns only).
A. Consult the Allied and Axis orders of battle to determine what new units should be added to each force pool for the upcoming year.
B. Add new units to the force pools.
C. Place units that are designated for the turn track into their appropriate seasonal boxes.

**Step 2: Entering Delayed Units.**
A. Place units in the current seasonal turn box of the turn track onto the map.
B. Flip "Under Construction" airfields and fortification markers to their "Completed" sides.

**Step 3: Construction and Repair**
A. Rebuild depleted land and air units [37.3].
B. Repair damaged naval units [37.4].
C. Build units from the force pool, placing them on the turn track or map as appropriate [37.2].
D. Add points to Economic Reserve, and adjust the Econ Reserve marker [37.8].
E. Pay for offensives that will be declared in the Initiative phase.

**4: INITIATIVE PHASE [38.0].**

**Step 1: Adjust Offensives Tracks.** Adjust all offensives tracks to read 0 [38.1].

**Step 2: Buying Offensives [38.2].**
A. Secretly mark the number of offensives purchased on offensives tracks, revealing the tracks when all have been adjusted.
B. The side (Axis or Allies) with the most offensives has initiative for the coming three months. Roll dice to break ties.

## Monthly Turn Sequence of Play

The members of a partnership perform each phase at the same time, except for offensives, which are conducted individually. The Soviet Union performs phases at the same time as the Western Allies, even if the U.S.S.R. has not yet entered the war. Likewise, Italy performs phases at the same time as Germany, regardless of its status.

**1: WEATHER PHASE [1.0].**

A. Check the turn track for the weather in the current month. If more than one possibility is listed, roll a die to determine the actual conditions.
B. If Winter or Mud conditions exist, roll two dice for each affected weather zone to determine whether air units in that zone are grounded [5.2-.4].

**2: STRATEGIC WARFARE PHASE**

Resolve all strategic warfare attacks in this order.

**Step 1: Strategic Bombing [2.0].**
A. Place attacking Allied bombers in the Allied strategic bombing box [2.2].
B. Both players alternate placing intercepting and escorting fighters in the strategic bombing box.
C. Resolve air-to-air combat in the box.
D. Total the surviving, unaborted bomber strength points and roll 2 dice, consulting the Bombing table (on the map) to determine how many Axis EPs are lost.
E. Repeat steps A-D for any Axis strategic bombing attacks, using the Axis strategic bombing box.

**Step 2: Axis Air Interdiction of Arctic Convoys [3.0]**
A. Axis air units that can reach the path of the Arctic convoy move to interdict that convoy.
B. Allied land and naval-based fighters within range intercept Axis bombers.
C. Resolve any air-to-air combat.
D. If Axis bombers survive air-to-air combat, the Axis player rolls a die to determine Allied EP losses.

**Step 3: German Surface Raider Activity [4.0].**
The Axis player rolls a die for each convoy route where he has surface raiders, determining EP losses inflicted upon the Allies.

**Step 4: German U-boat Operations [5.0]**
A. The Axis player rolls 2 dice for every U-boat currently in the same area as an active Allied convoy route.
B. After all U-boats in an area have attacked, damage inflicted upon convoy escorts (by a roll of doubles) is indicated.
C. The Axis player rolls 1 die per successful attack to determine Allied EP losses.

**Step 5: Allied Interdiction of German Iron Supply [6.0].**
If the German iron route is interdicted, the Allied player rolls 2 dice (or, rarely, 3 dice) to determine German EP losses.

**3: NAVAL AND AIR PHASE**

The player with initiative decides which side performs this phase first. That side performs the following steps:

**Step 1: First Naval Movement [7.0].**
The acting player performs A, below. He may be forced to interrupt his movement while both players resolve an interception attempt (sequence B, below). Regardless of how many interruptions he suffers, the acting player returns to procedure A until he has performed all of the movement he desires and is allowed.

A. Move friendly naval units and STPs, including the following in any order:
- Naval units move through coastal hexes, sea areas [7.2], and canals [7.8] up to the limits of their movement allowances.
- Units are embarked and then moved for amphibious assault and naval transport [10.0].
- Supply markers are embarked by STPs and moved to their port of destination.

B. Interception by enemy naval or air units is possible during the naval movement step whenever a naval unit or STP is moving. When naval units are intercepted, follow this sequence:
- The enemy player announces an interception attempt, indicating the hex occupied by the moving target units and showing that he has at least one naval and/or air unit within interception range.
- Intercepting enemy units move*, one stack at a time, toward the enemy stack they are intercepting.
- Friendly naval and/or air units in range can move to the interception hex.
- Resolve combat in the interception hex [9.0].
- After the interception is resolved, the moving player resumes performing A.

*This enemy interception movement is also subject to interception by friendly units. Counter-interception is resolved per procedure B, except that the roles of friendly and enemy are reversed. Also, after a counter-interception is resolved, players return to procedure B (not A) to conclude the original interception.

**Step 2: Air-Naval Attack**
Air units that are attacking enemy naval units in coastal hexes or sea areas with hexes move to their targets and attack. They can be intercepted en route by enemy fighters, which can be counter-intercepted, etc. After all combat is resolved, air units return to their bases.

**Step 3: Naval Attacks**
A. Acting naval units that have not performed a successful counter-interception this phase can attempt to intercept enemy units if the two stacks occupy the same space.
B. Resolve combat in each space after each successful interception [9.0].

**Step 4: Air Movement [13.0].**
Move eligible air units that are attacking enemy air units or changing base, and

## Weather Effects

MUD CONDITIONS exist in the severe weather zone during M weather and in the moderate weather zone during W weather.

- Air units are grounded in the mud zone on a roll of 9-12 on two dice.
- Breakthrough and exploitation movement and attacks are not allowed in the mud zone.
- The movement allowances of land units (except HQs) are halved, with fractions rounded up.
- Attacks against hexes in the mud zone suffer a -1 penalty to the die roll.

WINTER CONDITIONS exist in the severe weather zone during W months.

- Air units are grounded in the winter zone on a roll of 7-12 on two dice.
- Exploitation movement and attacks are not allowed in the winter zone.
- The movement allowances of land units (except HQs) are halved, with fractions rounded up.
- Lake hexsides freeze and become passable to land units.
- Attacks across river and lake hexsides suffer a -1 die roll penalty instead of the usual -2 penalty.
- Naval interception die rolls have a -2 die roll modifier.
- U-boats that make successful attacks in the severe weather zone add +1 each to their EP damage die rolls.
- The harbors at Leningrad and Archangel freeze, making the ports unuseable.
- The cost of all offensives (including impromptu and combined offensives) doubles for every country except the U.S.S.R.

## Paradrop Table

| Modified Result | Effect on Paratroops |
|---|---|
| 2 or less | Paratroops eliminated immediately |
| 3 or 4 | Paratroops depleted immediately |
| 5 or more | Paratroops undamaged |

**Modifiers to the paradrop roll:**

+2 for friendly air superiority in the combat hex.
−2 for enemy air superiority.
−2 if combat hex is not adjacent to a friendly land unit*

*Land units occupying the hex prior to making an amphibious assault qualify as adjacent; so do paratroops dropped any time previously.

## Disposal of Conquered Naval Units Table

| Dice Roll | Fate of Stack |
|---|---|
| 2-5 | Naval units join fleet opposing the conqueror. |
| 6-9 | Naval units are permanently removed from play. |
| 10-12 | Naval units become part of conqueror's fleet. |

Also roll for naval units on the turn track; however, these units are permanently eliminated on a roll of 2-9.

## Transport Table

| Transporting | Cost in STPs |
|---|---|
| Infantry, paratroop | 1 STP per unit |
| Armor, air unit | 2 STPs per unit |
| Supply marker | 1 STP per marker |
| HQ, general | 1 STP* |

* Any number of generals and HQs can be transported by any naval unit, including an STP. Transporting an HQ or a general with a land unit requires no additional STPs; they are transported "free."

These transport capabilities are altered as follows:

- Evacuation requires double the listed number of STPs.
- Transporting a unit to be debarked in a friendly coastal hex that is not a port also requires double the listed number of STPs.
- Transporting a unit for amphibious assault requires double the listed number of STPs if the assault units are carried a distance of 6 naval movement points or less. The STP requirement is tripled if the assault is carried further than 6 movement points. When the amphibious assault is made, one STP involved in the assault is automatically sunk for each unit that was carried.

**EUROPEAN THEATER**

# WORLD WAR II

**OF OPERATIONS GAME**

## COMBAT RESULTS TABLE
### ODDS RATIO

| Die Roll | 1-3 | 1-2 | 1-1 | 3-2 | 2-1 | 3-1 | 4-1 | 6-1 |
|---|---|---|---|---|---|---|---|---|
| 0 | AE | AE | xx | xx | xx | xx | xx | xx |
| 1 | AE | AE | x | x | x | D1x | D2x | D2x |
| 2 | AE | AE | x | D1x | D1x | D1 | D3x | (D2) |
| 3 | AE | x | D1x | D1 | D2x | D3x | (D2) | DEx |
| 4 | D1xx | D1x | D1 | D2x | (D2) | (D2) | DEx | DEx |
| 5 | D1x | D1x | D1 | (D2) | D3 | DEx | DE | DE |
| 6 | D1 | D1 | (D2) | DE | DE | DE | DE | DE |
| 7 | D2 | D2 | DE | DE | DE | DE | DE | DE |

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# ALLIES PLAYER AID CARD

**Abbreviations**

Inf = Infantry
Arm = Armor
Par = Paratroops
BB = Battleships
CA = Heavy Cruiser
CL = Light Cruiser Squadron
DD = Destroyer Squadron
DE = Destroyer Escort Squadron
CV = Aircraft Carrier
CVE = Escort Aircraft Carrier Squadron
SS = Tactical Submarine Unit
AF = Airfield
STP = Sea Transport point
ATP = Air Transport point
ZOC = Zone of Control

Units noted with a season are placed in that seasonal turn box on the turn track, not in the Force pool. Such units arrive free of charge. If a carrier, it includes a naval air unit.

## Soviet Union

| | Start | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 |
|---|---|---|---|---|---|---|---|---|
| 4-3 infantry | 10 | 4 | 8 | 10 | 10 | 6 | | |
| 5-3 infantry | (10) | | | | | | 6 | 6 |
| 4-5 armor | 1 | 3 | 1 | | | | | |
| 6-5 armor | | | | 2 | 4 | 3 | 6 | 2 |
| 1-3 paratroop | | | | 1 | | | 1 | |
| 4-5/0 air | 1 | | 1 | | | | | |
| 4-5/1 air | | | | 4 | | | | |
| 4*-5/2 air | | | | | 2 | 2 | 2 | |
| 6-10 air | | | | | 1 | 2 | | |
| 8-10 air | | | | | | | 4 | |
| Battleships | 3[1] | | | | | | | |
| Heavy cruisers | 2[2] | | 1[3] | 1[4] | | | | |
| Light cruisers | 2 | | | | | | | |
| Destroyers | 4 | | | | | | | |
| Tactical subs | 1 | | | | | | | |
| Generals | | | | 1[5] | 4[6] | 1[7] | | |
| HQs | 5[8] | | | | 11[9] | | | |

**Markers:** 1 AF, Soviet fleet, 0 EPs

[1] *Marat, Oktyabrskaya Revolutsia, Parizhskaya Kommuna*
[2] *Kirov, Maksim Gorky*
[3] *Molotov* (summer, Black Sea)
[4] *Voroshilov* (summer, Black Sea)
[5] Zhukov (autumn)
[6] Rybalko (spring); Batramyan, Katukov, Rotmistrov (autumn)
[7] Chernyakhovsky (winter)
[8] Murmansk, Baltic, Western, Kiev, Odessa
[9] Leningrad, Volkhov, Northwest, Kalinin, West, Biyansk, Southwest, South, Voronezh, Stalingrad, Transcaucasus

## France

| | Start | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 |
|---|---|---|---|---|---|---|---|---|
| 5-3 infantry | 13 | 3 | 4 | 1 | | | | |
| 5-5 armor | | 1 | 1 | | | | | |
| 6-5 armor | | | | 2 | | | | |
| 4*-4/2 air | 1 | | | | | | | |
| 2*-3/3 air | | | 1 | | | | | |
| 4*-3/3 air | | | | 1 | | | | |
| 4-10 air | 1 | | 1 | | | | | |
| 2-4/1 naval | | | 1 | | | | | |
| Battleships | 5[1] | | 2[2] | 1[3] | | | | |
| Heavy cruisers | 7[4] | | | | | | | |
| Light cruisers | 3 | | | | | | | |
| Destroyers | 4 | | | | | | | |
| Tactical subs | 1 | | | | | | | |
| Aircraft carriers | | | 1[5] | | | | | |
| Generals | | | 1[6] | | | | | |
| HQs | 5[7] | | | | | | | |

**Markers:** 1 AF, 1 STP, Atlantic fleet, Med fleet, 16 EPs

[1] *Bretagne, Provence, Lorraine, Dunkerque, Strasbourg*
[2] *Richelieu* (spring); *Jean Bart* (summer)
[3] *Clemenceau* (winter)
[4] *Duquesne, Tourville, Algerie, Suffren, Colbert, Foch, Dupleix*
[5] *Joffre* (summer)
[6] DeGaulle (summer)
[7] 1st, 2nd, 7th, Africa, Alps

## United Kingdom

| | Start | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 |
|---|---|---|---|---|---|---|---|---|
| 6-4 infantry | 1 | 1 | 2 | 2 | 1 | 2 | | |
| 3-4 infantry | 6 | | | | | | | |
| 6-5 armor | 1 | | 1 | | | | | |
| 8-5 armor | | | | 1 | 1 | 1 | 1 | |
| 1-3 paratroop | | | | | 1 | | | |
| 4*-4/3 air | | | | 2 | | | | |
| 4*-5/2 air | 1 | 1 | 1 | | | | | |
| 4*-3/3 air | 1 | 1 | | | | | | |
| 4-4/3 air | | | | | 1 | | 1 | |
| 4-12 air | | 1 | 1 | | | | | |
| 6-12 air | 1 | | | | | | | |
| 8-16 air | | | | 1 | 1 | 2 | 2 | |
| 1-4/1 naval | | | 1[1] | | | | | |
| 2-4/1 naval | 4 | | 3[1] | 1[1] | | 2 | | |
| Battleships | 15[2] | | 2[3] | 3[4] | -1[5] | | | |
| Heavy cruisers | 7[6] | | | | -2[5] | | | |
| Light cruisers | 8 | | 1 | | -1[5] | | | |
| Destroyers | 20 | | 2 | 2 | 2,-3[5] | 3 | 2 | |
| USLL destroyers | | | 5 | 3 | | | | |
| Destroyer escorts | | | 2 | 4 | 2 | 2 | 2 | |
| Aircraft carriers | 4[7] | | 4[8] | 1[9] | | 2[10] | | |
| Tactical subs | 1 | | | | | | | |
| Generals | 2[11] | | | | 1[12] | | 1[13] | |
| HQs | 2[14] | | | | 21st | | | |
| Lend Lease | | | | 60+ | | | | |

**Markers:** 2 AF, 5 STPs, Atlantic fleet, Med fleet, Task Force fleet, 6 EPs (econ res)

[1] Placed on arriving CV units at no cost.
[2] *Nelson, Rodney, Renown, Repulse, Hood, Warspite, Barham, Queen Elizabeth, Malaya, Valiant, Royal Sovereign, Royal Oak, Resolution, Ramillies, Revenge*
[3] *King George V* (winter); *Prince of Wales* (autumn)
[4] *Anson, Howe* (force pool); *Duke of York* (spring)
[5] Must be removed; represent transfers to Pacific theater.
[6] *Dorsetshire, Cornwall, Exeter, Norfolk, Suffolk, Kent, London*
[7] *Ark Royal, Courageous, Furious, Illustrious*
[8] CVE (winter); *Victorious, Glorious* (spring); *Indomitable* (summer)
[9] *Formidable* (winter)
[10] *Implacable, Indefatigable*
[11] O'Connor, Auchinleck
[12] Montgomery
[13] Horrocks
[14] B.E.F., Middle East

## United States

| | Start | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 |
|---|---|---|---|---|---|---|---|---|
| 6-4 infantry | | | | | 3 | 3 | 5 | 2 |
| 6-5 armor | | | | | 3 | | | |
| 8-5 armor | | | | | | 2 | 2 | |
| 10-5 armor | | | | | | | | 2 |
| 1-3 paratroop | | | | | | 1 | 1 | |
| 4*-4/3 air | | | | | 1 | | | |
| 4-5/3 air | | | | | | 2 | | |
| 4*-6/4 air | | | | | | 1 | 3 | 2 |
| 4-8/2 air | | | | | 2 | | | |
| 8-16 air | | | | | 2 | | | |
| 12-16 air | | | | | | 2 | 6 | 2 |
| 2-4/1 naval | | | | | 1 | | | |
| 1-2/1 naval | | | | | | 2 | 2 | |
| Battleships | | | | | 4[1] | | | |
| Heavy cruisers | | | | | 3[2] | | | |
| Light cruisers | | | | | 2 | 1 | 2 | |
| Destroyers | | | | | 4 | 2 | 3 | |
| Destroyer escorts | | | | | | 6 | 6 | |
| Aircraft carriers | | | | | 1[3] | | | |
| Carrier escorts | | | | | | 2 | 2 | |
| Tactical subs | | | | | 1 | | | |
| HQs | | | | | 2[4] | 2[5] | | |
| Generals | | | | | | 2[6] | 1[7] | |

**Markers:** 5 STPs

[1] *Texas, New York, Arkansas* (force pool); *Massachusetts* (summer)
[2] *Wichita, Tuscaloosa, Augusta*
[3] *Ranger*
[4] 1st, 5th
[5] 6th, 12th
[6] Patton (winter); Bradley (spring)
[7] Patch (spring)

## Partisan Units

Poland: 1
France: 1
Greece: 1
Norway: 1
Ireland: 1
Finland: 1
Turkey: 3
Sweden: 3
Yugoslavia: 3
Soviet Union: 6

## Colony Income

FRANCE earns 2 EPs each for hexes W1316 (Algiers) and E5118 (Beirut).

THE UNITED KINGDOM earns 10 EPs, 2 each for hexes E5622, 5621, 5721 (in Egypt) and hexes E4810 and 5111 (in Iraq).

## Terrain Effects Summary

All terrain costs 1 movement point to enter (by land movement). Terrain affects land movement and combat as listed:

CLEAR: Combat and movement occurs normally.

ROUGH: Attacks against units in rough hexes suffer a −1 die roll modifier.

MARSH: Armor units cannot move into, attack into, or project ZOC into marsh hexes.

FOREST: Enemy ZOC does not affect supply lines or retreat routes in forest. A unit in a forest hex in enemy ZOC can move 1 hex into another forest hex, even if both are in enemy ZOC.

CITY RESOURCE: Units trace supply to their home country city resource hexes. One extra land unit can stack in a city resource hex.

RIVERS, CANALS, FERRY-CROSSINGS: If the water barrier lies between all attacking units and the defending hex, the attack suffers a −2 die roll modifier.

IMPASSABLE HEXSIDES, LAKE HEXSIDES: Units cannot move, attack, or project ZOC across these hexsides.

## Transport Table

| Transporting | Cost in STPs |
|---|---|
| Infantry, paratroop | 1 STP per unit |
| Armor, air unit | 2 STPs per unit |
| Supply marker | 1 STP per marker |
| HQ, general | 1 STP* |

* Any number of generals and HQs can be transported by any naval unit, including an STP. Transporting an HQ or a general with a land unit requires no additional STPs; they are transported "free."

These transport capabilities are altered as follows:

- Evacuation requires double the listed number of STPs.
- Transporting a unit to be debarked in a friendly coastal hex that is not a port also requires double the listed number of STPs.
- Transporting a unit for amphibious assault requires double the listed number of STPs if the assault units are carried a distance of 6 naval movement points or less. The STP requirement is tripled if the assault is carried further than 6 movement points. When the amphibious assault is made, one STP involved in the assault is automatically sunk for each unit that was carried.

## Activation Information

The United Kingdom can activate Lebanon/Syria as a minor ally. One attempt can be made per seasonal turn, beginning the first winter turn after the creation of Vichy France [35.3].

## Weather Effects

MUD CONDITIONS exist in the severe weather zone during M weather and in the moderate weather zone during W weather.

- Air units are grounded in the mud zone on a roll of 9-12 on two dice.
- Breakthrough and exploitation movement and attacks are not allowed in the winter zone.
- The movement allowances of land units (except HQs) are halved, with fractions rounded up.
- Attacks against hexes in the mud zone suffer a −1 penalty to the die roll.

WINTER CONDITIONS exist in the severe weather zone during W months.

- Air units are grounded in the winter zone on a roll of 7-12 on two dice.
- Exploitation movement and attacks are not allowed in the winter zone.
- The movement allowances of land units (except HQs) are halved, with fractions rounded up.
- Lake hexsides freeze and become passable to land units.
- Attacks across river and lake hexsides suffer a −1 die roll penalty instead of the usual −2 penalty.
- Naval interception die rolls have a −2 die roll modifier.
- U-boats that make successful attacks in the severe weather zone add +1 each to their EP damage die rolls.
- The harbors at Leningrad and Archangel freeze, making the ports unuseable.
- The cost of all offensives (including impromptu and combined offensives) doubles for every country except the U.S.S.R.

## Paradrop Table

| Modified Result | Effect on Paratroops |
|---|---|
| 2 or less | Paratroops eliminated immediately |
| 3 or 4 | Paratroops depleted immediately |
| 5 or more | Paratroops undamaged |

Modifiers to the paradrop roll:

+2 for friendly air superiority in the combat hex.
−2 for enemy air superiority.
−2 if combat hex is not adjacent to a friendly land unit*.

*Land units occupying the hex prior to making an amphibious assault qualify as adjacent; so do paratroops dropped any time previously.

## Disposal of Conquered Naval Units Table

| Dice Roll | Fate of Stack |
|---|---|
| 2-5 | Naval units join fleet opposing the conqueror. |
| 6-9 | Naval units are permanently removed from play. |
| 10-12 | Naval units become part of conqueror's fleet. |

Also roll for naval units on the turn track; however, these units are permanently eliminated on a roll of 2-9.

# COMBAT RESULTS TABLE

## ODDS RATIO

| Die Roll | 1-3 | 1-2 | 1-1 | 3-2 | 2-1 | 3-1 | 4-1 | 6-1 |
|---|---|---|---|---|---|---|---|---|
| 0 | AE | AE | xx | xx | xx | xx | xx | xx |
| 1 | AE | AE | x | x | x | D1x | D2x | D2x |
| 2 | AE | AE | x | D1x | D1x | D1 | D3x | (D2) |
| 3 | AE | x | D1x | D1 | D2x | D3x | (D2) | DEx |
| 4 | D1xx | D1x | D1 | D2x | (D2) | (D2) | DEx | DEx |
| 5 | D1x | D1x | D1 | (D2) | D3 | DEx | DE | DE |
| 6 | D1 | D1 | (D2) | DE | DE | DE | DE | DE |
| 7 | D2 | D2 | DE | DE | DE | DE | DE | DE |


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# Sequence of Play

## Seasonal Turn Sequence of Play

All players perform the individual phases of the seasonal turn simultaneously. When all have completed one phase, the next begins.

**1: MINOR PARTNER ACTIVATION PHASE [35.0]**
Each player attempts to activate any eligible minor partners.

**2: INCOME PHASE [36.1]**

**Step 1: EP Collection. [36.1]**
A. Collect seasonal income for major countries.
B. Add 2 EPs for each friendly resource hex in a colony, a minor allied partner, or captured from the enemy (and not in enemy ZOC [36.2].)

**Step 2: EP Losses.**
Subtract 3 EPs (1 EP for the Soviet Union) for each home country resource hex captured by the enemy.

**Step 3: Convoy Route Status** (Western Allies only).
Decide which convoy routes will be active and mark any changes in status [36.4].

**Step 4: EP Exchanges.**
Record any EP grants from Germany to Italy, United States to the United Kingdom, and any Western Ally to the U.S.S.R. [36.5-36.9].

**3: CONSTRUCTION PHASE [37.0]**

**Step 1: Additions to Force Pools** (winter seasonal turns only).
A. Consult the Allied and Axis orders of battle to determine what new units should be added to each force pool for the upcoming year.
B. Add new units to the force pools.
C. Place units that are designated for the turn track into their appropriate seasonal boxes.

**Step 2: Entering Delayed Units.**
A. Place units in the current seasonal turn box of the turn track onto the map.
B. Flip "Under Construction" airfields and fortification markers to their "Completed" sides.

**Step 3: Construction and Repair**
A. Rebuild depleted land and air units [37.3].
B. Repair damaged naval units [37.4].
C. Build units from the force pool, placing them on the turn track or map as appropriate [37.2].
D. Add points to Economic Reserve, and adjust the Econ Reserve marker [37.8].
E. Pay for offensives that will be declared in the Initiative phase.

**4: INITIATIVE PHASE [38.0].**

**Step 1: Adjust Offensives Tracks.** Adjust all offensives tracks to read 0 [38.1].

**Step 2: Buying Offensives [38.2].**
A. Secretly mark the number of offensives purchased on offensives tracks, revealing the tracks when all have been adjusted.
B. The side (Axis or Allies) with the most offensives has initiative for the coming three months. Roll dice to break ties.

## Monthly Turn Sequence of Play

The members of a partnership perform each phase at the same time, except for offensives, which are conducted individually. The Soviet Union performs phases at the same time as the Western Allies, even if the U.S.S.R. has not yet entered the war. Likewise, Italy performs phases at the same time as Germany, regardless of its status.

**1: WEATHER PHASE [1.0].**

A. Check the turn track for the weather in the current month. If more than one possibility is listed, roll a die to determine the actual conditions.
B. If Winter or Mud conditions exist, roll two dice for each affected weather zone to determine whether air units in that zone are grounded [5.2-.4].

**2: STRATEGIC WARFARE PHASE**

Resolve all strategic warfare attacks in this order.

**Step 1: Strategic Bombing [2.0].**
A. Place attacking Allied bombers in the Allied strategic bombing box [2.2].
B. Both players alternate placing intercepting and escorting fighters in the strategic bombing box.
C. Resolve air-to-air combat in the box.
D. Total the surviving, unaborted bomber strength points and roll 2 dice, consulting the Bombing table (on the map) to determine how many Axis EPs are lost.
E. Repeat steps A-D for any Axis strategic bombing attacks, using the Axis strategic bombing box.

**Step 2: Axis Air Interdiction of Arctic Convoys [3.0]**
A. Axis air units that can reach the path of the Arctic convoy move to interdict that convoy.
B. Allied land and naval-based fighters within range intercept Axis bombers.
C. Resolve any air-to-air combat.
D. If Axis bombers survive air-to-air combat, the Axis player rolls a die to determine Allied EP losses.

**Step 3: German Surface Raider Activity [4.0].**
The Axis player rolls a die for each convoy route where he has surface raiders, determining EP losses inflicted upon the Allies.

**Step 4: German U-boat Operations [5.0]**
A. The Axis player rolls 2 dice for every U-boat currently in the same area as an active Allied convoy route.
B. After all U-boats in an area have attacked, damage inflicted upon convoy escorts (by a roll of doubles) is indicated.
C. The Axis player rolls 1 die per successful attack to determine Allied EP losses.

**Step 5: Allied Interdiction of German Iron Supply [6.0].**
If the German iron route is interdicted, the Allied player rolls 2 dice (or, rarely, 3 dice) to determine German EP losses.

**3: NAVAL AND AIR PHASE**

The player with initiative decides which side performs this phase first. That side performs the following steps:

**Step 1: First Naval Movement [7.0].**
The acting player performs A, below. He may be forced to interrupt his movement while both players resolve an interception attempt (sequence B, below). Regardless of how many interruptions he suffers, the acting player returns to procedure A until he has performed all of the movement he desires and is allowed.

A. Move friendly naval units and STPs, including the following in any order:
- Naval units move through coastal hexes, sea areas [7.2], and canals [7.8] up to the limits of their movement allowances.
- Units are embarked and then moved for amphibious assault and naval transport [10.0].
- Supply markers are embarked by STPs and moved to their port of destination.

B. Interception by enemy naval or air units is possible during the naval movement step whenever a naval unit or STP is moving. When naval units are intercepted, follow this sequence:
- The enemy player announces an interception attempt, indicating the hex occupied by the moving target units and showing that he has at least one naval and/or air unit within interception range.
- Intercepting enemy units move*, one stack at a time, toward the enemy stack they are intercepting.
- Friendly naval and/or air units in range can move to the interception hex.
- Resolve combat in the interception hex [9.0].
- After the interception is resolved, the moving player resumes performing A.

*This enemy interception movement is also subject to interception by friendly units. Counter-interception is resolved per procedure B, except that the roles of friendly and enemy are reversed. Also, after a counter-interception is resolved, players return to procedure B (not A) to conclude the original interception.

**Step 2: Air-Naval Attack**
Air units that are attacking enemy naval units in coastal hexes or sea areas with hexes move to their targets and attack. They can be intercepted en route by enemy fighters, which can be counter-intercepted, etc. After all combat is resolved, air units return to their bases.

**Step 3: Naval Attacks**
A. Acting naval units that have not performed a successful counter-interception this phase can attempt to intercept enemy units if the two stacks occupy the same space.
B. Resolve combat in each space after each successful interception [9.0].

**Step 4: Air Movement [13.0].**
Move eligible air units that are attacking enemy air units or changing base, and friendly air transport points (ATPs) that are carrying air supply markers or land

units. Enemy fighter units can move to intercept (14.0) moving air units within range; friendly fighter units can counter-intercept moving enemy fighter units. Resolve combat in each hex as it occurs, before air units continue moving.
As missions are completed, return all air units from both sides to base.
Drop off air supply markers and return transporting ATPs to their original bases.

The Naval and Air phase is now performed by the other side, using the same sequence. When both players have concluded steps 1-4, both perform step 5 simultaneously.

**Step 5: Sea Supply Debarkation.**
Supply markers that have reached their destinations are debarked.

### 4: OFFENSIVE PHASE

One major or minor friendly nation performs an offensive at a time, activating some of its units and following steps 1-6 below. After this offensive, an enemy nation performs an offensive, followed by another friendly offensive, etc. The sides alternate until all players have performed all desired (or eligible) offensives.

In steps 2, 4, and 5 of this phase, land combat is resolved using the attack sequence described in section 4A of the sequence of play.

A player may choose to perform an air offensive instead of a standard offensive. In that case, ignore the steps of the Offensive phase, following instead the Air Offensive sequence.

**Step 1: Command Status**
A. Paying for the offensive.
- Reduce your country's total on the offensives track by 1, or more if this is to be a combined offensive (exceptions—if this will be a minor nation offensive with no major partner units participating, or a major nation impromptu offensive, the offensives track is not adjusted).
- Pay EPs, if necessary, for a combined or impromptu offensive.

B. Activate headquarters.
- Indicate to the opponent all HQ units that will participate in this offensive.
- Move each activated HQ up to three hexes.

**Step 2: Breakthroughs [28.0]**
A. Activate and move up to two hexes one stack of armor units (possibly including a general) which will perform a breakthrough.
B. Follow the attack sequence to resolve the attack of that armor stack.
C. If the attack was successful, perform breakthrough movement.
D. Flip the general counter, if one is present, to its Ineligible to Exploit side.
E. Repeat procedures A-D for any additional breakthroughs, one stack of armor at a time.

**Step 3: Land and Amphibious Offensive Movement [24.0]**
A. Move all eligible ground units activated for this offensive. Armor units (and generals with them) that performed breakthroughs are not eligible to move during this step.
B. Debark units that will perform amphibious assault in their destination hexes.
C. Move activated HQ unit(s) (if any) up to three hexes.
D. Activate any additional units for the offensive; no further activations can be made after this point.

**Step 4: Combat [26.0, 27.0]**
Follow the attack sequence once to resolve all combat for this step. Resolve attacks and amphibious assaults in any order the attacking player desires, up to the number of attacks allowed by the offensive.

**Step 5: Exploitation [29.0]**
A. Move all eligible armor units and generals.
B. Follow the attack sequence to resolve all combat in this step.

**Step 6: Unit Status**
A. Flip all aircraft "C" markers to their "PC" sides.
B. Mark ground units Activated or Standby, as appropriate and necessary.
C. Flip all activated HQ units to their Previously Activated sides.
D. The enemy player now has the option of performing an offensive. If he declines, the friendly player can perform another offensive. If both players decline, play proceeds to the Movement phase.

### 4A: ATTACK SEQUENCE
This sequence is used to resolve attacks in step 2 (breakthroughs), step 4 (combat), and step 5 (exploitation) of the Offensive phase. Not all units are eligible to attack in all steps.

During the breakthrough step, the attack sequence is followed through once for every breakthrough attack.

During the combat and exploitation steps, the attack sequence is followed once, resolving a step of the sequence for all hexes under attack before proceding to the next step. For example, all friendly paradrops are made in step A before any ground support missions are flown in step B.

A. Paratroops that will make paradrops this step are activated and moved.
B. Bomber units that will provide ground support [17.0] to friendly attacks are moved. Fighter units can move to accompany the bombers. Enemy fighter units can intercept [14.0] moving units within range, and are in turn subject to counter- interception. If air combat occurs, all attacks in a given hex are resolved before unaborted moving air units continue on to additional hexes.
C. The attacker designates which ground units will be attacking which enemy hexes.
D. Eligible enemy bomber and fighter units move to provide ground support to defending hexes. They can be intercepted (and interceptors counter-intercepted) as outlined in B, above.
E. Resolve all air-to-air combat [15.0] in the defending hex.
F. Resolve all paradrops [19.0].
G. Conduct all ground attacks. Implement results and perform advance after combat as each combat is resolved [26.0].
H. Return all air units from both sides to base. No interception or air combat occurs now.

### 4B: AIR OFFENSIVE SEQUENCE [21.0]
Use this sequence only when a player decides to use his offensive to perform an air offensive instead of a standard offensive.

**Step 1: Command.**
Spend an offensive from each friendly major country whose air units will participate (or pay for an impromptu offensive).

**Step 2: Movement and Interception.**
Move participating friendly air units to their target hexes, or to new bases if they use the air offensive to rebase. Enemy fighter units (whether previously committed or not) within range of moving units can intercept those units. Friendly fighter units committed for this offensive can counter-intercept moving enemy units. Conduct all combat in each hex as it occurs.

**Step 3: Destination Combat.**
The acting player conducts all attacks for his activated, unaborted air units. Attacks can include attempts to destroy installations, air-to-air combat, and air-naval combat.

**Step 4: Final Movement.**
All air units from both sides return to their bases; no air combat occurs during this step. Use PC markers to mark all friendly air units that participated.

### 5: MOVEMENT PHASE

The side with initiative must perform this phase first, followed by the opponent. Only ground units and generals not activated for any offensive can move during this phase.
A. Eligible land units move as desired by the friendly player, within the limits of the movement rules [30.0].
B. Units transported by sea are debarked and, if in a port hex, can move up to one hex [10.5].
C. Rail capacity can be used to move eligible land units by rail [31.0].

### 6: END PHASE

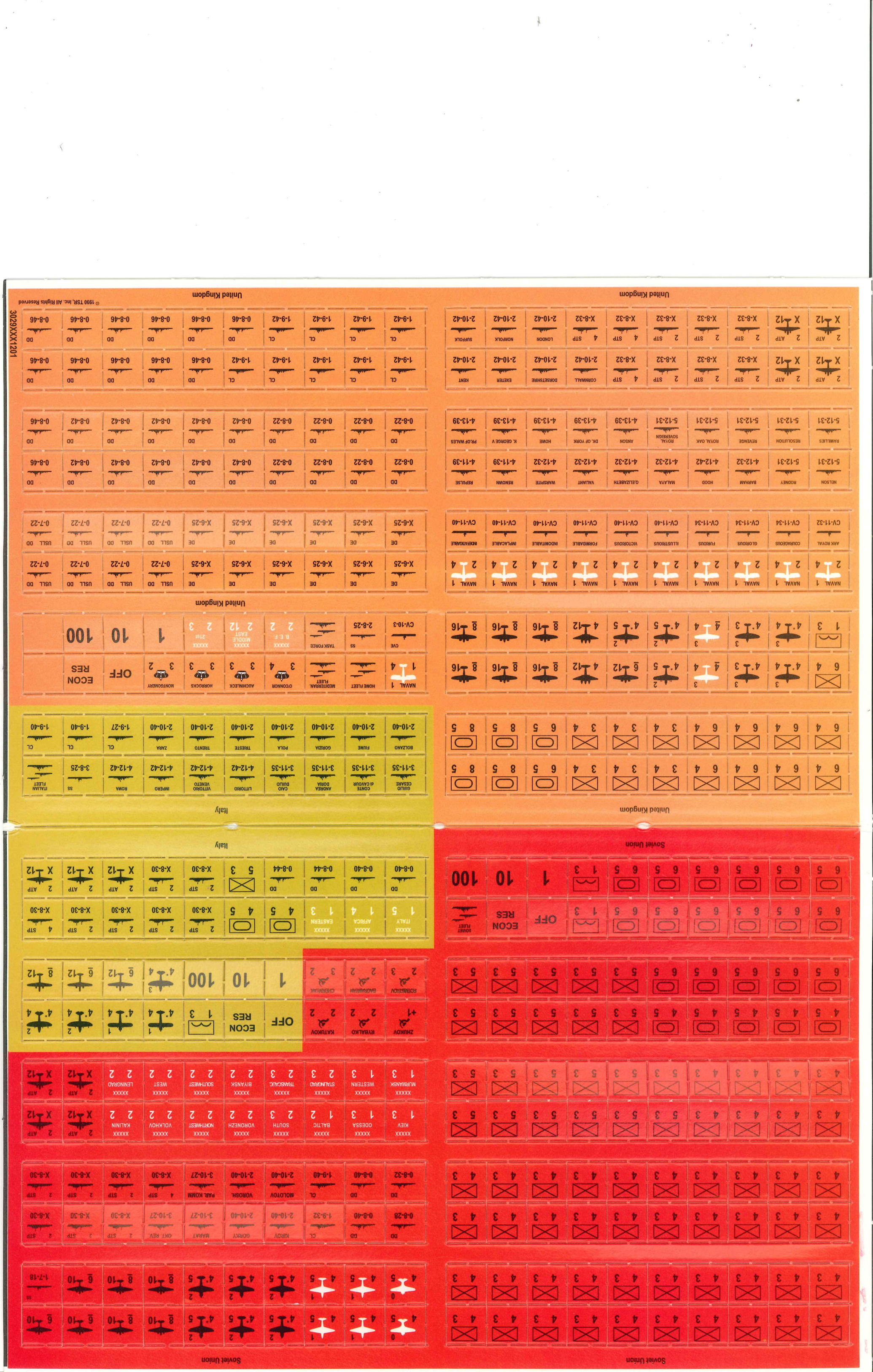
**Step 1: Second Naval Movement.**
The player with initiative performs this phase first.
A. The player moves his naval units (including STPs) within the restrictions on moving during this step [7.6]. Resolve air interception of moving naval units as it occurs; no naval interception or combat occurs during this step.
B. STPs that reach ports can debark transported land units, though those units must remain in the port hexes [10.5].
C. The player pays EPs as needed to maintain any of his ships that are not in a friendly port [7.6].
D. The player marks Out of Supply any of his ships that are not in friendly ports and were not paid for during C, above [33.8].
E. The player without initiative now performs A-D.

**Step 2: Supply.**
All players perform this step simultaneously.
A. Determine which units are Out of Supply [32.0].
B. Deplete or eliminate marked units that are still out of supply [33.0].
C. Place markers on units that have become out of supply this turn [33.0].

**Step 3: Replenishment.**
All players perform this step simultaneously.
A. Replace infantry units from the replenishment box, returning non-rebuilt infantry from the box to the force pool [34.1, 34.2].
B. Rebuild air units eligible for pilot recovery [34.3].
C. Attempt emergency repairs of damaged installations [34.4].

**Step 4: Command Status.**
All players perform this step simultaneously.
A. Flip all HQ units activated this turn back to their unactivated sides.
B. Flip all generals to their Eligible to Exploit side.
C. Remove all PC, Activated, and Standby markers.

**Step 5: End of Turn.**
Advance the Turn marker to the next turn. If the next turn is a winter seasonal turn, advance the Year marker to the next year.


United Kingdom
NELSON 5-12-31
RODNEY 5-12-31
BARHAM 4-12-32
HOOD 4-12-42
MALAYA 4-12-32
Q.ELIZABETH 4-12-32
VALIANT 4-12-32
WARSPITE 4-12-32
RENOWN 4-11-39
REPULSE 4-11-39
RAMILLIES 5-12-31
RESOLUTION 5-12-31
REVENGE 5-12-31
ROYAL OAK 5-12-31
ROYAL SOVEREIGN 5-12-31
ANSON 4-13-39
DK. OF YORK 4-13-39
HOWE 4-13-39
K. GEORGE V 4-13-39
PR.OF WALES 4-13-39
2 ATP X 12
2 ATP X 12
2 STP X-8-32
2 STP X-8-32
2 STP X-8-32
2 STP X-8-32
4 STP X-8-32
4 STP X-8-32
DORSETSHIRE 2-10-42
CORNWALL 2-10-42
EXETER 2-10-42
KENT 2-10-42
LONDON 2-10-42
NORFOLK 2-10-42
SUFFOLK 2-10-42
CL 1-9-42
CL 1-9-42
CL 1-9-42
CL 1-9-42
CL 1-9-42
CL 1-9-42
CL 1-9-42
CL 1-9-42
DD 0-8-46
DD 0-8-46
DD 0-8-46
DD 0-8-46
DD 0-8-46
DD 0-8-46
DD 0-8-46
DD 0-8-46
Soviet Union
ZHUKOV +1
RYBALKO 2 2
KATUKOV 2 2
ROKOSSOV 2 3
BAGRAMYAN 2 2
CHERNYAK 3 2
OFF
ECON RES
1 3
1
10
100
SOVIET FLEET
xxxxx KIEV 1 3
xxxxx ODESSA 1 3
xxxxx BALTIC 1 2
xxxxx SOUTH 2 3
xxxxx VORONEZH 2 2
xxxxx NORTHWEST 2 2
xxxxx VOLKHOV 2 2
xxxxx KALININ 2 2
2 ATP X 12
xxxxx MURMANSK 1 3
xxxxx WESTERN 1 3
xxxxx STALINGRAD 2 3
xxxxx TRANSCAUC 2 3
xxxxx BIVANSK 2 2
xxxxx SOUTHWEST 2 2
xxxxx WEST 2 2
xxxxx LENINGRAD 2 2
2 ATP X 12
DD 0-8-28
DD 0-8-40
CL 1-9-32
KIROV 2-10-40
GORKY 2-10-40
MARAT 3-10-27
OKT. REV. 2 STP X-8-36
3-10-27
DD 0-8-32
DD 0-8-40
CL 1-9-40
MOLOTOV 2-10-40
VOROSH. 2-10-40
PAR. KOMM 3-10-27
4 STP X-8-30
2 STP X-8-30
2 STP X-8-30
Italy
GULIO CESARE 3-11-35
CONTE di CAVOUR 3-11-35
ANDREA DORIA 3-11-35
CAIO DUILIO 3-11-35
LITTORIO 4-12-42
VITTORIO VENETO 4-12-42
IMPERO 4-12-42
ROMA 4-12-42
SS 3-8-25
ITALIAN FLEET
BOLZANO 2-10-40
FIUME 2-10-40
GORIZIA 2-10-40
POLA 2-10-40
TRIESTE 2-10-40
TRENTO 2-10-40
ZARA 2-10-40
CL 1-9-27
CL 1-9-40
CL 1-9-40
xxxxx ITALY 1 5
xxxxx AFRICA 1 4
xxxxx EASTERN 1 3
4 5
4 5
2 STP X-8-30
2 STP X-8-30
2 STP X-8-30
2 STP X-8-30
4 STP X-8-30
DD 0-8-40
DD 0-8-40
DD 0-8-44
0-8-44
5 3
2 STP X-8-30
2 STP X-8-30
2 ATP X 12
2 ATP X 12
Soviet Union
4 0 5
4 1 5
4 1 5
4 2 5
4 2 5
4 2 5
8 10
8 10
8 10
6 10
6 10
4 3
SS 1-7-18
United Kingdom
NAVAL 1 2 4
NAVAL 1 2 4
NAVAL 1 2 4
NAVAL 1 2 4
NAVAL 1 2 4
NAVAL 1 2 4
NAVAL 1 2 4
NAVAL 1 2 4
NAVAL 1 2 4
ARK ROYAL CV-11-32
COURAGEOUS CV-11-34
GLORIOUS CV-11-34
FURIOUS CV-11-34
ILLUSTRIOUS CV-11-40
VICTORIOUS CV-11-40
FORMIDABLE CV-11-40
INDOMITABLE CV-11-40
IMPLACABLE CV-11-40
INDEFATIGABLE CV-11-40
DE X-6-25
DE X-6-25
DE X-6-25
DE X-6-25
DE X-6-25
DE X-6-25
USLL DD 0-7-22
USLL DD 0-7-22
USLL DD 0-7-22
USLL DD 0-7-22
USLL DD 0-7-22
USLL DD 0-7-22
Italy
NAVAL 1 1 4
HOME FLEET
MEDITERRAN. FLEET
O'CONNOR 3 4
AUCHINLECK 3 3
HORROCKS 3 3
MONTGOMERY 3 2
ECON RES
OFF
CVE CV-10-3
SS 2-8-25
TASK FORCE
XXXXX B. E. F. 2 2
XXXXX MIDDLE EAST 2 12
XXXXX 21st 2 3
1
10
100
6 4
4 3
4 3
4 3
6 12
4 12
4 5
4 2
8 16
8 16
8 16
8 16
1 3
4 4
4 3
4 3
4 3
4 5
4 5
4 5

United Kingdom

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 ATP X 12 | 1 ATP X 12 | 1 STP X-8-32 | 1 STP X-8-32 | 1 STP X-8-32 | 3 STP X-8-32 | 3 STP X-8-32 | LONDON 1-8-24 | NORFOLK 1-8-24 | SUFFOLK 1-8-24 |
| 1 ATP X 12 | 1 ATP X 12 | 1 STP X-8-32 | 1 STP X-8-32 | 1 STP X-8-32 | 3 STP X-8-32 | CORNWALL 1-8-24 | DORSETSHIRE 1-8-24 | EXETER 1-8-24 | KENT 1-8-24 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| RAMILLIES 2-10-18 | RESOLUTION 2-10-18 | REVENGE 2-10-18 | ROYAL OAK 2-10-18 | ROYAL SOVEREIGN 2-10-18 | ANSON 2-12-25 | DK. OF YORK 2-12-25 | HOWE 2-12-25 | K. GEORGE V 2-12-25 | PR.OF WALES 2-12-25 |
| NELSON 2-11-19 | RODNEY 2-11-19 | BARHAM 2-11-20 | HOOD 2-11-28 | MALAYA 2-11-20 | Q.ELIZABETH 2-11-20 | VALIANT 2-11-20 | WARSPITE 2-11-20 | RENOWN 2-10-25 | REPULSE 2-10-25 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| ARK ROYAL X-10-18 | COURAGEOUS X-10-18 | GLORIOUS X-10-18 | FURIOUS X-10-18 | ILLUSTRIOUS X-10-18 | VICTORIOUS X-10-18 | FORMIDABLE X-10-18 | INDOMITABLE X-10-18 | IMPLACABLE X-10-18 | INDEFATIGABLE X-10-18 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 1 3 | 2* 4 (3) | 2* 3 (3) | 2 4 (3) | 2* 5 (2) | 2* 5 (2) | 2 12 | 4 16 | 4 16 | 4 16 |
| 3 4 | 2* 4 (3) | 2* 3 (3) | 2 4 (3) | 2* 5 (2) | 3 12 | 2 12 | 4 16 | 4 16 | 4 16 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 3 4 | 3 4 | 3 4 | 3 4 | | | | 3 5 | 4 5 | 4 5 |
| 3 4 | 3 4 | 3 4 | 3 4 | | | | 3 5 | 4 5 | 4 5 |

United Kingdom

Soviet Union

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 3 5 | 3 5 | 3 5 | 3 5 | 3 5 | 3 5 | 1 3 | -1 | -10 | -100 |
| 3 5 | 3 5 | 3 5 | 3 5 | 3 5 | 3 5 | 1 3 | OFF +15 | ECON RES +10 | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 3 5 | 3 5 | 3 5 | 3 5 | 3 5 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 |
| 2 5 | 2 5 | 2 5 | 2 5 | 2 5 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 2 3 | 2 3 | 2 3 | 2 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 |
| 2 3 | 2 3 | 2 3 | 2 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 |
| 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 |
| 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 |

Soviet Union

United Kingdom

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| CL 1-8-42 | CL 1-8-42 | CL 1-8-42 | CL 1-8-42 | DD 0-7-46 | DD 0-7-46 | DD 0-7-46 | DD 0-7-46 | DD 0-7-46 | DD 0-7-46 |
| CL 1-8-42 | CL 1-8-42 | CL 1-8-42 | CL 1-8-42 | CL 1-8-42 | DD 0-7-46 | DD 0-7-46 | DD 0-7-46 | DD 0-7-46 | DD 0-7-46 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| DD 0-7-22 | DD 0-7-22 | DD 0-7-22 | DD 0-7-22 | DD 0-7-42 | DD 0-7-42 | DD 0-7-42 | DD 0-7-42 | DD 0-7-42 | DD 0-7-46 |
| DD 0-7-22 | DD 0-7-22 | DD 0-7-22 | DD 0-7-22 | DD 0-7-42 | DD 0-7-42 | DD 0-7-42 | DD 0-7-42 | DD 0-7-42 | DD 0-7-46 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | USLL DD 0-6-22 | USLL DD 0-6-22 | USLL DD 0-6-22 | USLL DD 0-6-22 |
| DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | USLL DD 0-6-22 | USLL DD 0-6-22 | USLL DD 0-6-22 | USLL DD 0-6-22 |

United Kingdom

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| CVE X-9-16 | | | XXXXX B. E. F. 2 2 | XXXXX MIDDLE EAST 2 12 | XXXXX 21st 2 3 | -1 | -10 | -100 | |
| | | | O'CONNOR 3 4 | AUCHINLECK 3 3 | HORROCKS 3 3 | MONTGOMERY 3 2 | OFF +15 | ECON RES +10 | |

Italy

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| BOLZANO 1-9-24 | FIUME 1-9-24 | GORIZIA 1-9-24 | POLA 1-9-24 | TRIESTE 1-9-24 | TRENTO 1-9-24 | ZARA 1-9-24 | CL 1-8-27 | CL 1-8-40 | CL 1-8-40 |
| GUILIO CESARE 1-10-20 | CONTE di CAVOUR 1-10-20 | ANDREA DORIA 1-10-20 | CAIO DUILIO 1-10-20 | LITTORIO 2-11-28 | VITTORIO VENETO 2-11-28 | IMPERO 2-11-28 | ROMA 2-11-28 | | |

Italy

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| DD 0-7-40 | DD 0-7-40 | DD 0-7-44 | DD 0-7-44 | 3 3 | 1 STP X-8-30 | 1 STP X-8-30 | 1 ATP X 12 | 1 ATP X 12 | 1 ATP X 12 |
| XXXXX ITALY 1 5 | XXXXX AFRICA 1 4 | XXXXX EASTERN 1 3 | 2 5 | 2 5 | 1 STP X-8-30 | 1 STP X-8-30 | 1 STP X-8-30 | 1 STP X-8-30 | 3 STP X-8-30 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| ROTMISTROV 2 3 | BAGRAMYAN 2 2 | CHERNYAK 3 2 | -1 | -10 | -100 | 2* 4 (3) | 3 12 | 3 12 | 4 12 |
| ZHUKOV +1 | RYBALKO 2 2 | KATUKOV 2 2 | OFF +15 | ECON RES +10 | 1 3 | 2* 4 (1) | 2* 4 (1) | 2* 4 (2) | 2* 4 (2) |

Soviet Union

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| XXXXX MURMANSK 1 3 | XXXXX WESTERN 1 3 | XXXXX STALINGRAD 2 3 | XXXXX TRANSCAUC. 2 3 | XXXXX BIYANSK 2 2 | XXXXX SOUTHWEST 2 2 | XXXXX WEST 2 2 | XXXXX LENINGRAD 2 2 | 1 ATP X 12 | 1 ATP X 12 |
| XXXXX KIEV 1 3 | XXXXX ODESSA 1 3 | XXXXX BALTIC 1 2 | XXXXX SOUTH 2 3 | XXXXX VORONEZH 2 2 | XXXXX NORTHWEST 2 2 | XXXXX VOLKHOV 2 2 | XXXXX KALININ 2 2 | 1 ATP X 12 | 1 ATP X 12 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| DD 0-7-32 | DD 0-7-40 | CL 1-8-40 | MOLOTOV 1-9-24 | VOROSH 1-9-24 | PAR. KOMM 1-9-15 | 3 STP X-8-30 | 1 STP X-8-30 | 1 STP X-8-30 | 1 STP X-8-30 |
| DD 0-7-28 | DD 0-7-40 | CL 1-8-32 | KIROV 1-9-24 | GORKY 1-9-24 | MARAT 1-9-15 | OKT. REV. 1-9-15 | 1 STP X-8-30 | 1 STP X-8-30 | 1 STP X-8-30 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 2 5 (0) | 2 5 (1) | 2 5 (1) | 2* 5 (2) | 2* 5 (2) | 2* 5 (2) | 4 10 | 4 10 | 3 10 | |
| 2 5 (0) | 2 5 (1) | 2 5 (1) | 2* 5 (2) | 2* 5 (2) | 2* 5 (2) | 4 10 | 4 10 | 3 10 | 3 10 |

Soviet Union

Poland

Other Minor Countries

Spain

Sweden

Greece

Netherlands

Bulgaria

Rumania

Finland

Hungary

Norway

Yugoslavia

Turkey

Markers

Italy

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3029XXX1203

Markers

ARCTIC CONVOY OPEN

AIR

STANDBY

C (PREVIOUS)

2 3

2 5

Italy

Norway

Yugoslavia

YUGOSLAVIA 2 3

Turkey

TURKEY 2 3

YAVUZ 1-10-17

RUMANIA 2 3

1 6

Rumania

FINLAND 2 3

Finland

HUNGARY 2 3

Hungary

NORWAY 2 3

GREECE 2 3

Greece

NETHERLANDS 2 3

Netherlands

BULGARIA 2 3

Bulgaria

SPAIN 2 3

Spain

SWEDEN 2 3

2 5

Sweden

POLAND 2 3

1 4

Poland

PORTUGAL 2 3

IRELAND 2 3

BELGIUM 2 3

Other Minor Countries

Germany

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 |
| 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 |
| 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 4 2 |
| 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 6 3 | 4 2 |
| 8 5 | 8 5 | 8 5 | 8 5 | 8 5 | 4 2 | 4 2 | 4 2 | 4 2 | 4 2 |
| 8 5 | 8 5 | 8 5 | 8 5 | 8 5 | 4 2 | 4 2 | 4 2 | 4 2 | 4 2 |
| 8 5 | 8 5 | 4 4 (3) | 4 4 (3) | 4 4 (3) | 4 4 (3) | 4 4 (3) | 4 4 (4) | 4 4 (4) | NAVAL 1 2 4 |
| 10 5 | 10 5 | 4 6 (1) | 4 6 (1) | 4 6 (1) | 4 6 (1) | 4 6 (1) | 4 4 (4) | 4 4 (4) | GRAF. ZEPP. CV-10-40 |
| 4 8 (1) | 4 8 (1) | 4 8 (1) | 8 12 (1) | 8 12 (1) | 2 2 (6) | 2 2 (6) | 2 2 (6) | OFF | ECON RES |
| 6 12 | 6 12 | 6 12 | 6 12 | 6 12 | 6 12 | 6 12 | 1 | 10 | 100 |

Germany

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 3 | 1 3 | KLIEST 3 3 | GUDERIAN 4 5 | ROMMEL 4 4 | HOTH 3 3 | HOEPNER 3 3 | MANSTEIN 4 3 | BALCK 3 3 | MANTEUFL 4 4 |
| 1 3 | XXXXX A 2 2 | XXXXX B 2 2 | XXXXX C 2 2 | XXXXX F 1 5 | XXXXX G 1 6 | XXXXX M 2 4 | XXXXX NORTH 2 3 | XXXXX CENTER 3 5 | XXXXX SOUTH 2 4 |
| 2 ATP X 12 | 2 ATP X 12 | 2 ATP X 12 | 2 ATP X 12 | 2 ATP X 12 | 4 STP X-8-34 | SCHNORKEL | SCHNORKEL | SCHNORKEL | SCHNORKEL |
| 2 STP X-8-34 | 2 STP X-8-34 | 2 STP X-8-34 | 2 STP X-8-34 | 2 STP X-8-34 | 2 STP X-8-34 | SCHNORKEL | SCHNORKEL | SCHNORKEL | GERMAN FLEET |
| | | | | | | | SS 2-8-25 | SS 2-8-25 | SS 2-8-25 |

Germany

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| LUTZOW 3-11-38 | GRAF SPEE 3-11-38 | SCHEER 3-11-38 | SCHLES-HOLSTEIN 2-9-21 | GNEISENAU 3-13-42 | SCHARNHORST 3-13-42 | BISMARCK 4-14-40 | TIRPITZ 4-14-40 | CL 1-9-39 | CL 1-9-45 |
| BLUCHER 2-10-42 | HIPPER 2-10-42 | PR. EUGEN 2-10-42 | DD 0-8-40 | DD 0-8-51 | DD 0-8-51 | DD 0-8-51 | DD 0-8-51 | CL 1-9-45 | CL 1-9-45 |

Germany

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| IRELAND PARTISAN X 1 | NORWAY PARTISAN X 1 | SWEDEN PARTISAN X 1 | SWEDEN PARTISAN X 1 | SWEDEN PARTISAN X 1 | FINLAND PARTISAN X 1 | POLAND PARTISAN X 1 | YUGOSLAVIA PARTISAN X 1 | YUGOSLAVIA PARTISAN X 1 | YUGOSLAVIA PARTISAN X 1 |
| GREECE PARTISAN X 1 | TURKEY PARTISAN X 1 | TURKEY PARTISAN X 1 | TURKEY PARTISAN X 1 | SOVIET PARTISAN X 1 | SOVIET PARTISAN X 1 | SOVIET PARTISAN X 1 | SOVIET PARTISAN X 1 | SOVIET PARTISAN X 1 | SOVIET PARTISAN X 1 |

Partisans

United States

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 6 4 | 6 4 | 6 4 | 6 4 | 6 4 | 6 4 | 6 4 | 6 4 | 6 4 | 6 4 |
| 6 5 | 6 5 | 6 5 | 8 5 | 8 5 | 8 5 | 8 5 | 6 4 | 6 4 | 6 4 |
| 10 5 | 10 5 | 4 6 (4) | 4 6 (4) | 4 6 (4) | 12 16 | 12 16 | 12 16 | 12 16 | 12 16 |
| 1 3 | 1 3 | 4 6 (4) | 4 6 (4) | 4 6 (4) | 12 16 | 12 16 | 12 16 | 12 16 | 12 16 |
| DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | 4 5 (3) | 4 5 (3) | 8 16 | 8 16 |
| DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | SS 2-8-20 | 4 4 (3) | 4 8 (2) | 4 8 (2) |
| DD 0-8-41 | DD 0-8-41 | DD 0-8-46 | DD 0-8-46 | DD 0-8-46 | NAVAL 1 1 2 | NAVAL 1 1 2 | NAVAL 1 1 2 | NAVAL 1 1 2 | NAVAL 1 2 4 |
| U. S. FLEET 0-8-41 | DD 0-8-41 | DD 0-8-46 | DD 0-8-46 | DD 0-8-46 | CVE CV-7-30 | CVE CV-7-30 | CVE CV-7-30 | CVE CV-7-30 | RANGER CV-10-30 |
| CL 1-9-32 | CL 1-9-40 | CL 1-9-40 | CL 1-9-40 | CL 1-9-40 | XXXXX 1st 2 2 | XXXXX 6th 2 2 | XXXXX 12th 2 3 | XXXXX 5th 2 4 | OFF |
| ARKANSAS 3-11-28 | TEXAS 4-12-28 | NEW YORK 4-12-28 | MASSACHU. 5-13-39 | WICHITA 2-10-40 | AUGUSTA 2-10-40 | TUSCALOOSA 2-10-40 | BRADLEY 3 3 | PATCH 3 3 | PATTON 3 5 |

United States

France

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 5 5 | 5 5 | 6 5 | 6 5 | 4 4 (2) | 2 3 (3) | 4 3 (3) | 4 10 | 4 10 | FRANCE PARTISAN X 1 |
| 5 3 | 5 3 | 5 3 | 5 3 | 5 3 | 5 3 | 5 3 | 5 3 | 5 3 | 5 3 |
| 5 3 | 5 3 | 5 3 | 5 3 | 5 3 | 5 3 | DeGAULLE 2 2 | CL 1-9-44 | CL 1-9-44 | CL 1-9-44 |
| 5 3 | 5 3 | 5 3 | 5 3 | 5 3 | XXXXX 1st 1 1 | XXXXX 2nd 1 1 | XXXXX 7th 1 1 | XXXXX ALPS 1 4 | XXXXX AFRICA 1 9 |
| DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DD 0-8-44 | DD 0-8-44 |
| DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | SS 2-8-20 | SS 2-8-27 | DD 0-8-48 | DD 0-8-48 |
| LORRAINE 3-11-28 | PROVENCE 3-11-28 | BRETAGNE 3-11-28 | STRASBURG 3-12-39 | DUNKERQUE 3-12-39 | RICHELIEU 4-13-40 | JEAN BART 4-13-40 | CLEMENCEAU 4-13-40 | DD 0-8-44 | DD 0-8-44 |
| ALGERIE 2-10-42 | DUQUESNE 2-10-42 | TOURVILLE 2-10-42 | SUFFREN 2-9-46 | COLBERT 2-9-46 | FOCH 2-9-46 | DUPLEIX 2-9-46 | SS 3-8-27 | DD 0-8-48 | DD 0-8-48 |
| NAVAL 1 2 4 | FRENCH ATLANTIC FLEET | 2 STP X-8-30 | 2 STP X-8-30 | 2 STP X-8-30 | 2 STP X-8-30 | 2 STP X-8-30 | 2 STP X-8-30 | OFF | ECON RES |
| JOFFRE CV-10-40 | FRENCH MEDITERRAN. FLEET | 4 STP X-8-30 | 2 ATP X 12 | 2 ATP X 12 | 2 ATP X 12 | 2 ATP X 12 | 1 | 10 | 100 |

France

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| ECON RES | 4 STP X-8-32 | 4 STP X-8-32 | 4 STP X-8-32 | 2 ATP X 12 | 2 ATP X 12 | 2 ATP X 12 | 2 ATP X 12 | 2 ATP X 12 | MONTH |
| 2 STP X-8-32 | 2 STP X-8-32 | 2 STP X-8-32 | 2 STP X-8-32 | 2 STP X-8-32 | 2 STP X-8-32 | 1 | 10 | 100 | YEAR |

United States

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United States

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| ARKANSAS 1-10-18 | TEXAS 2-11-18 | NEW YORK 2-11-18 | MASSACHU. 2-12-25 | WICHITA 1-9-24 | AUGUSTA 1-9-24 | TUSCALOOSA 1-9-24 | BRADLEY 3★3 | PATCH 3★3 | PATTON 3★5 |
| CL 1-8-32 | CL 1-8-40 | CL 1-8-40 | CL 1-8-40 | CL 1-8-40 | XXXXX 1st 2 2 | XXXXX 6th 2 2 | XXXXX 12th 2 3 | XXXXX 5th 2 4 | OFF +15 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | DD 0-7-41 | DD 0-7-46 | DD 0-7-46 | DD 0-7-46 | CVE X-6-30 | CVE X-6-30 | CVE X-6-30 | CVE X-6-30 | RANGER X-9-20 |
| DD 0-7-41 | DD 0-7-41 | DD 0-7-46 | DD 0-7-46 | DD 0-7-46 | | | | | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | | 3 2•4 | 2 2 8 | 2 2 8 |
| DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | DE X-6-25 | 3 2 5 | 3 2 5 | 4 16 | 4 16 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 3 | 1 3 | 4 2•6 | 4 2•6 | 4 2•6 | 6 16 | 6 16 | 6 16 | 6 16 | 6 16 |
| 5 5 | 5 5 | 4 2•6 | 4 2•6 | 4 2•6 | 6 16 | 6 16 | 6 16 | 6 16 | 6 16 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 3 5 | 3 5 | 3 5 | 4 5 | 4 5 | 4 5 | 4 5 | 3 4 | 3 4 | 3 4 |
| 3 4 | 3 4 | 3 4 | 3 4 | 3 4 | 3 4 | 3 4 | 3 4 | 3 4 | 3 4 |

United States

United States

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 STP X-8-32 | 1 STP X-8-32 | 1 STP X-8-32 | 1 STP X-8-32 | 1 STP X-8-32 | 1 STP X-8-32 | -1 | -10 | -100 | |
| ECON RES +10 | 3 STP X-8-32 | 3 STP X-8-32 | 3 STP X-8-32 | 1 ATP X 12 | 1 ATP X 12 | 1 ATP X 12 | 1 ATP X 12 | 1 ATP X 12 | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| JOFFRE X-9-26 | | 3 STP X-8-30 | 1 ATP X 12 | 1 ATP X 12 | 1 ATP X 12 | 1 ATP X 12 | -1 | -10 | -100 |
| | | 1 STP X-8-30 | 1 STP X-8-30 | 1 STP X-8-30 | 1 STP X-8-30 | 1 STP X-8-30 | 1 STP X-8-30 | OFF +15 | ECON RES +10 |

France

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| ALGERIE 1-9-26 | DUQUESNE 1-9-26 | TOURVILLE 1-9-26 | SUFFREN 1-8-27 | COLBERT 1-8-27 | FOCH 1-8-27 | DUPLEIX 1-8-27 | | DD 0-7-48 | DD 0-7-48 |
| LORRAINE 1-10-17 | PROVENCE 1-10-17 | BRETAGNE 1-10-17 | STRASBURG 1-11-24 | DUNKERQUE 1-11-24 | RICHELIEU 2-12-24 | JEAN BART 2-12-24 | CLEMENCEAU 2-12-24 | DD 0-7-44 | DD 0-7-44 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | DeGAULLE 2 2 | CL 1-8-44 | CL 1-8-44 | CL 1-8-44 |
| 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | XXXXX 1st 1 1 | XXXXX 2nd 1 1 | XXXXX 7th 1 1 | XXXXX ALPS 1 4 | XXXXX AFRICA 1 9 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 | 2 3 |
| 2 5 | 2 5 | 3 5 | 3 5 | 2•4 | | 3 2•3 | 2 10 | 2 10 | |

France

Germany

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 3 12 | 3 12 | 3 12 | 3 12 | 3 12 | 3 12 | 3 12 | -1 | -10 | -100 |
| 1 2 8 | 1 2 8 | 1 2 8 | 4 12 | 4 12 | | | | OFF +15 | ECON RES +10 |

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| 5 5 | 5 5 | 1 2 6 | 1 2 6 | 1 2 6 | 1 2 6 | 1 2 6 | 4 2•4 | 4 2•4 | GRAF. ZEPP. X-8-24 |
| 4 5 | 4 5 | 3 2•4 | 3 2•4 | 3 2•4 | 3 2•4 | 3 2•4 | 4 2•4 | 4 2•4 | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 4 5 | 4 5 | 4 5 | 4 5 | 4 5 | 2 2 | 2 2 | 2 2 | 2 2 | 2 2 |
| 4 5 | 4 5 | 4 5 | 4 5 | 4 5 | 2 2 | 2 2 | 2 2 | 2 2 | 2 2 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 2 2 |
| 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 2 2 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 |
| 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 | 3 3 |

Germany

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| BLUCHER 1-9-24 | HIPPER 1-9-24 | PR. EUGEN 1-9-24 | DD 0-7-40 | DD 0-7-51 | DD 0-7-51 | DD 0-7-51 | DD 0-7-51 | CL 1-8-45 | CL 1-8-45 |
| LUTZOW 1-10-25 | GRAF SPEE 1-10-25 | SCHEER 1-10-25 | SCHLES-HOLSTEIN 0-9-13 | GNEISENAU 1-11-28 | SCHARNHORST 1-11-28 | BISMARCK 2-13-25 | TIRPITZ 2-13-25 | CL 1-8-39 | CL 1-8-45 |

Germany

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |
| | | | | | | | | | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 STP X-8-34 | 1 STP X-8-34 | 1 STP X-8-34 | 1 STP X-8-34 | 1 STP X-8-34 | 1 STP X-8-34 | SCHNORKEL | SCHNORKEL | SCHNORKEL | |
| 1 ATP X 12 | 1 ATP X 12 | 1 ATP X 12 | 1 ATP X 12 | 1 ATP X 12 | 3 STP X-8-34 | SCHNORKEL | SCHNORKEL | SCHNORKEL | SCHNORKEL |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 3 | XXXXX A 2 2 | XXXXX B 2 2 | XXXXX C 2 2 | XXXXX F 1 5 | XXXXX G 1 6 | XXXXX M 2 4 | XXXXX NORTH 2 3 | XXXXX CENTER 3 5 | XXXXX SOUTH 2 4 |
| 1 3 | 1 3 | KLIEST 3 3 | GUDERIAN 4 5 | ROMMEL 4 4 | HOTH 3 3 | HOEPNER 3 3 | MANSTEIN 4 3 | BALCK 3 3 | MANTEUFL 4 4 |

Germany

Germany

EUROPEAN THEATER OF OPERATIONS GAME

# WORLD WAR II™

WESTERN ALLY FORCE POOL

UNITED KINGDOM TASK FORCE

UNITED KINGDOM MEDITERRANEAN FLEET

UNITED KINGDOM HOME FLEET

FRENCH MEDITERRANEAN FLEET

FRENCH ATLANTIC FLEET

SUEZ ADDS (UK)

| 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 200 |
|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 100 |

WESTERN ALLY EP TRACK

ALLIED STRATEGIC BOMBING

US FLEET

AXIS STRATEGIC BOMBING

**WESTERN ALLIES ECONOMIC POINT COSTS**

| Build | Cost |
|---|---|
| Infantry | 8 |
| Armor[1] | 16 |
| Paratroop[1] | 8 |
| Fighter/Fighter-bomber Unit[1] | 16 |
| Bomber Unit[1] | 12 |
| Submarine[2] | 5 |
| DD[2] | 10 |
| CL[2] | 12 |
| BB or CV[2] | 14 |
| DE[2] | 8 |
| CVE[2] | 12 |
| Partisan | 2 |
| STP | 4 |
| ATP | 6 |
| Airfield | 3 |
| Fortification[1] | 5 |
| Coastal Fortification[1] | 3 |
| Offensive[3] | 3 |
| Impromptu Offensive[4] | 6 |
| Combined Offensive[4] | 2 per extra HQ |
| Pilot Recovery Rebuild | 5 |
| Installation Repair[5] | 2 |
| Surface Naval Unit Repair[6] | 2 |

[1] One season delay.
[2] Two season delay.
[3] One year delay.
[4] Cost is doubled during Winter seasonal turns or weather.
[5] Succeeds automatically during seasonal turn; succeeds on roll of 4-6 during Endphase.
[6] One to four (1-4) season delay.

| 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

WESTERN ALLY OFFENSIVES

CANADA

UNITED STATES

Convoy Escorts

30

NORTH ATLANTIC OCEAN
MP = 20
INT = −3

30
MP = 10
INT = −1

U.S. COASTAL WATER

Convoy Escorts

| | JAN | FEB | MAR | APR | MAY | JUN | JUL | AUG | SEP | OCT | NOV | DEC |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | w | w | 1-3 = w<br>4-6 = m | m | 1-3 = m<br>4-6 = f | f | f | f | f | 1-5 = m<br>6 = f | 1 - m<br>2-4 - f<br>5-6 - w | w |

WINTER — SPRING — SUMMER — AUTUMN

f = Fair
m = Mud
w = Winter

| 1939 | 1940 | 1941 | 1942 USEPs = 60 | 1943 USEPs = 100 | 1944 USEPs = 130 | 1945 USEPs = 170 |
|---|---|---|---|---|---|---|

Convoy Status: closed

Convoy Escorts

Narvik
Galivare
Trondheim
Oslo
Bergen
Stavanger
Stockholm
Turku
Helsinki
Liepaja
Aalborg
Copenhagen
Malmo
Karlskrona
Esbjerg
Kiel
Hamburg
Wilhelmshaven
Bremen
Hannover
Berlin
Stettin
Konigsberg
Danzig
Bydgoszcz
Poznan
Warsaw
Amsterdam
Rotterdam
Antwerp
Harwich
London
Dover
Calais
Brussels
Frankfurt
Mannheim
Stuttgart
Munich
Prague
Vienna
Budapest
Krakow
Liverpool
Manchester
Birmingham
Bristol
Plymouth
Southampton
Cherbourg
Le Havre
Brest
St. Nazaire
Paris
Bordeaux
Vichy
Lyon
Marseille
Trieste
Venice
Milan
Turin
Genoa
Belgrade
Barcelona
Madrid
Lisbon
Coruna
Bilbao
Valencia
Cadiz
Gibraltar
Tangier
Casablanca
Oran
Algiers
Bizerte
Tunis
Sfax
Tripoli
Benghazi
Bastia
Rome
Naples
Foggia
Taranto
Durazzo
Valona
Palermo
Messina
Syracuse
Cagliari
Dublin
Belfast
Cork
Glasgow
Edinburgh
Newcastle
Scapa Flow
Shetland Islands
Malta

UNITED KINGDOM
N. IRELAND (UK)
IRELAND
NORTH SEA
NORWEGIAN SEA
SWEDEN
BALTIC SEA
DENMARK
EAST PRUSSIA (Gr)
POLAND
GERMANY
NETHERLANDS
BELGIUM
LUX.
FRANCE
SWITZERLAND
HUNGARY
YUGOSLAVIA
ITALY
CORSICA
SARDINIA
BALEARIC ISLANDS
SPAIN
PORTUGAL
SPANISH MOROCCO
FRENCH MOROCCO (Fr)
ALGERIA (Fr)
TUNISIA (Fr)
LIBYA (It)
ALBANIA (IT)
MEDITERRANEAN SEA

EPs = 70
RAIL CAP = 3

EPs = 90 (1939-43)
EPs = 115 (1944-45)
RAIL CAP = 6

EPs = 36
RAIL CAP = 2

PRE-WAR EPs = 20
WAR EPs = 30
RAIL CAP = 2

MP = 10

MP = 10
INT = -2

Replenishments

RED SEA
MP = 10

PERSIAN GULF
MP = 10

IRAQ LAND TRANSIT

INDIA

GERMAN FLEET

ITALIAN FLEET

SOUTH ATLANTIC OCEAN
MP = 20
INT = -3

Capetown

INDIAN OCEAN
MP = 20
INT = -3

Convoy EPs
15

Convoy Escorts

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## AXIS OFFENSIVES

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|
| 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

## AXIS EP TRACK

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 100 |
|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 200 |

## AXIS FORCE POOL

### AXIS ECONOMIC POINT COSTS

| Build | Cost |
|---|---|
| Infantry | 8 |
| German 4-2 Infantry | 4 |
| Armor[1] | 12 |
| Paratroop[1] | 8 |
| Fighter/Fighter-bomber Unit[1] | 20 |
| Bomber Unit[1] | 16 |
| U-boat[2] | 8 |
| Submarine (tactical U-boat)[2] | 5 |
| DD or CL[2] | 10 |
| BB or CV[2] | 15 |
| Partisan | 2 |
| STP | 4 |
| ATP | 6 |
| Airfield[1] | 3 |
| Fortification[1] | 5 |
| Coastal Fortification[1] | 3 |
| Offensive[4] | 2 |
| Combined Offensive[4] | 2 per extra HQ |
| Pilot Recovery Rebuild | 5 |
| Installation Repair[3] | 2 |
| Surface Naval Unit Repair[4] | 4 |
| U-boat Repair | 4 |

[1] One season delay.
[2] Two season delay.
[3] Cost is doubled during Winter seasonal turns or weather.
[4] Succeeds automatically during seasonal turn; succeeds on roll of 4-6 during Endphase.

### BOMBING TABLE
STRENGTH POINTS

| Dice Roll | 2-5 | 6 | 7-11 | 12-16 | 17-24 | 25-39 | 40-59 | 60-89 | 90-119 | 120+ |
|---|---|---|---|---|---|---|---|---|---|---|
| 2 | - | - | - | - | - | - | - | - | - | - |
| 3 | * | * | * | * | * | - | - | - | - | - |
| 4 | - | - | - | - | 1 | 2 | 2 | 3 | 4 | 5 |
| 5 | - | - | - | 1 | 2 | 2 | 4 | 4 | 6 | 8 |
| 6 | * | * | 1* | 2* | 3* | 5* | 7* | 8* | 10* | 10* |
| 7 | - | 1 | 2 | 4 | 5 | 7 | 8 | 10 | 12 | 14 |
| 8 | 1 | 1 | 2 | 5 | 6 | 7 | 8 | 11 | 12 | 14 |
| 9 | 2 | 2 | 3 | 5 | 6* | 8* | 9* | 11* | 13* | 15* |
| 10 | 2 | 3 | 4 | 6 | 7 | 8 | 9 | 12 | 13 | 15 |
| 11 | 3 | 4 | 5 | 7 | 8 | 9 | 10 | 13 | 14 | 16 |
| 12 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 14 | 15 | 17 |
| 13+ | 5* | 6* | 7* | 9* | 10* | 11* | 12* | 16* | 17* | 18* |

* = 1 bomber step loss
\# = EP loss to target (1-18)
Add 1 to the dice roll for every full-strength U.S. bomber unit participating in the attack.

Capital
City
Capital Port
Major Port
Minor Port
Canal
River
Ferry
Impassable
Temporary Border
Mild Weather Zone
Moderate Weather Zone
Severe Weather Zone
Clear
Rough
Marsh
Fortress
Resource
Coastal Hex
Sea Area
Forest

### DIE MODIFIERS

| Attacker | | Defender |
|---|---|---|
| +1 Air superiority | -1 | Air superiority |
| +1 German tactical modifier | -1 | Rough terrain |
| +1 Paratroops dropped on defender | -2 | Attacked across river |
| -2 any attacking units are out of supply | -1 | Mud weather |
| | +1 | out of supply |
| | -3 | at least 1/2 of the attacking SPs are making an amphibious assault |

RESULTS
AE Attacker eliminated.
DE Defender eliminated.
x Attacker loses 1 step.
xx Attacker loses 2 steps.
D# Defender must lose # steps or retreat all units # hexes. Retreats and step losses can be mixed: 1 step loss equals 1 hex of retreat.
(D2) All defending units retreat 2 hexes.

### SOVIET ECONOMIC POINT COSTS

| Build | Cost |
|---|---|
| Infantry | 5 |
| Infantry Steps | 3 |
| Armor[1] | 8 |
| Paratroop[1] | 6 |
| Fighter/Fighter-bomber Unit[1] | 10 |
| Bomber Unit[1] | 8 |
| Submarine[2] | 8 |
| Submarine[1] | 8 |
| DD or CL[2] | 10 |
| Partisan | 2 |
| STP | 4 |
| ATP | 6 |
| Airfield[1] | 3 |
| Fortification[1] | 5 |
| Coastal Fortification[1] | 3 |
| Offensive | 2 |
| Impromptu Offensive | 4 |
| Combined Offensive | 2 per extra HQ |
| Pilot Recovery Rebuild | 5 |
| Installation Repair[3] | 2 |
| Surface Naval Unit Repair[4] | 2 |

[1] One season delay.
[2] Two season dalay.
[3] Succeeds automatically during seasonal turn; succeeds on roll of 4-6 during Endphase.
[4] One to four (1-4) season delay.

### COMBAT RESULTS TABLE
ODDS RATIO

| Die Roll | 1-3 | 1-2 | 1-1 | 2-1 | 3-2 | 3-1 | 4-1 | 6-1 |
|---|---|---|---|---|---|---|---|---|
| 0 | AE | AE | xx | xx | xx | xx | xx | xx |
| 1 | AE | AE | x | x | x | D1x | D2x | D2x |
| 2 | AE | AE | x | x | D1x | D1 | D3x | (D2) |
| 3 | AE | AE | x | D1x | D1 | D3x | (D2) | DEx |
| 4 | D1xx | D1x | D1 | D2x | (D2) | (D2) | DEx | DEx |
| 5 | D1x | D1x | D1 | (D2) | D3 | DEx | DE | DE |
| 6 | D1 | D1 | (D2) | DE | DE | DE | DE | DE |
| 7 | D2 | D2 | DE | DE | DE | DE | DE | DE |

SOVIET OFFENSIVES

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|
| 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

## SOVIET FORCE POOL

## SOVIET TRANSFERS

## SOVIET FLEET

SOVIET EP TRACK

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 100 |
|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 200 |

WORLD WAR II™
EUROPEAN THEATER OF OPERATIONS GAME