

# AXIS EMPIRES

## ULTIMATE EDITION

TOTALER KRIEG EXCLUSIVE GAME RULES



# TABLE OF CONTENTS

<b>GET READY TO PLAY</b> .....	<b>4</b>		
<b>Playing TK for the First Time</b> .....	4		
<b>TK Game Preparation</b> .....	4		
<b>Campaign Game Balancing</b> .....	5		
<b>LOOK-UP RULES</b> .....	<b>6</b>		
<b>18. Markers</b> .....	6		
<b>18.1</b> Airdrop .....	6		
<b>18.2</b> Airmobile Doctrine .....	6		
<b>18.3</b> Allied Collapse .....	6		
<b>18.4</b> Anti-Comintern Crusade .....	6		
<b>18.5</b> Beachhead .....	6		
<b>18.6</b> Blitz .....	6		
<b>18.7</b> Ceded Land .....	7		
<b>18.8</b> Convoy .....	7		
<b>18.9</b> Civil War [Capital, Territory] .....	7		
<b>18.10</b> Devastation .....	7		
<b>18.11</b> Enforced Peace .....	7		
<b>18.12</b> Failure [Command, Supply] .....	7		
<b>18.13</b> Free Passage .....	7		
<b>18.14</b> Influence [Axis, Soviet, Western] .....	7		
<b>18.15</b> Intensive Bombing .....	8		
<b>18.16</b> Jet Fighter Production .....	8		
<b>18.17</b> Lend-Lease .....	8		
<b>18.18</b> Logistics .....	8		
<b>18.19</b> Materiel Shortages .....	8		
<b>18.20</b> Military Takeover .....	8		
<b>18.21</b> Minor Country Production [+1, +2] .....	8		
<b>18.22</b> Mobilizing .....	8		
<b>18.23</b> Neutrality .....	8		
<b>18.24</b> No Occupation .....	8		
<b>18.25</b> No Retreat .....	8		
* <b>18.26</b> Pacific War Markers .....	9		
* <b>18.26.1</b> Pacific Limited War .....	9		
* <b>18.26.2</b> Pacific Total War .....	9		
<b>18.27</b> Partisan Base .....	9		
<b>18.28</b> Policy .....	9		
<b>18.29</b> Red Army .....	9		
<b>18.30</b> Reich Annex .....	9		
<b>18.31</b> Republican Support [Soviet, Western] .....	9		
<b>18.32</b> SS Europa .....	9		
<b>18.33</b> Strategic Hex Ownership .....	9		
<b>18.34</b> Surface Raiders .....	9		
<b>18.35</b> Truce .....	9		
<b>18.36</b> Type XXI U-boat Production .....	10		
<b>18.37</b> Ural Bomber Production .....	10		
<b>18.38</b> US Markers .....	10		
<b>18.38.1</b> European USCL .....	10		
<b>18.38.2</b> Increase USCL .....	10		
<b>18.38.3</b> Reduced US Impact .....	10		
<b>18.38.4</b> US Entry .....	10		
<b>18.38.5</b> US Victory Program .....	10		
<b>18.39</b> V-E Day .....	10		
<b>18.40</b> War Economy [+1, +2] .....	10		
<b>18.41</b> War Production .....	10		
<b>18.42</b> Weather [Mud, Storms, Snow] .....	11		
<b>18.43</b> ±1, ±2, etc. ....	11		
<b>19. Political Events</b> .....	11		
<b>19.1</b> Allies Support Resistance .....	11		
<b>19.2</b> Border War .....	11		
<b>19.3</b> Ceded Land .....	11		
<b>19.4</b> Civil War Defeat .....	11		
<b>19.5</b> Civil War Victory .....	12		
<b>19.6</b> Country Joins Axis .....	12		
<b>19.7</b> Country Resists .....	12		
<b>19.8</b> Coup Attempt .....	12		
<b>19.9</b> Coup D'etat .....	12		
<b>19.10</b> Declare War .....	12		
<b>19.11</b> Delay Reduction .....	13		
<b>19.12</b> Diplomatic Settlement .....	13		
<b>19.13</b> Diplomatic Success [Area] .....	13		
<b>19.14</b> Failure [Command, Supply] .....	13		
<b>19.15</b> Free Passage .....	13		
<b>19.16</b> Further Concessions .....	13		
<b>19.17</b> Germany Supports Nationalists .....	13		
<b>19.18</b> Gradual Decline .....	13		
<b>19.19</b> Influence .....	14		
<b>19.20</b> Mandated Offensive .....	14		
<b>19.21</b> Military Aid .....	14		
<b>19.22</b> Military Defeat .....	14		
<b>19.23</b> Military Takeover .....	14		
<b>19.24</b> Military Victory .....	14		
<b>19.25</b> Minor Country Created .....	14		
<b>19.26</b> Minor Country Politics .....	15		
<b>19.27</b> Neutrality .....	15		
<b>19.28</b> Neutrals Pressured .....	15		
<b>19.29</b> No Pasaran! .....	15		
<b>19.30</b> Pacific Commitment .....	15		
* <b>19.30.1</b> Pacific Commitment in TK .....	15		
© <b>19.30.2</b> Pacific Commitment in AE .....	16		
<b>19.31</b> Political Option .....	16		
<b>19.32</b> Production Success [Type] .....	16		
<b>19.33</b> Project Success: A-bomb .....	16		
<b>19.34</b> Provincial Independence .....	16		
<b>19.35</b> Republican Infighting .....	17		
<b>19.36</b> Special Weapons Success .....	17		
<b>19.37</b> Successful Ultimatum [Country] .....	17		
<b>19.38</b> Successful Improvements .....	17		
<b>19.39</b> The Bell Tolls for Thee .....	17		
<b>19.40</b> Volkssturm .....	17		
<b>20. Conditional Events</b> .....	17		
<b>20.1</b> Axis Permanent Conditional Events .....	17		
<b>20.1.1</b> Allied Minor Country Conquest .....	17		
<b>20.1.2</b> Axis Minor Country Occupation .....	18		
<b>20.1.3</b> Internment .....	18		
<b>20.2</b> Axis Option Card Conditional Events .....	18		
<b>20.2.1</b> Case Yellow .....	18		
<b>20.2.2</b> Ostland Accord .....	19		
<b>20.3</b> Western Permanent Conditional Events .....	19		
<b>20.3.1</b> Conquered Western Minor Country Reactivation .....	19		
<b>20.3.2</b> Axis or Soviet Minor Country Liberation .....	19		
<b>20.3.3</b> Their Finest Hour .....	20		
<b>20.3.4</b> Paris Threatened .....	20		
<b>20.3.5</b> Reduced US Impact .....	20		
<b>20.3.6</b> France Rises .....	20		
<b>20.3.7</b> Lend-Lease to France .....	20		
<b>20.3.8</b> Internment .....	20		
<b>20.4</b> Western Option Card Conditional Events .....	20		
<b>20.4.1</b> French Liberation .....	20		
<b>20.4.2</b> Operation Avalanche .....	20		
<b>20.5</b> Soviet Permanent Conditional Events .....	20		
<b>20.5.1</b> Conquered Soviet Minor Country Reactivation .....	20		
<b>20.5.2</b> Axis or Western Minor Country Liberation .....	21		
<b>20.5.3</b> Russian Emergency Mobilization .....	21		
<b>20.5.4</b> Border Defense Check .....	21		
<b>20.5.5</b> Russia Rises .....	22		
<b>20.5.6</b> Lend-Lease to Russia .....	22		
<b>20.5.7</b> Internment .....	22		
<b>20.6</b> Soviet Option Card Conditional Events .....	22		
<b>20.7</b> Internment & Repatriation .....	22		
<b>TRAINING SCENARIOS</b> .....	<b>23</b>		
<b>21. Case White</b> .....	23		
<b>21.1</b> Markers Setup .....	23		
<b>21.2</b> Axis Faction Setup .....	23		
<b>21.3</b> Western Faction Setup .....	23		
<b>21.4</b> Special Rules .....	23		
<b>22. Barbarossa</b> .....	24		
<b>22.1</b> Markers Setup .....	24		
<b>22.2</b> Axis Faction Setup .....	24		
<b>22.3</b> Soviet Faction Setup .....	24		
<b>22.4</b> Special Rules .....	25		
<b>23. The Fall of France</b> .....	25		
<b>23.1</b> Markers Setup .....	25		
<b>23.2</b> Axis Faction Setup .....	25		
<b>23.3</b> Western Faction Setup .....	25		
<b>23.4</b> Special Rules .....	26		

<b>ONE-MAP CAMPAIGN GAMES</b> .....	<b>27</b>	<b>30. 1941a: The World Will Hold Its Breath</b> .....	<b>36</b>	<b>PLAYERS NOTES</b> .....	<b>48</b>
<b>24. Fire in the East</b> .....	27	<b>30.1</b> Markers Setup .....	36	<b>Axis Faction Player Notes</b> .....	48
<b>24.1</b> Markers Setup .....	27	<b>30.2</b> Axis Faction Setup .....	36	Pre-War Decisions .....	48
<b>24.2</b> Axis Faction Setup .....	27	<b>30.3</b> Western Faction Setup .....	37	Supporting the Spanish Civil War .....	48
<b>24.3</b> Soviet Faction Setup .....	27	<b>30.4</b> Soviet Faction Setup .....	37	Pre-War Discards .....	48
<b>24.4</b> Special Rules .....	28	<b>30.5</b> Special Rules .....	37	Master Plan: West First or East First? .....	48
<b>25. The Great Crusade</b> .....	29	<b>31. 1941b: War Without Mercy</b> .....	38	Entering Limited War .....	48
<b>25.1</b> Markers Setup .....	29	<b>31.1</b> Markers Setup .....	38	Limited War Decisions .....	48
<b>25.2</b> Axis Faction Setup .....	29	<b>31.2</b> Axis Faction Setup .....	38	Master Plan: Invade England? .....	49
<b>25.3</b> Western Faction Setup .....	29	<b>31.3</b> Western Faction Setup .....	38	Master Plan: Open Turkey? .....	49
<b>25.4</b> Special Rules .....	30	<b>31.4</b> Soviet Faction Setup .....	39	Master Plan: A Long Limited War? .....	49
<b>TWO-MAP CAMPAIGN GAMES</b> .....	<b>31</b>	<b>31.5</b> Special Rules .....	39	Politics: Treaty vs. Puppet Government .....	49
<b>26. 1937: The Road to War</b> .....	31	<b>32. 1942: Turning Point</b> .....	39	Entering Total War .....	49
<b>26.1</b> Markers Setup .....	31	<b>32.1</b> Markers Setup .....	39	Total War Decisions .....	49
<b>26.2</b> Axis Faction Setup .....	31	<b>32.2</b> Axis Faction Setup .....	40	Master Plan: Which Europa? .....	49
<b>26.3</b> Western Faction Setup .....	31	<b>32.3</b> Western Faction Setup .....	40	Master Plan: Switching from Offense	
<b>26.4</b> Soviet Faction Setup .....	31	<b>32.4</b> Soviet Faction Setup .....	41	to Defense .....	50
<b>26.5</b> Special Rules .....	31	<b>32.5</b> Special Rules .....	41	The End Game .....	50
<b>27. 1938: Peace in Our Time</b> .....	32	<b>33. 1943: The Hinge of Fate</b> .....	41	<b>Western Faction Player Notes</b> .....	50
<b>27.1</b> Markers Setup .....	32	<b>33.1</b> Markers Setup .....	41	Pre-War Decisions .....	50
<b>27.2</b> Axis Faction Setup .....	32	<b>33.2</b> Axis Faction Setup .....	42	The Gathering Storm .....	50
<b>27.3</b> Western Faction Setup .....	32	<b>33.3</b> Western Faction Setup .....	42	Early French Card Choices .....	50
<b>27.4</b> Soviet Faction Setup .....	33	<b>33.4</b> Soviet Faction Setup .....	43	The Belgian Waffle .....	51
<b>27.5</b> Special Rules .....	33	<b>34. 1944: Closing the Ring</b> .....	43	The Spanish Civil War .....	51
<b>28. 1939: The War in Europe</b> .....	33	<b>34.1</b> Markers Setup .....	43	Limited War Decisions .....	51
<b>28.1</b> Markers Setup .....	33	<b>34.2</b> Axis Faction Setup .....	44	While Britain Sleeps .....	51
<b>28.2</b> Axis Faction Setup .....	33	<b>34.3</b> Western Faction Setup .....	44	Getting Ready for the Main Event .....	51
<b>28.3</b> Western Faction Setup .....	33	<b>34.4</b> Soviet Faction Setup .....	45	Total War Decisions .....	52
<b>28.4</b> Soviet Faction Setup .....	34	<b>34.5</b> Special Rules .....	45	Europe First? .....	52
<b>28.5</b> Special Rules .....	34	<b>35. 1945: Operation Unthinkable</b> .....	46	Closing the Ring .....	52
<b>29. 1940: Springtime for Hitler</b> .....	35	<b>35.1</b> Markers Setup .....	46	<b>Soviet Faction Player Notes</b> .....	52
<b>29.1</b> Markers Setup .....	35	<b>35.2</b> Western Faction Setup .....	46	Pre-War Decisions .....	52
<b>29.2</b> Axis Faction Setup .....	35	<b>35.3</b> Soviet Faction Setup .....	47	The Military Question .....	52
<b>29.3</b> Western Faction Setup .....	35	<b>35.4</b> Special Rules .....	47	The Political Question .....	53
<b>29.4</b> Soviet Faction Setup .....	36			Pact or Entente or Neither? .....	53
<b>29.5</b> Special Rules .....	36			Viva the Republic! .....	53
				Other Considerations .....	53
				Limited War Decisions .....	53
				The Fire in the East .....	54
				Total War Decisions .....	54
				The Ground Game .....	54
				<b>DESIGNER'S NOTES</b> .....	<b>55</b>
				<b>CREDITS</b> .....	<b>55</b>

## GET READY TO PLAY

This rulebook contains rules specific to *Totaler Krieg (TK)*, whether you are playing it as a standalone game, or as part of a combined *Axis Empires (AE)* game. This rulebook is divided into several sections:

- **Get Ready to Play:** The section you're reading right now includes advice on playing *TK* for the first time and general instructions for setting up a game.
- **"Look-Up" Rules—Sections 18–20:** These rules explain the effects of specific markers, Political Events, and Conditional Events that may occur. They're called "Look-Up" rules because you should look them up as you play.

**Clarification:** Look-up events are often italicized and cross-referenced when they appear, to help you find them quicker. This section starts with 18 because it continues the numbering from the *AE* Core Rulebook.

- **Training Scenarios—Sections 21–23:** This section contains three shorter scenarios for learning how to play *TK*.
- **One-Map Campaign Games—Sections 24–25:** For those who are short on space, we have two one-map campaign games.
- **Two-Map Campaign Games—Sections 26–35:** This is the meat of the book. There is a scenario for each year from 1937 to 1945; the critical year of 1941 has two scenarios.
- **Players Notes:** Some strategic advice for each faction.

### PLAYING TK FOR THE FIRST TIME

If you're new to *AE*, we recommend that you start with the *Case White* Training Scenario (21). You can learn it while playing by using this "jump start" procedure.

**Step 1:** Before you start playing, read the sections listed under "Read Before Playing" in the *Case White* Scenario instructions. That section will list the parts of the *AE* Core Rulebook you'll want to read first.

**Design Note:** If you're familiar with wargames, you should have little problem understanding the core concepts introduced in the *AE* Core Rulebook.

**Step 2:** Set up the *Case White* Scenario, following the steps listed in "Game Preparation" below and the setup instructions in 21.1–4.

**Step 3:** With the *AE* Core Rulebook in hand, you can begin playing. Follow the Sequence of Play closely—the rules are presented in the order you will use them in the game. Read a section, then play out that Phase or Segment. We've listed the important rules you'll encounter as you go through the Sequence of Play under "Read As You Play."

**Design Note:** You won't play quickly this way, but you should end up with a firm grasp of *TK*'s mechanics. And don't worry too much about getting something wrong. You'll have fun no matter what rules you don't get right the first time. We're happy to report that the game is pretty much indestructible this way.

**Step 4:** After you're feeling comfortable with *Case White*, try a run at the *Barbarossa* Training Scenario (22), then *The Fall of France* (23). Follow the same read-and-play strategy we've presented for you. Each scenario will introduce new rules to learn as you go.

**Step 5:** After a few training scenarios, you should feel comfortable enough to tackle one of the *TK* campaign games. At this time, go back and read the *entire* *AE* Core Rulebook before setting out to play.

**Design Note:** Be especially sure to read the rules on War States (12) in the *AE* Core Rulebook, because you won't have that section during the training scenarios.

You can read the "Look-Up" Rules sections of this book (18–20), but that isn't necessary—those are meant to be "looked up" as you play.

**Design Note:** You might also want to read the Players Notes in the back of this book—they contain useful information about the strategic decisions you'll face over the course of a game.

**Step 6:** Before tackling an *AE* campaign game, you might want to try the *DS* Training Scenario, *Tora Tora Tora* (39). The start of Total War is such an important operation for Japan that it's helpful to have a practice go at it.

### TK GAME PREPARATION

**Step 1:** Lay the maps and Force Pool Displays out on the table. The Eastern Europe Map should be placed on top of the edge of the Western Europe Map to line up properly. Distribute the proper Player Aid Sheets to each faction.

**Step 2:** Select a scenario. Place counters in the order listed by the scenario setup. Each faction sets up its own counters. When setting up:

- All Axis pieces in this Rulebook are *German* unless stated otherwise.
- All Western pieces are *British* unless stated otherwise.
- All Soviet pieces are *Russian* unless stated otherwise.

Historical IDs for ground units are in brackets (for example: 8-6-4 [4P]). A unit on its reduced side is indicated with the abbreviation "re:" (for example: 5-4-4 [re: 4P]). In most cases, it isn't necessary for players to use the historical units; these are included primarily for player interest.

© If you are playing an *AE* game, be sure to select scenarios with the same starting point for both maps. Do not use *any*\* counters when playing *AE*.

© **Example:** If you wanted to start an *AE* game in 1939, you'd use the *1939: The War in Europe* scenario (28) for setting up *TK* and the *1939: Fateful Decision* scenario (42) for setting up *DS*.

**Step 3:** If you're playing a campaign game, give each faction its standard deck of cards. Make sure they don't contain any +Separate Peace cards unless you're using that optional rule, or © cards for *DoD*. The Axis faction should also make sure it doesn't have any of the one-map campaign game cards (i.e., those with the letters "e" or "w" in the Card Numbers)—unless, of course, you're playing a one-map campaign.

Campaign Games that begin in 1938 or later will instruct each faction to remove certain cards from their decks. The setup instructions also list the card each faction begins with as its Pending Option Card (to be revealed on the first turn), along with any Selection Requirements that are considered to have been met for future card play.

## CAMPAIGN GAME BALANCING

Although we've tried to make *AE*'s scenarios as balanced as possible, players will eventually come to their own conclusions as to which side is favored in play. To keep a game balanced, experienced players can bid for sides.

**Clarification:** These suggestions work for *TK*, *DS*, or *AE* combined games.

Bids are made in terms of Strategic Hexes granted to the other side for determining Automatic Victory (0.2) or during the Final Victory Point Check (0.3). Bids do not impact any Seasonal Victory Point checks apart from those at the end of the game.

### Bidding for Two or Four Players:

**Step 1:** If playing with four players, first divide into two teams.

**Step 2:** Each player or team secretly writes down the side (Axis or Allies) it would prefer to be, and how many Strategic Hexes it is willing to grant to the other side. A zero bid is allowable.

**Step 3:** If one player or team selects the Axis and the other selects the Allies, then each player/team gets its choice without an award of Strategic Hexes to either side.

**Step 4:** If both players/teams select the same side, then the player/team that makes the largest bid gets its choice. (If the bids are tied, randomly select sides.) The player/team that did not get its choice receives the bid in Strategic Hexes at the end of the game.

**Step 5:** The two Allied players should determine between themselves who will play the Soviet faction and who will play the Western faction.

### Bidding for Three Players:

**Step 1:** Each player secretly writes down the side (Axis or Allies) it would prefer to be, and how many Strategic Hexes it is willing to grant to the other side. A zero bid is allowable.

**Step 2:** If one player selects the Axis and the other two select the Allies, then each player gets their choice without an award of Strategic Hexes to any side.

**Step 3:** If all three players select the Axis, or two players select the Axis and one player selects the Allies, then the player who makes the largest bid takes the Axis. If two or more players are tied for the largest bid, select the Axis player randomly from among the tie bids. The two remaining players take the Allied side and receive the Axis player's winning bid in Strategic Hexes at the end of the game.

**Step 4:** If all three players select the Allies, then the one who makes the *smallest* bid takes the Axis. (Again, if two or more players are tied for the lowest bid, select the Axis player randomly.) The Axis player receives the *largest* Allied bid in Strategic Hexes at the end of the game. The two remaining players take the Allied side.

**Step 5:** The two Allied players should determine between themselves who will play the Soviet faction and who will play the Western faction.

### © Bidding in *AE*:

When playing the *AE* combined game, each player or team writes down what it is willing to bid in *TK* and *DS* separately. Those two bids are then summed into a combined bid, which is used for resolution. The bids for both games must name the same side, though zero bids and *negative bids* are allowable.

**Example:** Alan, Bob, and Chuck have decided to play the *TK* 1939 campaign game (28). They decide to bid for sides. Alan and Chuck both think the Axis is favored slightly—Alan bids 0 and Chuck bids 1. Bob thinks the game favors the Allies a bit more and bids Allies 2. After the bids are revealed, Chuck becomes the Axis player. Alan and Bob will take the Allied war cause and receive credit for one additional Strategic Hex when it comes time to determine victory.

© But just before they're about to set up, Darren shows up. The four of them decide to play the *AE* combined game. First, they must form teams; Alan and Bob will take on Chuck and Darren. Then, they must bid for sides. Alan and Bob make a combined bid of Axis 1 (*TK* -1, *DS* 2), while Chuck and Darren make a combined bid of Axis 2 (*TK* 1, *DS* 1). Chuck and Darren will play the Axis powers. Alan and Bob will receive credit for one Strategic Hex on each map at the end of the game.

## LOOK-UP RULES

Remember, this section of the rules is called the “Look-Up” Rules because you will want to consult them as you play. It’s not necessary to read or memorize them before you begin.

### 18. MARKERS

#### 18.1 AIRDROP



When a Blitz-enabled airborne or helicopter unit performs an Airdrop (4.1.1), flip the counter over and place the Airdrop marker on the map.

**Effects:** While this marker is on the map:

- **During the Blitz Combat Segment only:** the attacker receives a one-column shift to the right for each Airdrop marker in the defending hex.
- Enemy units cannot retreat *into* a hex containing an Airdrop marker.
- Enemy units cannot trace a supply line *into* a hex containing an Airdrop marker.

**Removal:** This marker is removed per 4.1.4 in the Airdrop Landing Segment.

#### 18.2 AIRMOBILE DOCTRINE



When this marker is removed from the Turn Track, place it in the Axis Force Pool.

**Effect:** If this marker is in the Axis Force Pool, the Axis faction may conduct one Mobile Defense or Mobile Advance. After the Axis faction uses its Airmobile Doctrine marker, place it on the Turn Track to arrive next Turn.




**Clarification:** Do not place it in the Delay Box. Essentially, this marker allows the Axis faction to perform one Mobile Defense or Mobile Advance per turn.



**Mobile Defense:** A defending force is eligible to perform a Mobile Defense if it contains only *German* ground units. The Axis faction declares this immediately after the Combat Result is determined, but before it is implemented.

To perform a Mobile Defense, *one* required step loss (from an *Ex* 0/0 combat result, Retreat Conversion, or Attrition Result) is converted into *one* Retreat hex. This is in addition to hexes that must be Retreated due to a Retreat Result. The Axis faction decides at what point the step loss is converted.


A defending force containing an HQ (including one providing Ranged Support) and *not* containing any

unit with a Movement Allowance of 0 can conduct a Mobile Defense and Retreat up to *one* hex. The HQ itself is Retreated only if it is in the same hex as the defending force. This Retreat must occur *before* any Retreat Conversion takes place.

**Example:** A German two-step  and one-step  unit are stacked and attacked. The combat result is *Ex* 0/0. The attacker chooses to take a step loss, leaving the Axis faction to decide what to do. Normally, this defending force would have to take a step loss because it includes an  unit. Instead, the Axis faction declares it is conducting a Mobile Defense and Retreats these units one hex.

If the combat result was *Dr* 3 0/1, the force could Retreat one hex, but must then begin converting the two remaining Retreat result into step losses. Should the Axis faction eliminate a step from the  (removing it from the map), an  is no longer part of the defending force so the third Retreat result must be performed—it cannot be converted into a step loss.

**Mobile Advance:** An attacking force is eligible to perform a Mobile Advance if it contains only *German* ground units. The Axis faction declares this immediately after the Combat Result is implemented.

To perform a Mobile Advance, 1× German  may Advance After Combat if it participated in an attack *without* providing Ranged Support.

**Clarification:** In other words, it must be adjacent to the defending hex.

#### 18.3 ALLIED COLLAPSE



Place this marker in the Strategic Warfare Box when it is received.

**Effect:** This marker counts against the Allied factions when determining the Current Strategic Value (0.1.1).

#### 18.4 ANTI-COMINTERN CRUSADE



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

**Effect:** If this marker is in the Strategic Warfare Box and Russia’s Posture is War, the Axis faction receives one Anti-Comintern Crusade seasonal replacement step (1.3.2.3).

#### 18.5 BEACHHEAD



Place this marker per 2.2.3.5.

**Effects:** While this marker is on the map:

- A faction may be required to place a Blitz marker in the same hex (2.2.4).
- A ground unit may cross an All-Sea hexside to *enter* a hex containing a Beachhead marker.
- A ground unit can only cross the marker’s Beachhead Hexside to *exit* a hex containing a Beachhead marker.
- A hex with a Beachhead marker may be an Open Port.

**Clarification:** Note that a hex with a Beachhead marker cannot be an Air Base or Naval Base.

- An airborne or helicopter ground unit stacked on a Beachhead marker cannot conduct an Airdrop, as it must be in a Land hex to do so (4.1.1).
- An HQ unit stacked on a Beachhead marker *cannot* provide Ranged Support except to the adjacent hex across that marker’s Beachhead Hexside (4.2.1.2).
- There is a column shift to the left for attacks across a Beachhead Hexside, as specified on the Beachhead counter.
- A supply line can be traced across an All-Sea hexside if the hexside is part of a hex containing a Beachhead marker.

**Clarification:** You can trace across any All-Sea hexside, not just the Beachhead Hexside.

#### 18.6 BLITZ



The phasing faction places this marker per 2.2.4. The marker is removed in the affected faction’s Marker Segment (4.3).

**Effects:** While this marker is on the map:

- All friendly units within two hexes of the Blitz marker are Blitz-enabled, including those in the placement hex.
- A defending force cannot use Voluntary Retreat Conversion (4.2.5.3) in a City hex containing a Blitz marker.

## 18.7 CEDED LAND



Place this marker in the Ceded Lands Box or on the Turn Track, as directed by the scenario setup, event, or option card.

### Effects:

- **If a Ceded Land marker is in the Ceded Land Box:** that Country, Dependent, or Region is either part of the Country stated on the marker (if the marker reads “Ceded to”) or is a Dependent of the Country stated on the marker (if the marker reads “Dependent”).

**Clarification:** Note that some Countries, such as Austria and Czechoslovakia, disappear when ceded to another Country.

- **If a Ceded Land marker is removed from the Turn Track and...**
  - » **Pre-War is in effect:** Place the Ceded Land marker in the Ceded Land Box. If the Minor Country being ceded is Austria, Czechoslovakia, Switzerland, or ⓂCroatia, remove all counters belonging to that Minor Country from play. In all other cases, intern any Allied units in the Region being Ceded.
  - » **Limited War or Total War is in effect:** Place the Ceded Land marker in the Ceded Lands Box if the Minor Country it originally belonged to is a Conquered Minor Country. ▲ *Otherwise, set the marker aside for later use.*

## 18.8 CONVOY



Place this marker per 2.2.3.7.

### Effects:

- **If this marker is on its Troop Convoy side:** it can transport *one* unit up to its Transport Capacity using the Port-to-Port Movement Procedure (3.1.2).
- **If this marker is on its Supply Convoy side:** it allows the owning faction to trace a supply line across that Naval Zone (10.2).

## 18.9 CIVIL WAR [CAPITAL, TERRITORY]



Placed per scenario setup.

**Effect:** If the Republican Capital marker is in a Strategic Hex, it is considered under control of the Allied faction named on the Republican Support marker.

If a Republican Territory marker is in a City hex within a Breakaway Region (13.8.4), that Region may become a Neutral Minor Country if the *Provincial Independence* Political Event is applied to it (19.34).

A Capital marker in a Minor Country might prevent its activation through the *Country Joins Axis* (19.6) or *Influence* (19.19) Political Events.

## 18.10 DEVASTATION



This marker is placed via successful Devastation Marker Placement (2.2.3.6) or the *Project Success: A-bomb* Political Event (19.33). Once placed, Devastation markers are never removed.

**Effect:** During the Final Victory Point Check *only* (0.3):

- An Axis Strategic Hex with an Allied Devastation marker is controlled by the Allied faction that placed the marker.
- An Allied Strategic Hex with an Axis Devastation marker is controlled by the Axis faction.

**Clarification:** Devastation markers don't count for control during regular Victory Point Checks (0.1). And you don't get any credit for bombing your own Strategic Hexes, even if they're in enemy hands.

## 18.11 ENFORCED PEACE



When the *Ostland Accord* Conditional Event is performed (20.2.2), place this marker one year ahead on the Turn Track. When it comes off the Turn Track, remove it from the game.

**Effect:** If this marker is on the Turn Track, the Axis faction cannot “voluntarily” end the *Ostland Accord Policy* (13.6.1.2).

## 18.12 FAILURE [COMMAND, SUPPLY]



There are two Failure markers: *Failure: Command* and *Failure: Supply*. Each Failure has rules that limit the *faction* affected by them. Such a faction is referred to as a *Failure Affected Faction* (FAF).

**Failure Range:** Failure rules apply in the hex containing a Failure marker and all hexes within a five-hex range. These hexes are referred to as “Failure Hexes.”

**Failure Effects:** These rules apply while a Failure is in effect.

### Support Unit or Airdrop Marker Placement:

- An FAF support unit or Airdrop marker cannot be placed in a Failure Hex.
- An FAF support unit cannot contest the attempted placement of an enemy support unit in a Failure Hex.

### Movement:

- **If Failure: Supply is in effect:** a FAF ground unit cannot move *into* a Failure Hex containing an EZOC. **No exceptions.**
- **If Failure: Command is in effect:** a FAF ground unit cannot move *out of* a Failure Hex containing an EZOC. **No exceptions.**

### Combat:

- An FAF ground unit cannot conduct an Airdrop, Beachhead Landing, Advance After Combat, or Exploitation into a Failure Hex.

**Removing a Failure Marker:** This marker is removed in the affected faction's Marker Segment (4.3) and set aside for possible later use.

## 18.13 FREE PASSAGE



This marker is placed in the Capital of a Neutral Minor Country during setup when it is activated by the *Free Passage* Political Event (19.15).

**Effect:** While this marker is in a Minor Country's Capital, its ground units cannot use Operational Movement, Reserve Movement, Retreat, or Exploitation to enter a hex outside that Minor Country or one of its Dependents, nor can it attack such a hex.

**Clarification:** Free Passage markers can be removed by *Influence* (19.19) or *Neutrals Pressured* (19.28) events.

## 18.14 INFLUENCE [AXIS, SOVIET, WESTERN]



Place or remove the respective marker as instructed in a Neutral Country's Capital. There can be no more than *one* Influence or Neutrality marker in a Neutral Minor Country at any time.

**Effects:** If a Neutral Minor Country with an Influence marker is selected in the Political Events Segment for an event requiring a die roll, apply the indicated +1 or -1 DRM to all related rolls (in addition to any other Political DRMs).

An Influence marker in a Minor Country might cause or prevent its activation with the *Country Joins Axis* (19.6), *Free Passage* (19.15), or *Influence* (19.19) Political Events.

## 18.15 INTENSIVE BOMBING



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

**Effect:** If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to the Axis faction *unless* there is a Policy or Truce marker in the US Posture Box, or there is *no* US Air Base within nine hexes of a German Home Country City.

## 18.16 JET FIGHTER PRODUCTION



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

**Effect:** If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to all Allied *air* units, *except* those belonging to a Policy Affected Country or Truce Affected Country.

## 18.17 LEND-LEASE



When this marker is removed from the Turn Track, the Western faction may place it in either the Soviet Conditional Events Box or the Western Conditional Events Box.

The Western faction may remove this marker from a Conditional Events Box when applying the *Lend-Lease to France* Conditional Event (20.3.7). It can remove the marker from the game completely or put it in the Delay Box.

**Effect:** If this marker is in an Allied Conditional Events Box, that faction may be able to roll on the Lend-Lease Table in its Conditional Events Segment.

## 18.18 LOGISTICS



When a Logistics marker is removed from the Turn Track, place it in its owning faction's Force Pool. See 1.2.1 for the placement and removal of Logistics markers.

**Axis (OKH, OKW):** If one of these Logistics markers is in a hex that can trace an *overland* supply line (10.2.1) to a supply source in Germany, it is a Replacement Location for German units (1.3.4).

**Western (AFHQ, SHAEF):** If one of these Logistics markers is in a hex that can trace a supply line to the Eastern US/Canada Box, it is a Replacement Location for British and US units.

**Soviet (Stavka):** If this marker is in a hex that can trace an *overland* supply line (10.2.1) to a supply source in Russia, it is a Replacement Location for Russian units.

## 18.19 MATERIEL SHORTAGES



When this marker is removed from the Turn Track, the Axis faction must roll on the table on Axis card 36

*Materiel Shortages*. **Apply Political DRMs to the roll.** If this marker is removed from the Turn Track at the same time as the Increase USCL marker, the *Axis* faction may choose whether to roll on the table before or after the USCL is raised. After the roll, place the marker in the Strategic Warfare Box.

**Effect:** If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to the Axis faction.

## 18.20 MILITARY TAKEOVER



Place this marker in the Strategic Warfare Box per 19.23.

**Effect:** This marker counts against the Axis faction when determining the Current Strategic Value (0.1.1).

## 18.21 MINOR COUNTRY PRODUCTION [+1, +2]



Each faction has one of these markers. Place this marker in the Strategic Warfare Box when it is removed from the Turn Track.

**Effect:** A faction with a Minor Country Production +1 marker in the Strategic Warfare Box receives one Minor Country seasonal replacement step. A faction with a Minor Country Production +2 marker in the Strategic Warfare Box receives two Minor Country seasonal replacement steps (1.3.2.1).

## 18.22 MOBILIZING



This marker is placed in the Capital of a Neutral Minor Country when it is set up (13.7). This marker is removed in the affected faction's Marker Segment (4.3) and set aside for possible later use.

**Effect:** While this marker is in a Minor Country's Capital, its ground units may not use Operational Movement to enter a hex outside that Minor Country or one of its Dependents, nor may it attack such a hex.

## 18.23 NEUTRALITY



Place or remove the marker as instructed in a Neutral Minor Country's Capital. There can be no more than *one* Influence or Neutrality marker in a Neutral Minor Country at any time.

**Effects:** If a Neutral Minor Country with a Neutrality marker is selected in the Political Events Segment for an event requiring a die roll, apply the indicated -1 DRM (if the Axis faction is rolling) or +1 DRM (if an Allied faction is rolling) to all related rolls, in *addition* to any other Political DRMs.

A Neutrality marker in a Neutral Minor Country will prevent its activation with the *Country Joins Axis* (19.6), *Free Passage* (19.15), or *Influence* (19.19) Political Events.

## 18.24 NO OCCUPATION



Place this marker in the Capital of an Axis Minor Country when it is:

- activated by an Allied declaration of war (6.1.1) and the Axis faction chooses to place this marker.
- subjected to the *Operation Avalanche* Conditional Event (20.4.2).

**Effects:** While this marker is in a Minor Country's Capital:

- Its ground units cannot use Operational Movement, Reserve Movement, Retreat, or Exploitation to enter a hex outside that Minor Country or one of its Dependents, nor can it attack such a hex.
- The Minor Country is no longer subject to Axis Minor Country Occupation (20.1.2).

## 18.25 NO RETREAT



When this marker is removed from the Turn Track, place it on the VP Track in the VP Box containing the Axis Tide VP marker. If the VP marker reads *Allied Crusade*, place it in the 0 VP Box.

**Effects:** While this marker is on the map:

- The Axis Tide VP marker cannot move to the right of the No Retreat marker (0.1.2).
- The Allies must place the Allied Crusade marker in a higher-numbered VP Box to win the game (0.3).
- The Axis faction receives additional German replacements (1.3.2.4).
- The Axis faction may perform German FE fortress conversion (2.3.2.4).



## \*18.26 PACIFIC WAR MARKERS

### \*18.26.1 PACIFIC LIMITED WAR



When the Pacific Limited War marker is removed from the Turn Track, the Axis faction must roll one die (no DRM) on this table:

- 1–2: Limited War with Britain
- 3–4: Peace Continues
- 5–6: Limited War with Russia

**Clarification:** This table is printed on the back of the Pacific Limited War marker as a handy reference.

**Limited War with Britain:** The Western faction must do *one* of the following:

- Place the Pacific Limited War marker in the Western Pacific War Box.
- Remove card 23 *Commonwealth Support* from the game.

**Limited War with Russia:** Place the Pacific Limited War marker in the Soviet Pacific War Box.

**Peace Continues:** Place the Pacific Limited War marker ahead *two* Seasonal Turns on the Turn Track. **Exception:** Pacific Limited War must happen no later than Winter 1939. If it is the Winter 1939 Seasonal Turn, the *Axis* faction may choose to apply *Limited War with Britain* or *Limited War with Russia*.

**Example:** You are rolling for the Pacific Limited War marker in the May–June 1938 Turn and you get a 4. So the result is Peace Continues. You place the marker in the Nov–Dec 1938 Turn Box.

**Design Note:** A Japanese Limited War with Britain or Russia doesn't necessarily mean an active conflict. It also covers border incidents like the historical one at Nomonhan, or diplomatic matters that could have drawn the Allied forces to the region.

### \*18.26.2 PACIFIC TOTAL WAR



When the Pacific Total War marker is removed from the Turn Track, the Axis faction must roll one die (no DRM) on this table:

- 1–3: Total War with Britain
- 4–6: Total War with Russia

**Clarification:** Again, this table is printed on the back of the Pacific War marker as a handy reference.

Note that it's possible for Japan to fight Limited War against one faction and Total War against the other.

▲ **Total War with Britain:** Place the Pacific Total War marker in the Western Pacific War Box.

▲ **Total War with Russia:** Place the Pacific Total War marker in the Soviet Pacific War Box.

## 18.27 PARTISAN BASE



Place this marker in the Force Pool of the Allied faction receiving it. See 1.2.2 for its placement and removal.

**Effect:** If this marker is in a hex that does *not* contain an enemy ground or support unit, the hex is a Replacement Location and supply source for the units belonging to the Minor Country it is located in.

## 18.28 POLICY



Policy markers include *Appeasement*, *Cordon Sanitaire* ("Cordon" for short), *Franco-Russian Entente* ("Entente" for short), *Guarantees*, *Isolationism*, *Nazi-Soviet Pact* ("Pact" for short), *Ostland Accord* ("Ostland" for short), *Treaty of Locarno* ("Locarno" for short), and *Treaty of Rapallo* ("Rapallo" for short).

Place or remove from the respective Posture Box as instructed.

**Effect:** See Policies (13.6.1).

## 18.29 RED ARMY



These markers appear only in *The Great Crusade* one-map campaign scenario. Their use is explained in the scenario's Special Rules (25.4).

## 18.30 REICH ANNEX



When this marker is removed from the Turn Track, the Axis faction places it in an Axis Dependent, Active Axis Minor Country, or Conquered Allied Minor Country. The selected Dependent or Country must share a Border with Germany. The Axis Faction **cannot** select France, Italy, or Vichy.

**Effect:** If the Reich Annex marker is in a Minor Country or Dependent, that area is ceded to Germany. Remove all counters belonging to that Minor Country from play.

## 18.31 REPUBLICAN SUPPORT [SOVIET, WESTERN]



Placed per scenario setup.

**Effect:** This marker indicates which Allied faction is responsible for the Republican side in the Civil War Country.

## 18.32 SS EUROPA



When this marker is removed from the Turn Track, place it on the VP Track in the VP Box containing the Axis Tide VP marker. If the VP marker reads *Allied Crusade*, place it in the 0 VP Box.

**Effects:**

- The Axis faction receives additional German replacements (1.3.2.5).

## 18.33 STRATEGIC HEX OWNERSHIP

These markers are simply reminders. Players may use them to record the control of Strategic Hexes on the Current Strategic Value Display (0.1.1).

## 18.34 SURFACE RAIDERS



When this marker is removed from the Turn Track, place it in the Axis Force Pool.

**Effect:** In an Axis Support Segment, the Axis faction may take this marker from the Axis Force Pool and place it in the Naval Warfare Delay Box.

If the Axis faction does this, the Western faction must immediately take *two* friendly support units from the Western Force Pool to "match" the placement. Air units (*including CV Strike units*) that are selected to match are placed in the Delay Box. Fleet units that are selected to match are placed in the Naval Warfare Delay Box.

**Clarification:** If the Western faction has only one support unit in its Force Pool, just place that unit in its Delay Box. There is no additional penalty.

## 18.35 TRUCE



Truce markers include *Armistice*, *Negotiation*, and *Reassess Policy*.

Place or remove from the respective Posture Box as instructed.

**Effect:** See Truces (13.6.2).

**Clarification:** Reassess Policy and Armistice Truce markers have red borders to remind you they can only be reduced on Seasonal Turns.

## 18.36 TYPE XXI U-BOAT PRODUCTION



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

**Effect:** If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to all *Western* units and markers, *except* those belonging to a Policy Affected Country or Truce Affected Country.

## 18.37 URAL BOMBER PRODUCTION



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

**Effect:** If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to all *Soviet* units and markers, *except* those belonging to a Policy Affected Country or Truce Affected Country.

## 18.38 US MARKERS

### 18.38.1 EUROPEAN USCL



Place this marker on the USCL Track per the scenario setup.

**Effect:** The USCL applies a Political DRM and DRMs to Axis and Western Delay rolls, as indicated by the USCL Track.

### 18.38.2 INCREASE USCL



When Total War begins, place this marker *three Seasonal Turns* ahead on the Turn Track.

**Effect:** Each time this marker is removed from the Turn Track, advance the USCL marker one box on the USCL Track, then place the Increase USCL marker *four Seasonal Turns* (i.e., one Year) ahead on the Turn Track. The USCL marker stops advancing once it reaches the USCL 4 Box.

**Example:** It is Mar–Apr 1943 and the Increase USCL marker comes off the Turn Track. The European USCL marker, which is in the USCL 1 Box on the USCL Track, is placed in the USCL 2 Box, and the Increase USCL marker is placed in the Mar–Apr 1944 Turn Box.

### 18.38.3 REDUCED US IMPACT



If the Western *Reduced US Impact* Conditional Event (20.3.5) is in effect, place this marker in the Strategic Warfare Box.

**Effect:** If this marker is in the Strategic Warfare Box and the USCL is 1 or more, the Axis faction receives a –1 Delay DRM.

### 18.38.4 US ENTRY



Place this marker as directed when Total War goes into effect on a map (12.3).

**Effect:** When removed from the Turn Track, end any Policy or Truce that applies to the US.

### 18.38.5 US VICTORY PROGRAM



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

**Effects:** While this marker is in the Strategic Warfare Box:

- The Western faction receives additional US replacements (1.3.2.8).
- There is a +1 Delay DRM for all Western units.
- There is a +1 DRM on the Lend-Lease Table.

### 18.39 V-E DAY



Place the V-E Day marker four Years ahead on the Turn Track from the Turn that Total War goes into effect.

**Effect:** When this marker is removed from the Turn Track, the game ends. Conduct a Final Victory Point Check (0.3). **Exception:** In *AE*, the game does not end until *both* the V-E and V-J Day markers are removed (0.4). Also see “Unconditional Surrender” below.

**Unconditional Surrender:** When the V-E Day marker is removed from the Turn Track, the Axis faction *may* return the marker to the Turn Track if all of the following conditions are true:

- The Axis No Retreat or SS Europa marker is on the VP Track.
- There is at least one Axis Strategic Hex inside Germany without an Allied ground unit or Devastation marker in it.
- *No Axis Strategic Hex inside Germany contains an A-bomb Devastation marker.*
- The V-J Day marker is still on the DS Turn Track.

**Clarification:** If you remove both the V-E Day and V-J Day markers from their respective Turn Tracks during the same turn, you cannot place either one back on the Turn Track. Your *AE* game is now officially over.

Until the V-J Day marker gets picked up though, you can keep replacing the V-E Day marker each turn as long as you meet the conditions above.

If the Axis faction places the V-E Day marker back on the Turn Track, the marker is placed in the very next Turn Box (i.e., so it will get picked up at the beginning of the next turn). The Axis faction *also* scores one *Bonus VP* for extending the *TK* game (0.4).

**Clarification:** You can record Bonus VPs earned by placing a +1 (or +2, +3 or +4, as appropriate) marker on the VP Track, next to the No Retreat or SS Europa marker.

**Design Note:** The Bonus VPs are there to make the Allies stick to their “unconditional surrender” war aims. Because the Allies cannot earn more than 4 VPs on a map, you can keep the Allies from winning if V-E Day occurs before V-J Day and you keep Germany in the war long enough.

### 18.40 WAR ECONOMY [+1, +2]



Place this marker in the Strategic Warfare Box when removed from the Turn Track, or as instructed by Minor Country Setup rules.

Countries with a War Economy marker are France, Italy, Poland, Spain, and Turkey.

**Clarification:** The Ukraine and Austria-Hungary War Economy markers are for use in *DoD* only.

**Effect:** A Minor Country with a War Economy +1 marker in the Strategic Warfare Box receives one seasonal replacement step. A Minor Country with a War Economy +2 marker in the Strategic Warfare Box receives two seasonal replacement steps (1.3.2.1).

### 18.41 WAR PRODUCTION



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

**Effect:** If this marker is in the Strategic Warfare Box, it provides a –1 Delay DRM to the owning faction.

## 18.42 WEATHER [MUD, STORMS, SNOW]



These markers are simply reminders. Players may use them as needed to indicate the current weather in Weather Areas on the map.

## 18.43 ±1, ±2, ETC.



These markers are simply reminders. Players may use them to record Bonus VPs earned by the Axis faction. They may also be used in the Delay Box to record a faction's combined Delay DRM.

## 19. POLITICAL EVENTS

### 19.1 ALLIES SUPPORT RESISTANCE

**If the Axis faction received this event:** Roll one die (no DRM). The indicated Allied faction may apply one of the following events listed in the next paragraph.

**1–3:** Western

**4–6:** Soviet

**If an Allied faction received this event:** It may do one of the following:

- **Civil War Offensive:** Roll on the Civil War Table, but only if there is a Civil War Country.
- **+ East Africa Offensive:** If the East Africa Optional Rule (+17.6) is in effect and an East Africa marker is on the Turn Track, move that marker one Turn Box to the left (so that it comes off the track one turn sooner).
- **Partisan Recruitment:** If Pre-War is not in effect, select a Partisan Base marker and place it in the Allied faction's Force Pool.
- **Partisan Warfare:** Select one hex on the map containing any of the following units or markers:
  - » An Axis Detachment or Logistics marker, but *not* one alone in an Island hex.
  - » An Axis colonial unit.
  - » An Axis Minor Country unit.
  - » An Axis multi-national unit that has an Axis Minor Country unit in its Holding Box.
  - » A German SS unit, but *only* if the SS Europa marker is on the VP Track.

The Axis faction must remove a Detachment or Logistics marker, or eliminate *one* colonial, Minor Country, or SS step, from the selected hex. Where a choice exists, a step must be eliminated before removing a marker (4.2.6.2).

**Clarification:** You may select an Island hex that contains both a Detachment or Logistics marker and an Axis colonial or Minor Country unit. If the Island hex

contains only a Detachment or Logistics marker, you cannot select it.

**Example:** The Western faction selects a hex containing the two-step Axis *Med* and no other units. The Axis faction must eliminate the Minor Country unit located in the Axis *Med* Holding Box. This requires the unit to break down, so a one-step German -type unit is placed in the hex. The itself is placed in the Delay Box.

## 19.2 BORDER WAR

**If the Axis faction received this event:**

Activate the Neutral Minor Country as an *Axis* Country. Then the Axis faction must select a Neutral Minor Country that shares a Border with the Axis Country *or* one of its Dependents, and activate that Country as an *Allied* Country per 13.5. If there are no such Neutral Minor Countries available, then no Country is activated as an Allied Country.

**If an Allied faction received this event:**

Activate the Minor Country as an *Allied* Country. Then the Allied faction must select a Neutral Minor Country that shares a Border with the Allied Country *or* one of its Dependents, and activate that Country as an *Axis* Country. If there are no such Neutral Minor Countries available, no Country is activated as an Axis Country.

## 19.3 CEDED LAND

The Major Country receives the indicated Region as a Dependent or addition to its Home Country territory. The faction that received this event must indicate the change of ownership by placing or removing that Region's marker in the Ceded Lands Box.

That faction may also take *one* Detachment marker from its Force Pool and place it in a Port or City hex in the Ceded Land.

**Example:** The Axis faction plays card 10 *Demand Austria* and receives this event. The Axis faction places the Austria Ceded to Germany marker in the Ceded Lands Box, and Austria is now German Home Country territory.

**If the Axis faction received this event and the Neutral Minor Country ceding the land...**

- contains a Neutrality or Axis Influence marker, remove that marker.
- does not contain a Neutrality or Influence marker and does not share a Border with a Soviet country, place a Western Influence marker in the Country.

- does not contain a Neutrality or Influence marker but does share a Border with a Soviet country, roll one die (no DRM).
  - 1–3:** place a Western Influence marker in the Country.
  - 4–6:** place a Soviet Influence marker in it.

**If an Allied faction received this event and the Neutral Minor Country ceding the land...**

- contains a Neutrality or Allied Influence marker, remove that marker.
- does not contain a Neutrality or Influence marker, place an Axis Influence marker in the Country.

**Clarification:** Obviously, you don't place any Influence marker anywhere if the Country no longer exists after being ceded.

**Example:** The Soviet Current Card is card 11 *Demand Eastern Poland*, and Poland is neutral. The Soviet faction receives a *Ceded Land* result. It places the Russian Eastern Poland Ceded Region marker in the Ceded Lands Box, and then places an Axis Influence marker in Poland. If Poland was not a Neutral Minor Country, or if it already had an Axis Influence marker, then no Influence marker would be placed.

## 19.4 CIVIL WAR DEFEAT

**If a Civil War is *not* in effect:** Treat this as No Result.

**If a Civil War is in effect and the Axis faction rolled this event:** The Allied faction named on the Republican Support marker must select a Nationalist Territory or Capital marker and flip it to its other side. The Nationalist Capital marker *cannot* be flipped unless it is the only Nationalist marker remaining.

**If all Territory and Capital markers in a Civil War Country are now on their *Republican* sides:** remove all Civil War markers *except* the Republican Capital and Republican Support markers. The Allied faction named on the Republican Support marker may then select an Area Table and roll on it. If the result is a Neutral Minor Country, apply *Influence* (19.19) to it. The Civil War is no longer in effect.

**If a Civil War is in effect and an Allied faction rolled this event:** The Axis faction must select a Republican Territory or Capital marker and flip it to its other side. The Republican Capital marker *cannot* be flipped unless it is the only Republican marker remaining.

**If all Territory and Capital markers in a Civil War Country are now on their *Nationalist* sides:** remove *all* Civil War markers from the game. The Axis faction may then select an Area Table and roll on it. If the result is a Neutral Minor Country, apply *Influence* (19.19) to it. The Civil War is no longer in effect.

## 19.5 CIVIL WAR VICTORY

**If a Civil War is *not* in effect:** Treat this as No Result.

**If a Civil War is in effect and the Axis faction rolled this event:** The Axis faction must select a Republican Territory or Capital marker and flip it to its other side. The Republican Capital marker *cannot* be flipped unless it is the only Republican marker remaining.

**If all Territory and Capital markers in a Civil War Country are now on their *Nationalist* sides:** remove *all* Civil War markers from the game. The Axis faction may then select an Area Table and roll on it. If the result is a Neutral Minor Country, apply *Influence* (19.19) to it. The Civil War is no longer in effect.

**If a Civil War is in effect and an Allied faction rolled this event:** The Allied faction named on the Republican Support marker must select a Nationalist Territory or Capital marker and flip it to its other side. The Nationalist Capital marker *cannot* be flipped unless it is the only Nationalist marker remaining.

**If all Territory and Capital markers in a Civil War Country are now on their *Republican* sides:** remove all Civil War markers *except* the Republican Capital and Republican Support markers. The Allied faction named on the Republican Support marker may then select an Area Table and roll on it. If the result is a Neutral Minor Country, apply *Influence* (19.19) to it. The Civil War is no longer in effect.

## 19.6 COUNTRY JOINS AXIS

**If the Neutral Minor Country does *not* contain a Neutrality marker, Allied Influence marker, or Republican Capital marker:** Activate it as an Axis Minor Country (13.7).

**If the Neutral Minor Country *does* contain a Neutrality marker, Allied Influence marker, or Republican Capital marker:** Remove *one* Neutrality, Influence, or Republican Capital marker from the Neutral Minor Country.

**Clarification:** It will take multiple “hits” to bring a country with a Neutrality, Allied Influence, or Republican Capital marker in on the Axis side.

**Example:** The Axis faction plays card 28a *Treaty* and selects Yugoslavia, which contains a Western Influence marker. The result is Country Joins Axis. Because of the Influence marker, Yugoslavia is not activated as an Axis Minor Country, but the Influence marker is removed.

## 19.7 COUNTRY RESISTS

**If the Axis faction received this event, and:**



- **Pre-War is in effect:** Determine the Neutral Minor Country’s alignment (13.5), then determine its Posture (13.6).
  - » **If the Neutral Minor Country’s Posture is *Locarno* or *Cordon*:** the Axis faction must roll on the International Crisis Table. **▲ Exceptions:** *If the Neutral Minor Country is the Baltic States, the Soviet faction must take all Outbreak of War counters in its TK Conditional Event Box and place them in the Delay Box. If the Neutral Minor Country is Belgium-Holland, the Western faction must take all Outbreak of War counters in its TK Conditional Event Box and place them in the Delay Box.*

**Clarification:** Do not roll on the International Crisis Table for the Baltic States or Belgium-Holland. Pre-War is still in effect even though an Allied faction has mobilized for war.

- » **If the Neutral Minor Country’s Posture is *Guarantees*, *Entente*, or *Pact*:** activate it as an Allied Country and end its Policy (13.6.1.2). Limited War is now in effect (12.2). Also see “Country Activated” below.

- **Limited War or Total War is in effect:** Activate the Neutral Minor Country as an Allied Country after determining its alignment (13.5). If the Minor Country is found to be a PAC, end that Policy (13.6.1.2). Also see “Country Activated” below.



**If the Western faction received this event, and:**

- **Britain is a PAC:** The Western faction must eliminate 1× British  step or 2× British  steps from any hex(es) on the map.

**Clarification:** The eliminated steps do not have to come from the same unit or hex.

- **Britain is not a PAC:** The Axis faction must activate the selected Neutral Minor Country as an Axis Country. Also see “Country Activated” below.

**If the Soviet faction received this event, and:**

- **Russia is a PAC:** The Soviet faction must eliminate 1× Russian  step or 2× Russian  steps from any hex(es) on the map.
- **Russia is not a PAC:** The Axis faction must activate the selected Neutral Minor Country as an Axis Country. Also see “Country Activated” below.

**Example:** Russia’s Posture is Pact, the Soviet Current Card is card 18 *Demand Finnish Frontier* and a *Country Resists* result occurs. The Soviet faction eliminates two infantry steps. That’s the 1939 Russo-Finnish Winter War in a nutshell.

**Country Activated:** Set up the Minor Country per 13.7. The phasing faction receives *one* Blitz marker to place in its next Support Segment.

## 19.8 COUP ATTEMPT

The faction that received this event must do *two* of the actions listed below. The same action *cannot* be selected twice.

- Select one friendly Major Country support unit from the Force Pool and place it in the Delay Box.
- Eliminate two friendly Major Country steps from any hex(es) on the map. If possible, the steps must be armor-type steps. The steps do not have to come from the same unit nor the same hex.
- Select one friendly Major Country HQ unit from a hex on the map and place it in the Delay Box.

**Clarification:** The steps are lost—you do not get to perform breakdown first.

## 19.9 COUP D’ETAT

**If an Allied faction received this event:**

Activate the Neutral Minor Country as an Axis Country, but do not perform a Mobilization Roll for it (13.7.1).

**If the Axis faction received this event:**

Activate the Neutral Minor Country as an Allied Country (per 13.5), but do not perform a Mobilization Roll for it.

## 19.10 DECLARE WAR

**If an Allied faction received this event:** Activate the Neutral Minor Country as an Axis Country.

### If the Axis faction received this event:

Activate the Neutral Minor Country as an *Allied* Country after determining its alignment (13.5). If the Minor Country is a PAC, end that Policy (13.6.1.2).

## 19.11 DELAY REDUCTION

The faction may select *one* friendly *unit* on the Turn Track and move it one box to the left, so that it arrives sooner. The selected unit cannot be moved to the current Game Turn.

§ If using SK, check §10.3 as well.

**Clarification:** You cannot apply *Delay Reduction* to a marker.

## 19.12 DIPLOMATIC SETTLEMENT

Determine the resisting Neutral Minor Country's alignment (13.5). The Allied faction responsible for it may apply *Influence* (19.19) to *one* Minor Country sharing a Border with the resisting Neutral Minor Country. Then the Axis faction *must* perform the *Ceded Land* Political Event (19.3) on the resisting Neutral Minor Country.

## 19.13 DIPLOMATIC SUCCESS [AREA]

Select the Area Table corresponding to the Area named in the event and roll one die. If the modified result is a Neutral Country, apply *Influence* (19.19) to it.

## 19.14 FAILURE [COMMAND, SUPPLY]

There are two types of Failure Political Events: *Failure (Command)* and *Failure (Supply)*. Each Failure has a marker and set of rules that limit the *faction* affected by them (18.12).

**If an Allied faction suffers a Failure:** The Axis faction places the appropriate Allied Failure marker in any hex on the map. After placing the marker, the Axis faction may take *one* support unit belonging to the Allied faction suffering the Failure and put it in the Delay Box. This unit can come from the Allied faction's Force Pool, a hex on the map, or the Turn Track.

**If the Axis faction suffers a Failure:** The Axis faction must select *one* of the Allied factions. That faction places the appropriate Axis Failure marker in any hex on the map. After placing the marker, that Allied faction may take *one* Axis support unit and put it in the Delay Box.

## 19.15 FREE PASSAGE

### If the Neutral Minor Country does *not* contain a Neutrality or enemy Influence marker:

Activate it as a friendly Minor Country (13.7), but place a Free Passage marker (18.13) instead of a Mobilizing marker in the country and do not perform a Mobilization Roll.

### If the Neutral Minor Country *does* contain a Neutrality or enemy Influence marker:

Remove the Neutrality or enemy Influence marker.

## 19.16 FURTHER CONCESSIONS

**If the selected Neutral Minor Country is Baltic States, Finland, Poland, Rumania, or Turkey, and that Neutral Country has *not* yet ceded a Region to Russia:** Place the Russian Ceded Land marker associated with that Country in the Ceded Lands Box.

- **Baltic States:** Baltic States or Northern Baltics (see 13.8.1.2)
- **Finland:** Finnish Frontier
- **Poland:** Eastern Poland
- **Rumania:** Bessarabia
- **Turkey:** Turkish Frontier

If the Minor Country ceding the land contains a Neutrality or Allied Influence marker, remove that marker. If the Minor Country ceding the land does not contain a Neutrality or Influence marker, place an Axis Influence marker in the Minor Country.

### If the selected Neutral Minor Country is Finland, Poland, or Rumania, and that Minor Country *has* ceded a Region to Russia:

The entire Minor Country becomes a Russian Dependent and is removed from play (see 13.8.1.3). Flip the Russian Ceded Land marker associated with that Country over in the Ceded Lands Box to its back side.

The Soviet faction may take *one* Detachment marker from its Force Pool and place it in any Port or City hex in the Ceded Land.

### If the selected Neutral Minor Country is Turkey, and Turkey *has* ceded a Region to Russia:

Place the Russian Turkish Straits marker in the Ceded Lands Box (**Exception:** If the British Turkish Straits marker is already in the Ceded Lands Box, treat this event as No Result).

The Soviet faction may take *one* Detachment marker from its Force Pool and place it in Istanbul (e2508).

If Turkey contains a Neutrality or Allied Influence marker, remove that marker. If Turkey does not contain a Neutrality or Influence marker, place an Axis Influence marker in Ankara (e2412).

### If the selected Neutral Minor Country is *any other* Country:

The Soviet faction may change this event to *Influence* (19.19) and apply it to the selected Neutral Minor Country.

Ⓢ **Exception:** If the selected Neutral Minor Country is Armenia, Austria-Hungary, Azerbaijan, Byelorussia, Caucasus, Crimea, Donbass, Sweden, or Ukraine see Ⓢ7.2.

## 19.17 GERMANY SUPPORTS NATIONALISTS

Regardless of which faction received this event, the *Axis* faction may do *one* of the following:

- **Civil War Offensive:** Roll on the Civil War Table, but only if there is a Civil War Country.
- **+ East Africa Offensive:** If the East Africa Optional Rule (+17.6) is in effect and an East Africa marker is on the Turn Track, move that marker one Turn Box to the right (so that it comes off the track one turn later).
- **Nationalist Recruitment:** Receive and place one German colonial or Axis Minor Country replacement step.
- **Nationalist Warfare:** Select one hex on the map containing any of the following units or markers:
  - » An Allied Detachment or Logistics marker, but *not* one alone in an Island hex.
  - » An Allied colonial unit.
  - » An Allied Minor Country unit.
  - » An Allied multi-national unit that has an Allied Minor Country unit in its Holding Box.

The Allied faction must remove a Detachment or Logistics marker, or eliminate *one* colonial or Minor Country step, from the selected hex. Where a choice exists, a step must be eliminated before removing a marker (4.2.6.2).

**Clarification:** You may select an Island hex that contains both a Detachment or Logistics marker and an Allied colonial or Minor Country unit. If the Island hex contains only a Detachment or Logistics marker, you cannot select it.

Ⓢ **Reminder:** If you are playing with *DoD*, the Axis has an additional option with this Political Event (Ⓢ7.3).

## 19.18 GRADUAL DECLINE

The Axis faction must do all of the following:

**Step 1:** Apply *Influence* (19.19) to *one* Minor Country sharing a Border with the resisting Neutral Minor Country.

**Design Note:** A neighboring country responds favorably to Hitler's promises of land from the declining minor.

**Step 2:** ▲ roll one die (no DRM), then place the Ceded Land marker associated with the resisting Minor Country that many *Seasonal Turns* ahead on the Turn Track.

**Step 3:** Activate the Minor Country as an Allied country per 13.7.1, but do *not* perform a Mobilization Roll for it and do *not* end its Policy. Pre-War remains in effect.

**Clarification:** See 18.7 for what happens when the Ceded Land marker comes out of the Delay Box.

**Example:** The Axis faction reveals card 12 *Demand Czechoslovakia* in its Aug–Sept 1938 turn and gets this result. It applies *Influence* to Hungary, a Neutral Minor Country that shares a border with Czechoslovakia. Then it rolls a 2 on an unmodified die for the Czech Ceded Land marker—that means the marker is placed in the Mar–Apr 1939 *Seasonal Turn* box.

**Design Note:** This is the historical result of the Munich Crisis.

## 19.19 INFLUENCE

The faction that received this event may do *one* of the following:

- **Active Involvement:** Activate the selected Neutral Minor Country as a friendly Minor Country. To choose this option, there must be a friendly Influence marker in the Country. Exceptions: If Pre-War is in effect, a Neutral Minor Country with a Posture of Locarno or Cordon cannot be activated as an Allied Minor Country. This option cannot be chosen if there is an enemy Capital marker in the Minor Country.

**Clarification:** The Locarno or Cordon Postures would not prevent a Minor Country from activating as an Axis Minor Country.

**Example:** Limited War is in effect, Rumania has a Soviet Influence marker in it, and the Soviet faction received an *Influence* result. It can activate Rumania as a Soviet Country. If the Axis or Western faction received the *Influence* event here, it could either remove the Soviet marker, or treat it as a No Result and do nothing.

- **Diplomatic Shift:** Place a friendly Influence marker in the selected Neutral Minor Country. This option cannot be chosen if there is a Neutrality, enemy Influence, or enemy Civil War Capital marker in the country.
- **Diplomatic Split:** Remove a Neutrality or enemy Influence marker from the selected Neutral Minor Country.

- **Reconstruction:** Remove the Civil War Capital and Republican Support markers from the selected Neutral Minor Country. This option cannot be chosen if a Civil War is in effect.
- **Wider Involvement:** Remove a Free Passage or No Occupation marker from the selected Friendly Minor Country.

## 19.20 MANDATED OFFENSIVE

The phasing faction must do *one* of the following:

- Immediately conduct one attack that includes a friendly armor-type unit. Although this attack takes place in the Political Events Segment, follow the Regular Combat Segment rules to resolve it.
- Eliminate one friendly armor-type step from any unit in a hex on the map.

**Design Note:** Refusal to follow orders results in a purge of the ranks.

## 19.21 MILITARY AID

The phasing faction may do *one* of the following:

- Receive one Minor Country step unit and place it as a replacement (1.3.4).
- Receive one colonial step unit and place it as a replacement.
- Turn this event into a Delay Reduction (19.11) Political Event and resolve it immediately.

## 19.22 MILITARY DEFEAT

The Axis faction must eliminate 1× German ☐ step or 2× German ☒ steps from any hexes on the map.

After the steps are removed, the Axis faction must take any *Outbreak of War* counters it has in its *TK* Conditional Event Box and place those pieces in the Delay Box.

**Clarification:** The eliminated steps don't have to come from the same unit or the same hex. Pre-War is still in effect even though the Axis faction has mobilized for war. Unlike *Military Victory* (19.24), here the Allied factions remain complacent after the German defeat.

**Design Note:** The German step losses for this event (and *Military Victory*) are always the same, regardless of whether the resisting minor is a defenseless pushover like Austria or a tough nut like Switzerland. The step losses here don't necessarily represent battlefield casualties only. The losses might also represent demilitarization after a short war or the results of a coup attempt against Hitler.

## 19.23 MILITARY TAKEOVER

The Axis faction must do *both* of the following:

- Place a Military Takeover marker (18.20) in the Strategic Warfare Box.
- If a Posture Box contains a Truce marker, the Axis faction may increase or reduce it by one level (13.6.2.3). Each Posture Box is treated separately, and the Axis faction may independently affect all such Posture Boxes. Then place a Negotiation marker in every Posture Box that does not already contain a Truce marker.

**Design Note:** The new German government opens peace talks with the Allied powers.

## 19.24 MILITARY VICTORY

The Axis faction must eliminate 1× German ☐ step or 2× German ☒ steps from any hex(es) on the map and then perform the *Ceded Land* Political Event (19.3).

After the steps are removed, *each* faction must take any *Outbreak of War* counters it has in its *TK* Conditional Event Box and place them in the Delay Box.

**Clarification:** Pre-War is still in effect even though all factions have mobilized for war. Unlike *Military Defeat* (19.22), here the Allied factions are shocked into action by the German triumph.

## 19.25 MINOR COUNTRY CREATED

The Axis faction may select *one* Conquered Minor Country or *one* eligible Dependent or Region (13.8.2) with all of its City hexes and hexes containing Allied Partisan Bases under Axis control. The area selected becomes an active *Axis* Minor Country. For a Dependent or Region, the City identified as a Provisional Capital within its borders becomes its Capital.

Add the Minor Country's units to the Axis Force Pool, removing them from the Allied Conquered Minor Countries Box, or adding its N units or previously removed units to play as necessary.

Intern any Allied Partisan Base markers in the new Country (20.7).

If there is a German Ceded Land marker with the same name as the new Minor Country in the Ceded Lands Box, remove that marker from the game.

**Example:** The Ukraine German Dependent marker is in the Ceded Lands Box to note that Region has become a

German Dependent. If the Axis faction applies this event to create an Axis Ukraine, the German Dependent marker would be removed.

If a German colonial unit specifically associated with the Minor Country (*By*, *Don*, or *Uk*) is on the map, Turn Track, or in the Axis Force Pool, remove that unit from the game.

**Example:** If the Axis creates Donbass as a Minor Country, it has to remove the *Don* colonial unit.

## 19.26 MINOR COUNTRY POLITICS

**If Pre-War or Limited War is in effect:** The faction that received this event must select an Area Table and roll one die. If the result yields a Minor Country or Dependent, check the following.

- **If the result is a Neutral Minor Country:** Regardless of which faction triggered this event, the Axis faction may treat this as a No Result or select the Neutral Minor Country and roll on the Diplomatic Incident Table.

**Design Note:** Be careful as this option can burst into flames!

- **If the result is an Active Axis Minor Country:** The Axis faction must select one Neutral Minor Country that shares a Border with the Axis Minor Country or one of its Dependents, and activate the selected Country as an Allied Minor Country.

**Design Note:** The Axis Minor Country starts a war to fulfill its own aggressive designs.

- **If the result is an Active Soviet Minor Country:** The Soviet faction must select one Neutral Minor Country that shares a Border with the Soviet Country or one of its Dependents, and activate the selected Country as an Axis Minor Country.
- **▲ If the result is an Active Western Minor Country:** The Western faction must eliminate one step from any Western ground unit within that Minor Country.
- **If the result is a Conquered Minor Country or Dependent:** The Axis faction must eliminate one step from any Axis ground unit within that Country or Dependent.

**Design Note:** Partisan uprisings occur within the occupied nation.

**If Total War is in effect:** The faction that received this event must select an Area Table and roll one die. If the result yields a Minor Country or Dependent, check the following.

- **If the result is an Active Minor Country:** the faction aligned with that Minor Country must eliminate two of the Minor Country's steps from any hex(es) on the map. The eliminated steps do not have to come from the same unit or the same hex.

**Design Note:** The war-weary Minor Country withdraws troops from the field.

- **If the result is a Conquered Minor Country or Dependent:** the Axis faction must eliminate one step from any Axis ground unit within that Country or Dependent.
- **If the result is a Neutral Minor Country:** Treat this as No Result.

**France/Vichy:** If this event is rolled on the Western Area Table, apply the event to whichever country is in play.

**Reminder:** If you roll a Minor Country that doesn't exist anymore, such as Austria after it has been ceded to Germany, treat this event as No Result.

**Design Note:** As you can see, the *Minor Country Politics* event can cause some nasty surprises. Be sure to leave a few units in your rear areas to guard against such unpleasantness.

## 19.27 NEUTRALITY

The faction that received this event must do *one* of the following:

- If the selected Neutral Minor Country contains an Influence marker, remove it.
- If the selected Neutral Minor Country does not contain an Influence or Neutrality marker, place a Neutrality marker (18.23) in that Minor Country.

## 19.28 NEUTRALS PRESSURED

The faction that received this event must do *one* of the following:

- **Minor Country Politics:** Turn this event into a *Minor Country Politics* Political Event (19.26). Resolve this new event now.
- **Neutrality Discussions:** Place a friendly Influence marker (18.14) in one Neutral Minor Country, or remove a Neutrality or enemy Influence marker from one Neutral Minor Country.
- **Pressure the US:** If the US is a PAC and the Lend-Lease marker is in an Allied Conditional Events Box, place that marker in the Delay Box.
- **Reassess Policy:** If the VP marker reads Axis Tide, select a friendly Posture Box and end a Policy (13.6.1.2). The ended Policy markers are

replaced with Reassess Policy Truce markers. Exceptions: The Isolationism and Ostland Accord Policies cannot be ended.

**Clarification:** Soviet Posture Boxes are not friendly to the Western faction, and Western Posture Boxes are not friendly to the Soviet faction.

- **Reconstruction:** Select a Neutral Minor Country with a Civil War Capital marker in it. If a Civil War is not in effect, remove the Capital and Republican Support markers from the game.
- **Vichy Fleet Activated:** If Vichy is a Neutral Minor Country and the French Surface Fleet unit has not already been removed from the game, select that unit and place it in the Delay Box. When this counter is removed from the Turn Track, it is placed in the Axis Force Pool. **§** If using SK, consult **§10.6** as well.

**Design Note:** This event means the Axis has seized French naval assets for its own use.

- **Vichy Fleet Attacked:** If Vichy is a Neutral Minor Country and the Axis faction has not already taken control of the French Surface Fleet unit, remove that unit from the game. **§** If using SK, consult **§10.6** as well.

**Design Note:** This event means the Royal Navy has attacked French naval assets to prevent their use.

- **Wider Involvement:** Select one friendly Minor Country with a Free Passage marker in its Capital and remove that marker.

## 19.29 NO PASARAN!

The faction that rolled this event must do *one* of the following:

- Eliminate one step from a friendly ground unit in any hex.
- Turn this event into a *Civil War Defeat* Political Event (19.4) and resolve it immediately.

## 19.30 PACIFIC COMMITMENT

The way this event is performed differs depending on whether you are playing *TK* or *AE*. **\*§** If using *SK* in a standalone *TK* game, consult **§10.8** as well.

### \*19.30.1 PACIFIC COMMITMENT IN TK

**If the Pacific War Status of the Allied faction performing this event is No War:** That faction may select *one* friendly unit from the Pacific Holding Box and place it in the Delay Box.

**If the Pacific War Status of the Allied faction performing this event is *Limited War* or *Total War*:** Roll one die (no DRM).

- **1–3:** The Allied faction must select one friendly support unit in a hex or Naval Zone Box on the map, in the Delay Box, or in its Force Pool, and then place that unit in the Pacific Holding Box. **Exceptions:**
  - » If the faction's Pacific War Status is *Limited War* and there is already a friendly support unit in the Pacific Holding Box, the faction may treat this result as No Result.
  - » If the faction's Pacific War Status is *Total War* and there are *two* friendly support units in the Pacific Holding Box, the faction may treat this result as No Result.
- **4–6:** The Allied faction may select one friendly support unit from the Pacific Holding Box and place it in the Delay Box.

**Design Note:** Events overseas may require that you send units to the Pacific, or allow you to return units from that theater back to Europe.

### ©19.30.2 PACIFIC COMMITMENT IN AE

The Allied faction performing this event may select *one* support unit in its *TK* Force Pool and place it in the Delay Box on the *DS* map.

**Exceptions:**

- A support unit belonging to a Major Country with an LOC Damaged marker in the DS Strategic Warfare Box cannot be selected.
- § A Scratch Defense Fleet support unit cannot be selected.

**Example:** To transfer the British *Force H* CV Fleet to the Pacific, take it from the *TK* Force Pool and place it in the Delay Box on the *DS* map. You could not do this if the British LOC Damaged marker is in the *DS* Strategic Warfare Box.

### 19.31 POLITICAL OPTION

The faction that received this event may do *one* of the following:

- **Aid to Civil War Country:** Turn this event into a Civil War Defeat (19.4) or Civil War Victory (19.5) Political Event. Resolve the new event immediately.

**Clarification:** Either Allied faction may select this option, even one not currently named on the Republican Support marker.

- **Attack!:** Place one Blitz marker in its next Support Segment.

- **Declare War:** Select one Neutral Minor Country and activate it. If an Allied faction picks this option, the Minor Country activates as an Axis Country. If the Axis faction picks this option, the Minor Country activates as an Allied Country. See 13.5 to determine which Allied faction is responsible for the Country.

**Clarification:** This choice may end a Policy (13.6.1.2); it is considered to be a “voluntary” ending of that Policy.

- **Eastern Peace Talks:** Increase or reduce a Truce marker in any one Soviet Posture Box by one level (13.6.2.3). Then, place Negotiation markers in all Soviet Posture Boxes that do not already have a Truce or Policy marker. Important: The Western faction cannot select this event.
- **+ Intelligence Breakthrough:** Draw one FoW card for your side on this map, or force the other side to discard a random, unplayed FoW card. Important: This option can only be selected if the Fortunes of War optional rule (+15) is in effect.
- **Military Failure:** Cause another faction to suffer a Failure (19.14). The faction picking this option decides the faction and type of Failure.
- **Neutrals Consider Options:** Select one Neutral Minor Country and apply the Influence Political Event (19.19) to it.
- **+ Separate Peace:** Declare a Separate Peace to be in effect (+14.2). Important: This option can only be selected if Total War is in effect and players have agreed to use the Separate Peace optional rule (+14). © In AE, Total War must be in effect on both maps.
- **War with Russia:** Select a Policy marker in Russia's Posture Box and end that Policy (13.6.1.2). **Important:** The Western faction cannot select this option. The Ostland Accord Policy cannot be ended by this option.
- **War with the West:** Select a Policy marker in Britain's or France's Posture Boxes and end that Policy (13.6.1.2). **Important:** The Soviet faction cannot select this option.

**Clarification:** Remember when you end a Policy, you remove all of that Policy's markers that are in Posture boxes. If you apply this event to Britain, and Britain and France have the same Policy, then the event applies to both countries.

- **Western Peace Talks:** Increase or reduce a Truce marker in any one Western Posture Box by one level (13.6.2.3). Then, place Negotiation markers in all Western Posture Boxes that do not already have a Truce or

Policy marker. Important: The Soviet faction cannot select this event.

- **Wider Involvement:** Select one friendly Minor Country with a Free Passage marker in its Capital and remove that marker.

### 19.32 PRODUCTION SUCCESS [TYPE]

**The first time this event occurs:** Place the *Production Directive* card's associated *unit* in the Delay Box.

- **Card 45:** Helicopter [2F]
- **Card 46:** Interceptor [Reich]
- **Card 47:** Surface Fleet [KM]
- **Card 48:** Sub Fleet [Type XXI]
- **Card 49:** Bomber [Ost]

§ If using *SK*, consult §10.9 as well.

**The second time this event occurs:** Place the *Production Directive* card's associated *marker* in the Delay Box.

- **Card 45:** Airmobile Doctrine (18.2)
- **Card 46:** Jet Fighters Production (18.16)
- **Card 47:** Surface Raiders (18.34)
- **Card 48:** Type XXI U-boat Production (18.36)
- **Card 49:** Ural Bomber Production (18.37)

**Design Note:** First you get the prototypes, then comes mass production.

### 19.33 PROJECT SUCCESS: A-BOMB

**If the Axis faction received this event:** The Axis faction may place *one* Atomic Devastation marker in a Land hex that is within three hexes of a German *Air Base*. The hex cannot be in a Neutral Minor Country or contain a unit belonging to an Allied PAC or TAC. This placement *cannot* be contested.

**If the Western faction received this event:** If the US is not a TAC, the Western faction may place *one* Atomic Devastation marker in any Land hex within nine hexes of a US *Air Base*. The hex cannot be in a Neutral Minor Country. This placement *cannot* be contested.

**Placing Atomic Devastation markers:** When placing an Atomic Devastation marker, the placing faction may select *one* enemy ground *unit* (regardless of size), Detachment, or Logistics marker in the placement hex and eliminate it. A counter with a Delay Stripe is placed in the Delay Box; a counter without a Delay Stripe is returned to its Force Pool.

### 19.34 PROVINCIAL INDEPENDENCE

If a City in a Civil War Country's *Breakaway Region* (per the scenario setup © or *DoD* Creation Event) contains a Republican Territory marker, that



Breakaway Region becomes a separate Neutral Minor Country. If there is more than one eligible Breakaway Region, the *Western faction* chooses *one* of them to become independent.

Remove the Republican Territory marker from the Breakaway Region's City, and replace it with the new Country's Flag marker (on the back of its 0-1-2 Res  unit) as a reminder of its existence. The new Minor Country is no longer part of the Civil War Country. Set aside its N units for future play.

### 19.35 REPUBLICAN INFIGHTING

**If an Allied faction received this event:** The Allied faction *must* do *one* of the following:

- Treat this event as a *Civil War Defeat* Political Event (19.4) and resolve it immediately.
- Flip the Republican Support marker to its other side.

**If the Axis faction received this event:** The Axis faction *must* do *one* of the following:

- Treat this event as a *Civil War Victory* Political Event (19.5) and resolve it immediately.
- Flip the Republican Support marker to its other side.

### 19.36 SPECIAL WEAPONS SUCCESS

The Axis faction may do one of the following:

- Select one Allied support unit and place it in the Delay Box.
- Select one hex containing an Allied ground unit and eliminate one step from that hex. The selected step may belong to a multi-step unit (4.2.6.2). If the step is in a Holding Box, the associated multi-national unit must perform an Emergency Breakdown (2.3.4).
- Select a played Production Directive card (cards 44–49) and apply one Production Success (19.32) or Project Success (19.33) Political Event.

**Clarification:** You cannot select a *Production Directive* card that was removed without being played, nor can you select a card that is your Current Option Card. This event gives you a “second chance” to pick up a support unit or marker you missed when you first played the card. Remember to take support units and markers in their proper order—unit first, marker second.

The counter mix is a limit for how many *Special Weapons Success* results you can apply. For example, you cannot take more than three A-bomb markers.

### 19.37 SUCCESSFUL ULTIMATUM [COUNTRY]

The Allied faction that received this event may do *one* of the following:

- **Attack!** Place one Blitz marker in its next Support Segment.
- **Declare War:** Select one Neutral Minor Country and activate it as an Axis Country.
- **End a Policy:** End the Policy (13.6.1.2) in the Posture Box of the Country named on the card. **Exception:** The Ostland Accord Policy cannot be ended.

**Clarification:** Remember—when you end a Policy, you remove *all* of that Policy's markers in any Posture boxes. If you get a *Successful Ultimatum: Britain* result, and Britain and France have the same Policy, this event applies to both countries.

### 19.38 SUCCESSFUL IMPROVEMENTS

The faction that rolled this event may select a Partnership Country counter *not* in play and place it in the Delay Box. **§** If using *SK*, see **§10.11** as well. **Ⓢ** If using *DoD*, see **Ⓢ7.5**.

**Clarification:** This is how you get the Partnership Country's support unit and War Economy marker in the game.

**France or Italy:** If one of these countries is the Partnership Country, instead of placing its War Economy +1 marker (which should already be in the Strategic Warfare Box) in the Delay Box, the faction may flip its War Economy to its +2 side and leave it in the Strategic Warfare Box.

### 19.39 THE BELL TOLLS FOR THEE

The faction that rolled this event must do *one* of the following:

- Eliminate one step from a friendly ground unit in any hex. Then immediately perform the *Civil War Victory* Political Event (19.5).
- Treat this event as No Result.

### 19.40 VOLKSSTURM

▲ *The Axis faction may immediately receive 1× German 0-2-2 VG  unit or 1× German colonial unit and place it as a replacement.*

## 20. CONDITIONAL EVENTS

### 20.1 AXIS PERMANENT CONDITIONAL EVENTS

Check the following in the order listed, *before* performing any Conditional Event on the Axis Current Card.

#### 20.1.1 ALLIED MINOR COUNTRY CONQUEST

**Ⓢ If you are playing with DoD:** Skip this event; see **Ⓢ8** instead.

**Otherwise:** If Axis ground units, Detachment markers, or Logistics markers occupy all City and Partisan Base hexes in an active Allied Minor Country, that Country is **conquered**. It remains an Allied Country aligned with its owning faction, but its status is now a Conquered Minor Country. **Exceptions:** France and Vichy are special cases; see below.

A Minor Country can be conquered any number of times.

For the Minor Country that is conquered, immediately do the following:

**Step 1:** Remove all of the Conquered Minor Country's support units, fortress units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

**Step 2:** Remove all of its remaining counters and place them in the Conquered Minor Countries Box of the Allied faction's Force Pool.

**Step 3:** If the Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

**Design Note:** These Countries are France, Italy, Poland, Spain, Sweden and Turkey. These units represent “free” forces in exile that fight on after the minor's government surrenders.

**Step 4:** If the Axis faction has played (at *any* time) a *Demand* card naming a Region belonging to the Minor Country being conquered, that Region is ceded to Germany. Mark the change in ownership by placing or removing the appropriate marker in the Ceded Lands Box.

**Example:** After playing card 15, *Demand Polish Corridor*, the Axis faction conquers Poland, a Western Minor Country. The players place the British 1-2-2 *Pol* colonial  unit in the Delay Box, all Polish units in the Western Conquered Minor Countries Box, and the German Polish Corridor Ceded Land marker in

the Ceded Lands Box. The Polish Corridor is now part of Germany.

**France:** If Axis ground units occupy all Cities in France, immediately do the following:

**Step 1:** Remove from play all French counters *without* a V on their Reinforcement Code from the game *except* for the Syria French Dependent marker.

**Step 2:** Remove all French V counters from the map. France—hereafter referred to as Vichy—remains aligned to its *current* faction. That faction must place 3× French 0-1-2 colonial ☒ units on the map. Each colonial unit must be placed in a City or Port hex (not containing an enemy unit, Detachment, or Logistics marker) in a French Dependent, no more than one per hex. If there is no place to put a particular unit, place it in the Allied Force Pool.

**Clarification:** Corsica is not a French Dependent (it’s part of France), so you can’t place an infantry unit there.

**Step 3:** Place all remaining French V counters in the Delay Box.

**Step 4:** Place the British 1-2-2 *Fra* colonial unit in the Delay Box.

**Step 5:** Place the German Alsace-Lorraine Ceded Land marker in the Ceded Lands Box.

**Clarification:** Basically, France can’t be conquered. When this event is applied, it fights on as a greatly reduced Allied nation. Syria and French North Africa remain French Dependents.

**Vichy:** Vichy is not subject to this conditional event; it *cannot* be conquered.

## 20.1.2 AXIS MINOR COUNTRY OCCUPATION

Ⓜ If you are playing with *DoD*: Skip this event; see Ⓜ8 instead.

**Otherwise:** If an Axis Minor Country *or* any of its Dependents contains a German multi-step ground unit or any ground unit belonging to a *different* Axis Country, it is considered **under Occupation**. A country can be under Occupation any number of times throughout the game.

### Exceptions:

- One-step Exp units, regardless of nationality, do not cause Occupation.
- An Axis multi-national unit does not cause Occupation if the Minor Country unit in that multi-national unit’s Holding Box would be considered to be in its own Country or Dependent.

**Example:** The Axis *Med* ☒ unit Holding Box contains an Italian infantry unit, so the *Med* ☒ does not cause the occupation of Italy. It would do so for other Axis Minor Countries.

- An Axis Minor Country that contains a No Occupation marker (18.24) is not subject to Occupation.

**Effects:** If an Axis Minor Country is under Occupation, the Axis faction must do *one* of the following:

- Perform an Emergency Breakdown of all units in that Country causing Occupation (2.3.4). This option can only be selected if the Minor Country would no longer be under Occupation after performing all breakdowns.
- Intern all units in that Country causing Occupation (20.7). This option can only be selected if the units can trace an overland supply line (10.2.1) at the moment of internment.
- Remove all units belonging to the Minor Country under Occupation. Place those units with a Delay Stripe in the Delay Box; place all others in the Axis Force Pool.

**Design Note:** This simulates the political costs of imposing foreign forces on Germany’s allies. Note that Occupied Minor Countries remain Axis allies—albeit unhappy ones.

## 20.1.3 INTERNMENT

Check to see if *any* units belonging to *any* faction are currently in territory that forces their *internment*. See 20.7.

## 20.2 AXIS OPTION CARD CONDITIONAL EVENTS

These events are performed *after* all Axis Permanent Conditional Events are checked.

### 20.2.1 CASE YELLOW

This event can occur only *once* per game.

The Axis faction selects *one* active Allied Minor Country. If a supplied German ground unit occupies the Capital or any three City hexes within the selected Country, then that Country is immediately Conquered and the following steps are performed. **Exception:** France is a special case, see below.

**Step 1:** Remove all of the conquered Minor Country’s support units, fortress units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

**Step 2:** Remove all of its remaining counters and place them in the Conquered Minor Countries Box of the Allied faction’s Force Pool.

**Step 3:** If the selected Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

**Step 4:** If there is a Ceded Land marker in the Axis Force Pool corresponding to an area within the selected Country, place the marker in the Ceded Lands Box.

**Step 5:** If a German ground unit occupies the selected Country’s *Capital*, the Axis faction may select one Neutral or Friendly Minor Country that shares a border with the Country and apply *Influence* (19.19) to it.

**France:** This event cannot be applied to France if it has already been conquered or liberated. Otherwise, if a supplied German ground unit occupies Paris (w3516) or any three City hexes within France, then do the following:

+ **Clarification:** If you’re playing with the Alternate Vichy optional rule, use the step checklist in +17.8 *instead* of this one.

**Step 1:** Remove all French units and markers *without* a V on their Reinforcement Code from the game. Set aside all remaining French V counters.

**Step 2:** Place the British 1-2-2 *Fra* colonial unit in the Delay Box.

**Step 3:** Place the German Alsace-Lorraine and Northern France Ceded Land markers in the Ceded Lands Box. Intern all *Allied* counters in Northern France and Alsace-Lorraine.

**Step 4:** Syria is created as a Neutral Minor Country. Remove the Syria French Dependent marker from the Ceded Lands Box and intern *all* counters in Syria.

**Step 5:** Vichy is created as a Neutral Minor Country (13.8.5.1). Intern *all* counters in Vichy territory.

**Step 6:** If a German ground unit occupies Paris (w3516), the Axis faction may select one Neutral or Friendly Minor Country that shares a border with Northern France or Vichy and apply *Influence* (19.19) to it.

**Clarification:** The Axis faction may select a just-created neutral Vichy.

© **Step 7:** Place the France Defeated marker in the *DS* Strategic Warfare Box. Remove *all* non-F French units in play in *DS*.

## 20.2 OSTLAND ACCORD

**Design Note:** This event represents a hypothetical conditional surrender by Russia to temporarily end hostilities with Germany.

This event can occur only *once* per game.

Immediately do the following:

**Step 1:** Place the Ostland Accord Policy marker in Russia's Posture Box.

**Step 2:** Remove all Russian Ceded Land markers from the Ceded Lands Box; those Regions are returned to their original Countries. If the Baltic States, Finland, Poland, or Rumania is recreated as a result, that Country becomes an Axis Minor Country; place its units in the Axis Force Pool.

**Step 3:** If there is a *supplied* German ground unit in the Soviet Strategic Hex listed below, the associated Region becomes a German Dependent. Place the appropriate German Region markers in the Ceded Lands Box.

- **Baku (e2825):** Caucasus
- **Kiev (e3609):** Ukraine
- **Minsk (e3906):** Byelorussia
- **Rostov (e3315):** Donbass
- **Sevastopol (e2912):** Crimea

**Example:** The Axis faction has German ground units in Minsk, Kiev, and Rostov. That means Byelorussia, Ukraine and Donbass all become German Dependents.

**Step 4:** Intern all *Axis* units and markers in Russia.

**Clarification:** Do not intern those units inside a German Dependent created in Step 3 above.

**Step 5:** Perform an Emergency Breakdown (2.3.4) on any Soviet multi-national units on the map.

**Step 6:** Remove all *Russian* units and markers from the map. Units and markers with a Delay Stripe go in the Delay Box; those without a Stripe are placed in the Soviet Force Pool.

**Step 7:** The Soviet faction may select 10× Russian one-step  units from the Soviet Force Pool and place them anywhere in Russia.

**Step 8:** Intern all *Allied* and *Axis Minor Country* units and markers that are in a German Dependent created in Step 3 above.

**Exception:** Axis Exp Minor Country units are not interned.

**Step 9:** Place the Enforced Peace marker (18.11) one year ahead on the Turn Track.

**Example:** If the Ostland Accord is imposed during the July–Aug 1940 Turn, you place the Enforced Peace marker in the July–Aug 1941 Turn Box.

**Step 10:** The Axis faction may select one Neutral or Friendly Minor Country that shares a Border with Russia or a German Dependent created in Step 3 above and apply *Influence* (19.19) to it.

▲ **Step 11:** *The Soviet faction must remove all Production Directorate cards (41–44) from its TK deck. © Remove those same cards (36–39) from the Soviet deck in DS as well.*

© **Step 12:** Place the Russia Defeated marker in the DS Strategic Warfare Box. ▲ *Then count the number of Russian steps on the DS map. If there are more than 15, the Soviet faction must eliminate enough steps to bring the total down to 15.*

## 20.3 WESTERN PERMANENT CONDITIONAL EVENTS

Check the following in the order listed, *before* performing any Conditional Event on the Western Current Card.

### 20.3.1 CONQUERED WESTERN MINOR COUNTRY REACTIVATION

Ⓢ **If you are playing with DoD:** Skip this event; see Ⓢ8 instead.

**Otherwise:** The Western faction may reactivate a Conquered Western Minor Country if that Country's *Capital* hex does not contain an enemy unit, Detachment, or Logistics marker.

The Western faction may also reactivate a Conquered *Allied* Minor Country if that Country contains a Western Partisan Base marker and there is not an enemy unit, Detachment, or Logistics marker in the same hex. If the Conquered Allied Minor Country belongs to the Soviet faction, the Western faction immediately takes control of the Minor Country.

A Minor Country can be reactivated any number of times in a game. Also, any number of Minor Countries can be reactivated in a single turn.

For the Minor Country that is reactivated, immediately do the following.

**Step 1:** Place its 0-1-2 *Res*  unit on the Country's unoccupied Capital or Partisan Base marker.

**Step 2:** Remove all of its remaining units from the Western (or Soviet) Conquered Minor Countries Box. Place those units without a Delay Stripe in the Western Force Pool. Place units *with* a Delay Stripe in the Delay Box.

**Reactivation Restriction:** A Minor Country cannot be reactivated as a Western Minor if there is a Policy marker in its corresponding Posture Box.

### 20.3.2 AXIS OR SOVIET MINOR COUNTRY LIBERATION

Ⓢ **If you are playing with DoD:** Skip this event; see Ⓢ8 instead.

**Otherwise:** If Western ground units occupy all Capital, City, and Partisan Base hexes of an *Axis* or *Soviet* Minor Country, that country is *liberated*. A country can be liberated any number of times.

For the country that is liberated, immediately do the following. **Exception:** Vichy is a special case, see below.

**Step 1:** Remove all of the liberated Minor Country's support units, fortress units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

**Step 2:** Remove all of its remaining counters. Place those counters with a Delay Stripe in the Delay Box. Place counters *without* a Delay Stripe in the *Western* Force Pool. The Country becomes a Western Minor Country.

**Step 3:** If there is an Axis Free Passage marker (18.13) in the Minor Country, replace it with an Allied Free Passage marker.

**Step 4:** If the Western faction has played (at *any* time) a *Demand* card naming a Region belonging to the Minor Country being liberated, that Region becomes a British Dependent. Mark the change in ownership by placing the appropriate marker in the Ceded Lands Box.

**Step 5:** If the Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

**Vichy:** If Western ground units occupy all City hexes in Axis or Soviet Vichy:

**Step 1:** Remove the French Surface Fleet unit and Convoy marker from the game.

**Step 2:** Remove all remaining French counters. Place those V counters with a Delay Stripe in the Delay Box. Place V counters *without* a Delay Stripe in the *Western* Force Pool. Vichy becomes a Western Minor Country.

**Step 3:** If there is an Axis Free Passage marker (18.13) in Vichy, replace it with an Allied Free Passage marker.

### 20.3.3 THEIR FINEST HOUR

This event can occur only *once* per game.

If Total War is in effect, or an Axis unit is in a hex in Britain, a British Dependent, France, or Belgium-Holland, take the *Their Finest Hour* counters in its Conditional Events Box and place them in the Delay Box.

### 20.3.4 PARIS THREATENED

This event can occur only *once* per game.

If Total War is in effect, or an Axis unit is in a hex in France, a French Dependent, Britain, Belgium-Holland, Italy, or Spain, take the *Paris Threatened* units in its Conditional Events Box and place them in the Delay Box.

### 20.3.5 REDUCED US IMPACT

**If Axis ground units occupy all three of the following hexes, place the Reduced US Impact marker in the Strategic Warfare Box:** London (w3916), Oslo (w4624), and Paris (w3516).

**If Axis ground units occupy less than three of these hexes and the Reduced US Impact marker is in the Strategic Warfare Box:** remove it and set it aside for possible future use.

**Clarification:** The three hexes are marked on the map with small white stars to remind you of their importance.

**Design Note:** Without bases in Western Europe, American influence would have been seriously diminished.

### 20.3.6 FRANCE RISES

Ignore this event if the Axis Current Card is card 22a *Case Yellow*. Otherwise, check each condition below separately, in order:

- **If Northern France (+ or Southern France) is a German Dependent and there is a City in that Dependent that does not contain a German unit, Detachment, or Logistics marker:** The Western faction may select a Neutral Vichy and activate it as a Western Minor Country.
- **If Vichy is an Active Minor Country:** The Western faction must remove the Axis Northern France (+ or Southern France) marker from the Ceded Lands Box.

### 20.3.7 LEND-LEASE TO FRANCE

The Western faction must perform these steps in order:

**Step 1:** If the Western Lend-Lease marker is in an Allied Conditional Events box, the Western faction *may* place it in the Delay Box or remove it from the game.

**Step 2:** If the Western Lend-Lease marker is in the Western Conditional Events Box and *France* (not Vichy) is an Active Western Minor Country with a Posture of War, the Western faction may roll on the Lend-Lease Table. Any steps received from the Table must be taken as French steps and placed per Placing Replacements (1.3.4).

### 20.3.8 INTERNMENT

Check to see if *any* units belonging to *any* faction are currently in territory that forces their *internment*. See 20.7.

### 20.4 WESTERN OPTION CARD CONDITIONAL EVENTS

These events are performed *after* all Western Permanent Conditional Events are checked.

#### 20.4.1 FRENCH LIBERATION

This event can occur only *once* per game.

If Vichy or ⓄFrance is an Axis or Soviet Country, do the following:

**Step 1:** Remove the French Surface Fleet unit and Convoy marker from the game.

**Step 2:** Remove all remaining French counters. Place those V counters with a Delay Stripe in the Delay Box. Place V counters *without* a Delay Stripe in the *Western* Force Pool. Vichy becomes a Western Minor Country.

#### 20.4.2 OPERATION AVALANCHE

This event can occur only *once* per game.

The Western faction selects *one* Axis or Soviet Minor Country. If a supplied US ground unit occupies a City within the selected Country, do the following:

**Step 1:** Remove all of the selected Country's support units, fortress units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

**Step 2:** Remove all of the selected Country's remaining counters. Place those with a Delay Stripe in the Delay Box. Place those *without* a Delay Stripe in its faction's Force Pool. The Minor Country remains aligned to its *current* faction.

**Step 3:** If the selected Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

**Step 4:** If the selected Minor Country is an Axis Country, place a No Occupation marker in its Capital (18.24).

### 20.5 SOVIET PERMANENT CONDITIONAL EVENTS

Check the following in the order listed, *before* performing any Conditional Event on the Soviet Current Card.

#### 20.5.1 CONQUERED SOVIET MINOR COUNTRY REACTIVATION

Ⓞ **If you are playing with DoD:** Skip this event; see Ⓞ8 instead.

**Otherwise:** The Soviet faction may reactivate a Conquered Soviet Country if that Country's *Capital* hex does not contain an enemy unit, Detachment, or Logistics marker.

The Soviet faction may also reactivate a Conquered *Allied* Minor Country if that Country contains a Soviet Partisan Base marker and there is not an enemy unit, Detachment, or Logistics marker in the same hex. If the Conquered Allied Minor Country belongs to the Western faction, the Soviet faction immediately takes control of the Minor Country.

A Minor Country can be reactivated any number of times in a game. Also, any number of Minor Countries can be reactivated in a single turn.

For the country that is reactivated, immediately do the following.

**Step 1:** Place its 0-1-2 *Res*  unit on the Country's unoccupied Capital or Partisan Base marker.

**Step 2:** Remove all of its remaining units from the Soviet (or Western) Conquered Minor Countries Box. Place those units without a Delay Stripe in the Soviet Force Pool. Place units *with* a Delay Stripe in the Delay Box.

**Reactivation Restriction:** A Minor Country cannot be reactivated as a Soviet Minor if there is a Policy marker in its corresponding Posture Box.

## 20.5.2 AXIS OR WESTERN MINOR COUNTRY LIBERATION

Ⓢ **If you are playing with DoD:** Skip this event; see Ⓢ8 instead.

**Otherwise:** If Soviet ground units occupy all all Capital, City, and Partisan Base hexes in an Axis or Western Minor Country, that country is *liberated*. A country can be liberated any number of times.

For the country that is liberated, immediately do the following. **Exception:** France/Vichy is a special case; see below.

**Step 1:** Remove all of the liberated Minor Country's support units, fortress units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

**Step 2:** Remove all of its remaining counters. Place those counters with a Delay Stripe in the Delay Box. Place counters *without* a Delay Stripe in the *Soviet* Force Pool. The Country becomes a Soviet Minor Country.

**Step 3:** If the Soviet faction has played (at *any* time) a *Demand* card naming a Region belonging to the Minor Country being liberated, that Region is either ceded to Russia or becomes a Russian Dependent, as indicated by the corresponding marker. Mark the change in ownership by placing that marker in the Ceded Lands Box. **Exception:** If Baltic States is the liberated Minor Country *and* Eastern Poland is *not* part of Russia, place the Northern Baltics Ceded to Russia and Lithuania German Dependent Ceded Land markers in the Ceded Lands Box (13.8.1.2).

**Step 4:** If there is an Axis Free Passage marker (18.13) in the Minor Country, replace it with an Allied Free Passage marker.

**Step 5:** If the Country has an associated British 1-2-2 colonial unit in the Western Conquered Minor Countries Box, place that unit in the Delay Box.

**France/Vichy:** If Soviet ground units occupy all Cities in Axis or Western France or Vichy:

**Step 1:** Remove the French Surface Fleet unit and Convoy marker from the game.

**Step 2:** Remove all remaining French counters. Place those V counters with a Delay Stripe in the Delay Box. Place V counters *without* a Delay Stripe in the *Soviet* Force Pool. Vichy becomes a Soviet Minor Country.

**Step 3:** If the British 1-2-2 *Fra* colonial ☒ unit is in the Western Conquered Minor Countries Box, place it in the Delay Box.

**Step 4:** If there is an Axis *Free Passage* marker (18.13) in Vichy, replace it with an Allied Free Passage marker.

## 20.5.3 RUSSIAN EMERGENCY MOBILIZATION

This event can occur only *once* per game.

If any of the conditions below are met, the Soviet faction must take the *Emergency Mobilization* units in its Conditional Events Box and place them in the Delay Box:

- Total War is in effect.
- An Axis unit is in a hex in Russia, the Baltic States, Byelorussia, Caucasus, Crimea, Donbass, or Ukraine.
- Soviet option card 4d *Wartime Mobilization* has been played.

## 20.5.4 BORDER DEFENSE CHECK

**If Russia's Posture is *not* Entente, Rapallo, or Pact:** Ignore this event.

**If Russia's Posture is Entente, Rapallo, or Pact:** The Soviet faction must check each Russian Ceded Land marker in the Ceded Lands Box and make sure its Region has a sufficient Border Defense, as defined below.

If a Region's Ceded Land marker is *not* in the Ceded Lands Box, or if there is an enemy unit or Detachment marker in that Region, no Border Defense is necessary in that Region.

The Soviet faction may check each of its Ceded Land markers in any order it wishes, but *each* marker's Region must be checked.

### 20.5.4.1 BORDER DEFENSE REQUIREMENTS

- **Baltic States or Northern Baltic States:** Each hex that shares a Border with Germany or a German Dependent in this Region must contain two Russian ground unit steps.

**Clarification:** It doesn't matter whether the two steps are a pair of one-step units or a single two-step unit.

Ⓢ **Exception:** If Baltic States does *not* share a Border with Germany or a German Dependent, then the Region being checked must contain four Russian ground unit steps. These steps may be in any hex(es) in the Region.

Ⓢ **Clarification:** This exception will apply only if East Prussia has been ceded to Poland.

- **Eastern Poland:** Each hex that shares a Border with Germany, a German Dependent, or Poland in this Region must contain two Russian ground unit steps.

**Clarification:** Again, it doesn't matter whether the two steps are a pair of one-step units or a single two-step unit.

- **Poland:** This Region must contain twelve Russian ground unit steps when it is checked. These steps may be in any hexes in Poland that share a Border with Germany, a German Dependent or an Axis Minor Country.
- **All other Ceded Land markers except for Turkish Straits:** The Region being checked must contain four Russian ground unit steps. These steps may be in any hex(es) in the Region.

**Clarification:** The Finnish Frontier is considered all one Region, even though it is separated into two parts on the map.

If Finland, Poland, or Rumania become Russian Dependents, then the Border Defense Requirements for Finnish Frontier, Eastern Poland, or Bessarabia (respectively) no longer apply.



The Turkish Straits Region has no Border Defense Requirement if it is a Russian Dependent.

### 20.5.4.2 UNMET BORDER DEFENSE REQUIREMENTS

If these conditions are not met, the *Axis* faction must immediately redeploy sufficient Russian non-fortress ground unit steps from anywhere on the map to satisfy the rule. The *Axis* faction selects the unit or units and places them as needed to meet the Border Defense Requirements. The *Axis* faction may force the Soviet faction to break down any units it wishes to fulfill this event. The *Axis* faction cannot use this event to redeploy more steps than are necessary, nor can it redeploy Russian ground units that are necessary to fulfill a Border Defense check elsewhere.

**Clarification:** If the Soviet faction has insufficient Russian steps to fulfill their Border Defense requirements, there is no additional penalty.

**Example:** The Soviet faction checks its garrison in Bessarabia and discovers it has only three steps there. The *Axis* faction can select any Russian steps on the map other than those that are

necessary for Border Defense elsewhere. It looks to the Eastern Poland border where the Soviet faction has unwisely left a 3-step  alone in a Border hex next to Germany. Two of those steps must stay in the hex, but the Axis faction can force the  unit to break down (going to the Delay Box) and relocate one of its three steps to any hex in Bessarabia.

## 20.5.5 RUSSIA RISES

Ignore this event if the Axis Current Card is card 27b *Ostland Accord*. Otherwise, check each condition below separately, in order:

- **If a City in an Ostland Region that has become a German Dependent does not contain a German unit, Detachment, or Logistics marker:** The Soviet faction may remove the Ostland Accord marker from Russia's Posture Box and change Russia's Posture to War.
- **If Russia's Posture is War:** The Soviet faction must remove all Axis Ostland Region markers from the Ceded Lands Box.

## 20.5.6 LEND-LEASE TO RUSSIA

If the Western Lend-Lease marker is in the Soviet Conditional Events Box and Russia has a Posture of War, the Soviet faction may roll on the Lend-Lease Table. Any steps received from the Table must be taken as Russian steps and placed per Placing Replacements (1.3.4).

## 20.5.7 INTERNMENT

Check to see if *any* units belonging to *any* faction are currently in territory that forces their *internment*. See 20.7.

## 20.6 SOVIET OPTION CARD CONDITIONAL EVENTS

These events are performed *after* all Soviet Permanent Conditional Events are checked.

## 20.7 INTERNMENT & REPATRIATION

**Axis counters:** An Axis counter is interned under any of the following conditions.

- It is in a hex in a Neutral Minor Country.
- It is in a hex belonging to a PAC that is not a Conquered Minor Country. The Axis faction may choose to not intern the unit, and instead end the Policy it is violating. A Policy ending this way during Pre-War immediately starts Limited War (12.2).

**Clarification:** This is considered to be an "involuntary" ending of the Policy (13.6.1.2).

- It is a Minor Country unit or multi-national unit (13.8.3) in a hex in Germany or a German Dependent. **Exception:** One-step Exp units are not interned.

**Example:** The Axis faction places the Reich Annex marker in Warsaw. At the end of his turn, he discovers he's left an Axis Hungarian unit in Krakow (e3501). Since Poland has been incorporated into Germany, the Hungarian unit must be interned.

- It is in a hex in an Axis Minor Country subject to Occupation (20.1.2.1) and the Axis faction chooses to intern the unit. The unit to be interned must be able to trace an overland supply line (10.2.1).

**Allied counters:** An Allied counter is interned under any of the following conditions.

- It is in a hex in a Neutral Minor Country.
- It is a PAC counter located in a hex in a Country it could not enter due to that Policy.

- It is in a hex in a German Dependent created when a Ceded Land marker is removed from the Turn Track during Pre-War (18.7) or when the Case Yellow or Ostland Accord Conditional Event is applied (20.2.1, 20.2.2).
- It is a Partisan Base marker in an active enemy Minor Country.

**Internment:** Interned support units, Detachment, Logistics, and Partisan Base markers are placed in the Delay Box.

Interned ground units are placed on the back of their faction's Pending Card to await Repatriation.

**Internment Restrictions:**

- An interned ground unit must be a one-step unit. A multi-step unit that is to be interned must first break down (2.3.4) into one-step units. If a multi-step unit cannot finish its breakdown because there are not enough one-steps units available in a Force Pool, the unavailable steps are lost.

**Example:** A three-step unit breaks down into a one-step unit and a two-step unit. However, the owning faction cannot break down the two-step unit because it has no one-step units left in his Force Pool. The two-step unit is eliminated and placed in the Delay Box (because it has a Delay Stripe).

- Fortress units (excluding Port-a-Fort units) cannot be interned; they are eliminated instead. Port-a-Fort units are flipped to their infantry or mech sides and placed on the back of their faction's Pending Card.

**Repatriation:** When a Pending Card is revealed, any ground units on its back are placed per Placing Replacements (1.3.4).

# TRAINING SCENARIOS

The three training scenarios are exercises designed to get you comfortable with *TK*'s basic mechanics. For all training scenarios, the following special rules apply.

**One or Two Players:** The training scenarios are all designed as one- or two-player games. You can skip those parts in the Sequence of Play that correspond to unused players.

**Limited Map Area:** All scenarios are played on a portion of the map. *Only* the areas listed as Axis Countries, Western Countries, Soviet Countries, Neutral Minor Countries, Conquered Minor Countries, or Dependents in the Scenario Setup section are considered to be “in play.” Areas not listed cannot be entered. Any Naval Zone that borders a Country or Dependent in play is also in play.

**Pre-Selected Option Cards:** Each faction's Option Cards have been entirely pre-selected—you must use only those Cards and no others.

**Special Victory Conditions:** The training scenarios do not use the regular *TK* Victory Conditions. Instead, they have their own special conditions listed in the Special Rules section.

## 21. CASE WHITE

**Design Note:** This solitaire exercise, covering Germany's invasion of Poland, will walk you through the basics of movement and combat in *TK*. It lasts less than a turn, and the Axis player is the only one moving. The Polish player would retreat their own units, so keep that in mind if you are playing this solitaire.

### Game Length

One Axis faction turn only, starting with the Support Segment of its Initial Administrative Phase and ending with its Reserve Movement Phase

**War State** Limited War

**Maps Used** Both

**Axis Countries** Germany (including East Prussia), Czechoslovakia

**Western Countries** Poland (including Eastern Poland)

**Clarification:** Skip the Seasonal Phase, the Political Events Segment of the Initial Administrative Phase, and the Final Administrative Phase.

### Read Before Playing:

- **Introduction** (including the Glossary), **Game Components and Sequence of Play**.
- **8. Zones of Control:** entire section.
- **9. Stacking:** entire section.

### Read As You Play:

- **2.2.3 and 2.2.3.1 Support Unit Placement:** just pay attention to the Air Force unit stuff at this time.
- **2.2.4 Blitz Marker Placement.**
- **2.3 Organization Segment:** focus on 2.3.1 and 2.3.4.
- **3. Operational Movement Phase:** focus on 3.1.1 and 3.1.4; don't worry about 3.1.2, 3.1.3, or 3.2.
- **4. Combat Phase:** entire section except 4.1.1, 4.1.3, 4.1.4, and 4.1.5.
- **5. Reserve Movement Phase.**

## 21.1 MARKERS SETUP

### Turn Track:

- **Aug–Sept 1939:** Turn Marker

## 21.2 AXIS FACTION SETUP

### On Map:

- **Königsberg (e4002):** 1× 3-4-2 ☒ [re: 3], 1× 1-2-3 ☒
- **w3926:** 1× 6-6-3 ☒ [4], 1× 2-2-4 ☒
- **Berlin (w3825):** 1× 2-2-3 ☒ [re: Nor], 1× 3-4-2 ☒ [re: 8], 1× 1-2-3 ☒
- **Breslau (w3626):** 1× 3-4-2 ☒ army [re: 10], 1× 2-2-4 ☒
- **w3427:** 1× 5-6-2 ☒ [14]

### Force Pool:

- 6× 1-2-3 ☒
- 1× Air Force [1]
- 1× Blitz marker

## 21.3 WESTERN FACTION SETUP

### On Map:

- **Danzig (w3927):** 1× Polish 0-1-2 ☒ [re: Pm]
- **Posen (w3827):** 1× Polish 1-2-2 ☒ [Pz]
- **e3803:** 1× Polish 1-1-2 ☒ [re: Pru]
- **w3727:** 1× Polish 0-1-2 ☒ [re: Ld]
- **Warsaw (e3702):** 1× Polish 1-2-2 ☒ [Mo]
- **e3601:** 1× Polish 1-1-2 ☒ [re: Kr]
- **Krakow (e3501):** 1× Polish 2-2-2 ☒ [Kp]

### Force Pool:

- 1× Polish 0-1-2 ☒ [Res]

## 21.4 SPECIAL RULES

**Automatic Supply:** All units are automatically in supply for the duration of this scenario.

**Design Note:** We did this to save you from having to read the Supply rules at this time. If you feel like adding them, go ahead and read section 10, but we think you'll find supply won't be a problem for the German army in this exercise.

**Victory Conditions:** The Axis faction wins if it controls Posen, Krakow and Warsaw at the end of the Axis Reserve Movement Phase. Otherwise the Western faction wins.

## 22. BARBAROSSA

**Design Note:** The German invasion of Russia is the “critical moment” in most *TK* games. This scenario was designed to give you a chance to take some practice runs at it. It introduces most of the fundamental rules beyond movement and combat.

<b>Game Length</b>	5 turns, May–June 1941 to Sept–Oct 1941.
<b>War State</b>	Total War
<b>Maps Used</b>	Both
<b>Axis Countries</b>	Germany, Finland, Hungary, Rumania
<b>Soviet Countries</b>	Russia
<b>Conquered Minor Countries</b>	Poland

**Clarification:** You’ll only need the West map on the first turn when setting up the German replacements. After that, you can take that map down and set it aside.

### Read Before Playing:

- **10. Supply:** entire section.
- **11. Weather:** read up to 11.3, you can ignore 11.4 and 11.5.
- **13. Factions & Countries:** read 13.1 through 13.4 and 13.8.1. Note Austria, Czechoslovakia, and the Polish Corridor are all part of Germany in this scenario.

### Read As You Play:

- **0. Seasonal Victory Phase:** 0.1 is the 1× to focus on here, and you can skip it the first turn.
- **1. Seasonal Phase:** skip 1.2.
- **2. Initial Administrative Phase:** you can skip anything involving naval pieces other than Convoy markers, plus 2.2.2 and 2.2.5 (as there are no Beachhead markers in this scenario).
- **3.1.2 Port-to-Port Procedure.**
- **6.2 Conditional Events Segment.**
  - » **20.1 Axis Permanent Conditional Events:** you can ignore 20.1.1 and probably 20.1.3, but pay special attention to 20.1.2.
  - » **20.5 Soviet Permanent Conditional Events:** you can ignore 20.5.4–20.5.7.
- **7. End of Game Turn Phase:** entire section.

## 22.1 MARKERS SETUP

### Turn Track:

- **May–June 1941:** Turn Marker

### Victory Point Track:

- **1 VP:** Axis Tide

## 22.2 AXIS FACTION SETUP

### On Map:

- **Ceded Lands Box:** Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- **Strategic Warfare Box:** Axis Minor Country Production +1
- **Petsamo (e5806):** 1× Finnish 0-1-3 ☒ [Ski]
- **Oulo (e5205):** 1× Finnish 0-1-3 ☒ [Ski]
- **Soumussalmi (e5206):** 1× Finnish 0-1-3 ☒ [Ski]
- **Helsinki (e4704):** 1× Finnish 2-3-2 ☒ [SE]
- **e4705:** 1× Finnish 2-3-2 ☒ [K]
- **Memel (e4102):** 1× 6-6-3 ☒ [18]
- **e4003:** 1× 6-6-3 ☒ [16]
- **e3902:** 1× 4-4-3 ☒ [Nor]
- **e3903:** 1× 6-6-3 ☒ [9]
- **e3803:** 1× 6-6-3 ☒ [4]
- **Warsaw (e3702):** 1× 1-2-3 ☒
- **e3703:** 1× 8-6-4 ☒ [2P]
- **Lublin (e3604):** 1× 6-6-3 ☒ [6]
- **Krakow (e3501):** 1× 1-2-3 ☒
- **e3502:** 1× 4-4-3 ☒ [Sou]
- **e3503:** 1× 8-6-4 ☒ [1P]
- **e3304:** 1× Hungarian 2-2-2 ☒ [2]
- **Budapest (e3201):** 1× Hungarian 0-1-2 ☒ [re: 1]
- **e3106:** 1× Rumanian 2-2-2 ☒ [3]
- **Iasi (e3107):** 3× 1-2-3 ☒
- **Galati (e3008):** 1× Rumanian 2-2-2 ☒ [4]
- **Bucharest (e2807):** 1× 0-1-2 Rumanian ☒ [re: 1]
- **Constanta (e2808):** 1× 0-1-2 Rumanian ☒ [re: 2]

### On Turn Track:

- **June–July 1941:** 1× 4-4-3 ☒ [re: 2], 1× Air Force [1]

### Force Pool:

- 16× 1-2-3 ☒
- 1× 1-2-4 ☒ [19G]
- 7× 3-4-2 ☒ [re: 3, 8, 10, 12, 14, 19, 21]
- 9× 2-2-4 ☒
- 3× Air Force [2, 3, 4]
- 1× Convoy
- 1× Finnish 0-1-2 ☒ [Res]
- 1× Hungarian 1-1-3 ☒ [Exp]
- 1× Hungarian 0-1-2 ☒ [Res]
- 1× Rumanian 1-1-3 ☒ [Exp]
- 1× Rumanian 0-1-2 ☒ [Res]
- 1× Axis Scratch Convoy

### Option Cards:

- **May–June 1941:** 23a (*Operation Barbarossa*)
- **Aug–Sept 1941:** 39 (*Operation Typhoon*)

## 22.3 SOVIET FACTION SETUP

### On Map:

- **Ceded Lands Box:** Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- **e5306:** 1× 3-3-2 ☒ [14]
- **e4907:** 1× 3-3-2 ☒ [7]
- **Vyborg (e4706):** 1× 3-3-2 ☒ [23]
- **Leningrad (e4608):** 1× 0-3-0 ☒ [Len]
- **Dno (e4408):** 1× 1-1-3 ☒
- **Riga (e4304):** 1× 1-1-3 ☒ [re: Plv]
- **e4205:** 1× 3-3-2 ☒ [1Ba]
- **Liepaja (e4203):** 1× 3-3-2 ☒ [8]
- **e4103:** 1× 3-3-2 ☒ [11]
- **e4004:** 1× 3-3-2 ☒ [27]
- **e3904:** 1× 3-3-2 ☒ [3]
- **Minsk (e3906):** 1× 3-3-2 ☒ [1By], 1× 1-1-2 ☒ [re: 13]
- **Bialystok (e3804):** 1× 3-3-2 ☒ [10]
- **Brest-Litovsk (e3704):** 1× 3-3-2 ☒ [4]
- **e3605:** 1× 3-3-2 ☒ [5]
- **Kiev (e3609):** 1× 1-1-2 ☒ [re: 28]
- **Lvov (e3504):** 1× 3-3-2 ☒ [6]
- **Zhmerinka (e3506):** 1× 3-3-2 ☒ [1Uk]
- **e3404:** 1× 3-3-2 ☒ [12]
- **Cernauti (e3306):** 1× 3-3-2 ☒ [18]
- **Dnepropetrovsk:** 1× 1-1-3 ☒
- **Kishinev (e3208):** 1× 3-3-2 ☒ [9]
- **Odessa (e3109):** 1× 1-1-3 ☒ [re: Bel]
- **Sevastopol (e2912):** 1× 0-3-0 ☒ [Sev]

### Force Pool:

- 7× 1-1-2 ☒ [re: 16, 19, 20, 21, 22, 24, 26]
- 2× 1-1-3 ☒ [re: Obu, Gor]
- 2× 1-2-3 ☒
- 1× 0-3-0 ☒ [Mos]
- 1× Convoy
- 1× Interceptor [PVO]

### Conditional Events Box:

- **Emergency Mobilization:** 1× Air Force [1By], 8× 1-1-2 ☒ [re: 31, 33, 34, 37, 40, 42, 43, 48]

### Option Cards:

- **May–June 1941:** 17a (*General Mobilization*)
- **Aug–Sept 1941:** 25 (*Relocate War Industries*).



## 22.4 SPECIAL RULES

**No Option Card Removals:** Ignore all Option Card Segment text about removing Option cards on Axis card 23a *Operation Barbarossa*, and Soviet cards 17a *General Mobilization* and 25 *Relocate War Industries*.

**Finland:** During the May–June turn only, Finnish units cannot move, and other Axis and Soviet units cannot enter Finland. These restrictions are lifted starting with the June–July turn.

**Design Note:** If you compare this training scenario to the other 1941 scenarios (24 and 30), you’ll see that Finland starts as a Neutral Minor Country in those games. For our purposes, we’ve assumed that Finland will join the Axis after that faction applies *Influence* to it during its *Operation Barbarossa* Conditional Event. Doing it this way saves you from having to read the rules about Neutral Minor Countries before playing this scenario.

**No Barbarossa Conditional Event:** Ignore the Conditional Event text on Axis card 23a *Operation Barbarossa*.

**No War & Peace Segment:** Both players should skip this segment in their Final Administrative Phases.

**Western Map Strategic Value:** To account for its gains in overrunning the West, the Axis faction adds four to its Strategic Value when doing a Victory Point Check (0.1).

**Clarification:** Basically, the Axis needs to capture two Soviet Strategic Hexes to bump the Axis Tide marker to the 2 VP level.

**Victory Conditions:** At the end of the Sept–Oct 1941 Game Turn, count the number of Soviet Strategic Hexes that are under Axis control. If the number is three or greater, the Axis faction has won. If the number is two or less, the Soviet faction has won.

## 23. THE FALL OF FRANCE

**Design Note:** Historically, Hitler’s armies conquered Denmark, Norway, Belgium, Holland, and France in the five turns simulated here. As the Axis player, your job will be to duplicate that feat. As the Allied player, you must stop your opponent. Some key concepts you’ll learn in this scenario: the activation of Neutral Minor Countries, the importance of supply convoys, and the usefulness of the German paratroop unit.

<b>Game Length</b>	5 turns, March–April 1940 to July–August 1940.
<b>War State</b>	Limited War
<b>Map Used</b>	West Map
<b>Axis Countries</b>	Germany
<b>Western Countries</b>	Great Britain, France
<b>Neutral Minor Countries</b>	Belgium-Holland, Denmark-Norway, Italy
<b>French Dependents</b>	Algeria

### Read Before Playing:

- **13.5 Country Alignment and 13.7 Minor Country Setup:** you’ll be activating some Neutral Minor Countries in this scenario.

### Read As You Play:

- **2. Initial Administrative Phase:** go through this section once more, paying attention now to the rules for naval units, plus 2.2.2 Beachhead Maintenance and 2.2.5 Beachhead Failure. It’s unlikely you’ll use Beachheads in this scenario, but it’s possible.
- **4.1.1 Airdrop and 4.1.4 Airdrop Landing:** the German paratroop unit is a VIP (Very Important Piece) in this scenario.
- **4.1.5 CV Strike Returns:** the British CV Fleet could make an appearance.
- **6.1 War & Peace Segment.**
- **20.1.1 Allied Minor Country Conquest:** this will come up for sure.
- **20.2.1 Case Yellow:** read this one carefully.
- **20.3 Western Permanent Conditional Events:** 20.3.3 and 20.3.4 are the important ones here.

## 23.1 MARKERS SETUP

### Turn Track:

- **Mar–Apr 1940:** Turn Marker

### Victory Point Track:

- **1 VP:** Allied Crusade

### Influence & Neutrality Markers on Map:

- **Belgium-Holland:** Western Influence

## 23.2 AXIS FACTION SETUP

### On Map:

- **Kiel (w4023):** 1× 1-2-3 ☒
- **Hamburg (w3922):** 1× 1-2-4 ☒ [19G]
- **Bremen (w3821):** 1× 1-2-3 ☒, 2× 2-2-4 ☒
- **The Ruhr (w3720):** 1× 6-6-3 ☒ [4], 1× 1-2-3 ☒, 1× 2-2-4 ☒
- **w3721:** 1× 4-4-3 ☒ [Nor]
- **Köln (w3620):** 1× 6-6-3 ☒ [16]
- **w3621:** 3× 1-2-3 ☒
- **Saarbrücken (w3520):** 1× 5-6-2 ☒ [12]
- **Frankfurt (w3521):** 3× 1-2-3 ☒
- **Karlsruhe (w3421):** 1× 3-4-2 ☒ [re: 1]
- **w3320:** 1× 3-4-2 ☒ [re: 7]

### On Turn Track:

- **Apr–May 1940:** 1× 4-4-3 ☒ [re: 18], 1× 5-4-4 ☒ [re: 1P]
- **May–June 1940:** 1× 4-4-3 ☒ [re: 6]
- **June–July 1940:** 2× 4-4-3 ☒ [re: 2, 9]
- **July–Aug 1940:** 1× 5-4-4 ☒ [re: 2P]

### Force Pool:

- 10× 1-2-3 ☒
- 4× 3-4-2 ☒ [re: 3, 8, 10, 14]
- 1× 1-2-4 ☒ [1F]
- 6× 2-2-4 ☒
- 1× 2-2-3 ☒ [re: Sou]
- 3× Air Force [1, 2, 3]
- 1× Sub Fleet [Type VII]
- 1× Convoy
- 1× Axis Beachhead

### Option Cards:

- **Mar–Apr 1940:** 24 (*Operation Weserübung*)
- **May–June 1940:** 22a (*Case Yellow*).

## 23.3 WESTERN FACTION SETUP

### On Map:

- **Strategic Warfare Box:** French War Economy +1, Western Minor Country Production +1
- **Calais (w3717):** 1× 1-2-2 ☒ [BEF], 1× 2-1-3 ☒, 1× French 4-4-3 ☒ [7]
- **Lille (w3618):** 1× French 3-4-2 ☒ [re: 1]
- **Reims (w3517):** 1× French 2-2-2 ☒ [1]
- **Verdun (w3518):** 1× French 3-3-2 ☒ [9], 1× French 1-1-2 ☒ [re: 2]
- **Metz (w3519):** 1× French 1-2-2 ☒ [3], 1× French 0-5-0 ☒ [Mag]
- **Strasbourg (w3420):** 1× French 1-2-2 ☒ [5], 1× French 1-1-2 ☒ [re: 4], 1× French 0-5-0 ☒ [Mag]
- **Dijon (w3318):** 1× French 1-1-2 ☒ [re: 6]
- **Belfort (w3319):** 1× French 1-2-2 ☒ [8], 1× French 0-5-0 ☒ [Mag]
- **Marseilles (w2818):** 1× French 1-1-3 ☒ [Alp]
- **Algiers (w2114):** French Dependent

- **Southampton (w3915):** 1× 1-1-3 [re: NW]
- **London (w3916):** 1× 1-2-2

**On Turn Track:**

- **Apr–May 1940:** 1× 1-2-2 colonial [Pol], 1× CV Fleet [Force H]
- **May–June 1940:** 1× 3-4-2 [re: 1]

**Force Pool:**

- 3× 1-1-3 [re: 9, 10, W]
- 1× 1-2-2
- 1× Air Force [1]
- 1× Surface Fleet [Home]
- 1× Convoy
- 1× French 0-1-2 [Res]
- 1× French 1-1-2 [re: 10]

- 2× French 0-1-2 colonial [Col]
- 1× French 1-1-2 colonial [Col]
- 1× French 1-2-3 [Exp]
- 1× French Convoy
- 1× Western Beachhead

**Conditional Events Box:**

- **Their Finest Hour:** 1× 2-2-0 [Lon], 1× Interceptor [FC], 1× 1-2-2 colonial [Can]
- **Paris Threatened:** 1× French 2-2-2 [2], 1× French 1-1-2 [Def], 1× French Surface Fleet [1]

**Option Cards:**

- **Mar–Apr 1940:** 23 (*Commonwealth Support*)
- **May–June 1940:** 16 (*Dyle Plan*)

## 23.4 SPECIAL RULES

**No British Colonial Reinforcements:**

The Western faction does not apply the *Commonwealth Support* Conditional Event in this scenario—those troops have been sent to the Mediterranean instead.

**Victory Conditions:** At the end of the July–August 1940 Game Turn, perform a final Victory Point Check (0.1). If the VP Marker reads *Allied Crusade* after this check, the Western faction has won. If the VP Marker reads *Axis Tide*, the Axis faction has won.

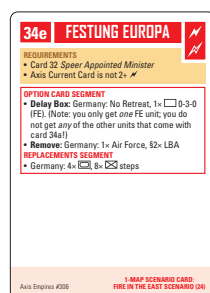
# ONE-MAP CAMPAIGN GAMES

The two one-map campaign scenarios provide a chance to experience the full appeal of *TK*'s mechanics in a more limited space. They're also a good "step up" from the Training Scenarios before tackling the two-map campaign games. For both one-map campaign games, the following special rules apply.

**Two Players:** Both one-map campaigns are two-player games. You can skip the part in the Sequence of Play that corresponds to the unused third player.

**Limited Map Area:** Both scenarios are played on a portion of one map. *Only* those Countries and Dependents listed as Axis Countries, Western Countries, Soviet Countries, Neutral Minor Countries, Conquered Minor Countries, or Dependents are "in play." Countries and Dependents not listed cannot be entered. Any Naval Zone that borders a Country or Dependent in play is also in play.

**SS Units:** All German SS units are considered to have Delay Stripes in these scenarios.



**Replacement Cards:** Certain cards in the Axis deck are replaced with "one-map scenario cards." These cards are labeled as such in the lower-right and their card numbers have an "e" or "w" letter.

A Blitz symbol on a replacement card may appear as outlines; this indicates a *variable* Blitz symbol. At the beginning of the Axis Support Segment, roll one die (no DRM).

**1–3:** The Axis cannot place a Blitz marker for that symbol.

**4–6:** The Axis faction may place a Blitz marker. Variable Blitz symbols always count toward the *Blitz Value* of the card for Selection Requirements purposes.

**Example:** Axis replacement card 34e *Festung Europa* has a Blitz Value of 2, even though it has a variable Blitz symbol.

**Design Note:** Variable Blitz symbols indicate Blitz attacks that may be occurring on "the other map."

## 24. FIRE IN THE EAST

**Design Note:** This scenario covers the "Great Patriotic War" from the start of Operation Barbarossa through the end of 1944.

<b>Game Length</b>	33 turns, May–June 1941 to Nov–Dec 1944.
<b>War State</b>	Total War
<b>Map Used</b>	East Map
<b>Axis Countries</b>	Germany, Italy, Hungary, Rumania, Bulgaria
<b>Soviet Countries</b>	Russia
<b>Neutral Minor Countries</b>	Finland
<b>Conquered Minor Countries</b>	Poland, Yugoslavia

**Clarification:** Half-hexes such as Danzig (e3900) or Sarajevo (e2700) are playable.

### 24.1 MARKERS SETUP

**Turn Track:**

- **May–June 1941:** Turn Marker

**Victory Point Track:**

- **1 VP:** Axis Tide

**Clarification:** The VP marker starts here even though a Current Strategic Value check at this time would place the marker in the 0 VP box.

**Influence & Neutrality Markers on Map:**

- **Finland:** Axis Influence

### 24.2 AXIS FACTION SETUP

**On Map:**

- **Ceded Lands Box:** Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- **Strategic Warfare Box:** Axis Minor Country Production +1, +Axis Luck
- **In and/or adjacent to Königsberg (e4002):** 2× 6-6-3 [16, 18], 1× 4-4-3 [Nor]
- **In e3903 and/or adjacent to Warsaw (e3702):** 2× 6-6-3 [4, 9], 1× 1-2-3 [Exp], 1× 8-6-4 [2P]
- **Krakow (e3501):** 1× 1-2-3 [Exp]
- **In Poland, in and/or adjacent to e3503:** 1× 6-6-3 [6], 1× 4-4-3 [Sou], 1× 8-6-4 [1P]
- **Belgrade (e2802):** 1× 1-2-3 [Exp], 1× Hungarian 0-1-2 [re: 3]
- **In any hex(es) in Bulgaria:** 2× Bulgarian 1-2-2 [2, 3]

- **In any hex(es) in Hungary:** 1× Hungarian 2-2-2 [2], 1× Hungarian 0-1-2 [re: 1]
- **In any hex(es) in Rumania:** 3× 1-2-3 [Exp], 2× Rumanian 2-2-2 [3, 4], 2× Rumanian 0-1-2 [re: 1, 2]

**On Turn Track:**

- **June–July 1941:** 1× 4-4-3 [re: 2], 1× Air Force [1]
- **Sept–Oct 1941:** 1× 1-2-4 [1F]

**Force Pool:**

- 16× 1-2-3 [Exp]
- 1× 1-2-4 [19G]
- 8× 3-4-2 [re: 3, 8, 10, 12, 14, 19, 21, E]
- 9× 2-2-4 [Exp]
- 3× Air Force [2, 3, 4]
- 1× Convoy
- 2× Italian 1-1-3 [re: 1, 8]
- 1× Italian 0-1-2 [Res]
- 2× Bulgarian 0-1-2 [Res, re: 1]
- 1× Hungarian 0-1-2 [Res]
- 1× Hungarian 1-1-3 [Exp]
- 1× Rumanian 0-1-2 [Res]
- 1× Rumanian 1-1-3 [Exp]
- 1× Axis Scratch Convoy
- 1× Axis Beachhead

**Option Cards:**

- **Pending Card:** 23a (*Operation Barbarossa*)
- **Remaining Deck:** 31–32, 33e–38e, 39, 43e, 50e

### 24.3 SOVIET FACTION SETUP

**On Map:**

- **Ceded Lands Box:** Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Leningrad (e4608):** 1× 0-3-0 [Len]
- **Sevastopol (e2912):** 1× 0-3-0 [Sev]
- **In any hex(es) in the Finnish Frontier Region:** 3× 3-3-2 [7, 14, 23]
- **In each hex along the border with Germany from hex Liepaja (e4203) to e4004, one per hex:** 3× 3-3-2 [8, 11, 27]
- **In each hex along the border with Poland from hex e3904 to e3404, one per hex:** 6× 3-3-2 [3, 4, 5, 6, 10, 12]
- **In any hex(es) in the Bessarabia Region:** 2× 3-3-2 [9, 18]
- **In any hex(es) in Russia:** 3× 3-3-2 [1Ba, 1By, 1Uk], 2× 1-1-2 [re: 13, 28], 2× 1-1-3 [re: Bel, Plv], 2× 1-1-3 [Exp]

### On Turn Track:

- **Mar–Apr 1942:** Lend-Lease
- **May–June 1942:** –1 marker (see 24.4).

### Force Pool:

- 7× 1-1-2 ☒ [re: 16, 19, 20, 21, 22, 24, 26]
- 2× 1-1-3 ☒ [re: Obu, Gor]
- 2× 1-2-3 ☒
- 1× 0-3-0 ☐ [Mos]
- 1× Convoy
- 1× Interceptor [PVO]
- 1× Soviet Beachhead

### Conditional Events Box:

- **Emergency Mobilization:** 1× Air Force [1By], 8× 1-1-2 ☒ [re: 31, 33, 34, 37, 40, 42, 43, 48]

### Conquered Minor Country Box:

- **Poland:** 3× 1-1-2 ☒ [re: Kr, Kp, Pru], 5× 0-1-2 ☒ [Res, re: Ld, Mo, Pm, Pz], 1× 1-1-3 ☒ [Exp]
- **Yugoslavia:** 7× 0-1-2 ☒ [Res, re: 1, 2, 3, 4, 5, 6], 1× 1-1-3 ☒ [Exp]

### Option Cards:

- **Pending Card:** 17a (*General Mobilization*)
- **Remaining Deck:** 9a, 14, 23, 25, 26a–b, 27a, 28–37, 39–41, 43–44
- **Selection Requirements Met:** 5a (*Political Purges*), 6 (*New Five-Year Plan*).

## 24.4 SPECIAL RULES

**Scenario Display Card:** This player aid contains the displays found on the Western Europe Map, including the Turn Track, VP Track, Strategic Warfare Box, and Delay Box. These displays function as they would in a two-map game, with three exceptions:

- The VP Track is slightly different, because only those Strategic Hexes in play on the East Map are counted when performing Victory Point Checks.
- There is a new Axis Conditional Events Box that supplements the Box printed on the Axis Force Pool card.
- There is a new Off-Map Box usable only by the Axis faction: the Western Europe Box.

**Victory Point Checks:** Do *not* perform a Victory Point Check (0.1) on the first turn (May–June 1941) of the game.

At the end of the Nov–Dec 1944 Turn, conduct a Final Victory Point Check (0.3). Ignore any Strategic Hexes in Neutral Minor Countries, regardless of whether they contain Influence markers.

Unlike regular *TK*, if the Final Victory Point Check results in a tie, the *Soviet* faction wins the game.

**Western Europe Box:** The Western Europe Box is a Reinforcement Location and Supply Source for German and Italian units. For purposes of tracing a supply line, hexes e2500 to e4000 along the western edge of the map are considered part of the Western Europe Box. A supply line traced into one of those hexes is considered to have been traced to the Western Europe Box.

If an Axis ground unit *starts* a Movement Phase in any Land Hex in Germany, Hungary, or Yugoslavia along the western edge of the map (from e2500 to e4000, inclusive) *and* it has not already moved in that Movement Phase, it may enter the Western Europe Box.

To do so, pick the unit up and place it in the Western Europe Box. This placement expends the unit's entire MA.

If an Axis ground unit *starts* a Movement Phase in the Western Europe Box, it may *exit* the Box to any Land Hex in Germany, Hungary, or Yugoslavia along the western edge of the map (hexes e2500 to e4000, inclusive).

To do so, place the unit in any hex indicated above that does *not* contain an enemy Air Force unit (or EZOC during the Reserve Movement Phase). This placement costs 1 MP. The unit is supplied, has its entire remaining MA, and can move immediately after placement using the Hex-to-Hex movement rules (3.1.1).

Soviet units cannot enter the Western Europe Box. Axis units cannot *retreat* into the Western Europe Box. Any unit forced to retreat off the map is destroyed.

**Political DRMs:** Starting with the May–June 1942 Turn, there is a –1 Political DRM. This DRM becomes –2 starting with the May–June 1943 Turn.

**Clarification:** A DRM marker starts on the Turn Track as a reminder of this; players should place a –2 DRM marker on the Turn Track after picking up the –1 marker. These Political DRMs reflect the rising USCL.

**Axis Removals:** Some Axis cards call for the removal of German Air Force units and all Italian units from play. Where there is a choice of units, the Axis faction selects the unit to be removed. Removals may be taken from anywhere: the map, the Force Pool, Delay Box, or Turn Track.

**Axis Production Directives:** Axis card 50e is a generic, reusable *Production Directive* card with two new results on it.

If the Axis faction rolls the *Jet Fighter Production* result, it may place the Jet Fighter Production marker in the Delay Box, provided it is has not been removed from play and is not already in the Strategic Warfare Box.

If the Axis faction rolls the *Production Failure* result, it must remove the Jet Fighter Production marker from play unless the marker is already on the Turn Track or in the Strategic Warfare Box.

If the Axis faction rolls *Special Weapons Success* on the Directive Table, it may select the first or second option listed in 19.36, *or* it may place the Jet Fighter Production marker in the Delay Box if that marker has not been removed from play. The third option listed in 19.36 is not available to the Axis faction.

### New Axis Permanent Conditional

**Event—Greece Garrison:** There is a new Axis Permanent Conditional Event to check at the end of the Axis faction's turn. This event may only occur once per game.

If Bulgaria, Rumania, or Yugoslavia have been liberated by the Soviet faction: the Axis faction may take 2× 1-2-3 German ☒ units from the Axis Force Pool and place them as reinforcements. These reinforcements *must* be placed in Belgrade (e2802), Bucharest (e2807), or Sofia (e2605). The placement hex cannot contain enemy units.

**Clarification:** The two units do not have to be placed in the same hex.

## 25. THE GREAT CRUSADE

**Design Note:** This one-map scenario covers the Western Allied “return to the continent.” Africa has been liberated—now the Allies must decide whether to strike at France or Italy.

<b>Game Length</b>	18 turns, May–June 1943 to V-E Day
<b>War State</b>	Total War
<b>Map Used</b>	West Map
<b>Axis Countries</b>	Germany, Italy
<b>Western Countries</b>	Great Britain, United States, Vichy
<b>Neutral Minor Countries</b>	Ireland, Portugal, Spain, Sweden, Switzerland
<b>Conquered Minor Countries</b>	Belgium-Holland, Denmark-Norway
<b>British Dependents</b>	Gibraltar, Malta
<b>Italian Dependents</b>	Libya
<b>Vichy Dependents</b>	Algeria, Morocco, Tunisia

**Clarification:** The Central Mediterranean Naval Zone is in play, even though all of its Naval Zone Boxes do not appear on the West Map.

### 25.1 MARKERS SETUP

#### Turn Track:

- **May–June 1943:** Turn Marker
- **Mar–Apr 1944:** Increase USCL
- **May–June 1945:** V-E Day

#### US Commitment Level Track:

- **USCL 2:** European USCL

#### Victory Point Track:

- **2 VP:** Axis Tide, No Retreat

#### Influence & Neutrality Markers on Map:

- **Spain:** Neutrality
- **Sweden:** Western Influence
- **Switzerland:** Neutrality

#### Pacific War Display:

- **Western Pacific War Box:** Pacific Total War

### 25.2 AXIS FACTION SETUP

#### On Map:

- **Ceded Lands Box:** Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- **Strategic Warfare Box:** Italian War Economy +1

- **Palermo (w2122):** 1× 1-2-4 ☒ [1F]
- **In any hex(es) in Belgium-Holland, Denmark-Norway, and/or France (including Corsica):** 2× 3-4-2 ☒ [re: 1, 7], 2× 0-3-0 ☐ [FE], 14× 1-2-3 ☒
- **In any hex(es) in Italy (including Sardinia or Sicily):** 1× 1-2-3 ☒, 1× Italian 1-2-2 [6], 1× Italian 1-1-3 ☒ [re: 1], 6× Italian 0-1-2 ☒ [re: 3, 4, 5, 7, 10, A]

#### On Turn Track:

- **June–July 1943:** 1× 5-4-4 ☐ [re: 5P], 1× Air Force [4]
- **July–Aug 1943:** 1× Italian 1-1-3 ☒ [Exp], 1× Air Force [5]
- **Aug–Sept 1943:** 1× Sub Fleet [Type IX]

#### Force Pool:

- 13× 1-2-3 ☒
- 6× 0-2-2 ☒ [VG]
- 5× 3-4-2 ☒ [re: 3, 10, 14, 19, 21]
- 2× 4-4-3 ☒ [re: 11, 15]
- 9× 2-2-4 ☐
- 1× 2-2-3 ☒ [re: B]
- 10× 0-3-0 ☐ [FE]
- 1× Axis 3-3-4 ☐ [re: PA]
- 1× Axis 1-1-2 ☒ [re: Med]
- 3× Italian 0-1-2 ☒ [Res, re: 2, 11]
- 1× Italian 0-1-2 colonial ☒ [Col]
- 1× Italian 1-1-3 ☒ [re: 8]
- 1× Convoy
- 3× Air Force [1, 2, 3]
- 1× Interceptor [6]
- 1× Sub Fleet [Type VII]
- 1× Axis Scratch Convoy
- 1× Axis Beachhead
- 1× Italian Convoy
- 1× Italian Surface Fleet [RM]

#### Option Cards:

- **Pending Card:** 35w (*Operation Citadel*)
- **Remaining Deck:** 36w–38w, 43w, 46w, 48w

### 25.3 WESTERN FACTION SETUP

#### On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1, +Allied Luck
- **Scapa Flow (w4817):** Detachment
- **London (w3916):** 1× 2-2-0 ☒ [Lon]
- **Gibraltar (w2208):** 1× 0-2-0 ☐ [Gib]
- **Oran (w2111):** 1× French 0-1-2 colonial ☒ [Col]
- **Algiers (w2114):** 1× French 0-1-2 colonial ☒ [Col], AFHQ Logistics
- **Casablanca (w2005):** 1× French 0-1-2 colonial ☒ [Col]

- **In and/or adjacent to Tunis (w2021):** 1× 7-6-3 ☒ [8], 1× 3-4-2 ☒ [re: 1], 1× Western 4-5-2 ☒ [15], 2× US 1-2-3 ☒, 1× US 2-1-3 ☐
- **Malta (w1824):** 1× 1-1-2 ☒ [Def], 1× 0-1-0 ☒ [Malta]
- **Tripoli (w1522):** 1× 1-2-2 ☒
- **Eastern US/Canada Box:** 1× US 2-1-3 ☐
- **In any hex(es) in Britain:** 1× 1-2-2 colonial ☒ [Can], 2× 2-1-3 ☐

#### On Turn Track:

- **June–July 1943:** 1× Air Force [1], 1× US Surface Fleet [8]
- **July–Aug 1943:** 1× US 4-4-2 ☒ [re: 5]
- **Mar–Apr 1945:** 5× Red Army markers (see 25.5)

#### In Holding Boxes:

- **15 HQ:** 1× US 2-1-3 ☐

#### Force Pool:

- 3× 1-1-3 ☒ [re: 9, NW, W]
- 2× 1-2-2 ☒
- 1× 1-2-2 ☒ [BEF]
- 3× 1-2-2 colonial ☒ [Fra, Ind, Pol]
- 2× 1-1-3 colonial ☒ [NZ, SA]
- 4× 2-1-3 ☐
- 1× 2-1-3 colonial ☐ [Can]
- 1× 2-2-2 ☒ [WDF]
- 1× Air Force [2]
- 1× Interceptor [FC]
- 1× Bomber [BC]
- 2× Surface Fleets [Home, Med]
- 1× CV Fleet [Force H]
- 2× Convoys
- 1× French 1-2-3 ☒ [re: 7]
- 1× French 1-1-2 ☒ [Col]
- 1× French 0-1-2 ☒ [Res]
- 1× French 1-2-3 ☒ [Exp]
- 1× French 3-4-2 ☒ [re: 1]
- 10× US 1-2-3 ☒
- 3× US 2-1-3 ☐
- 1× US 3-4-2 ☒ [re: 7]
- 2× US Air Force [Med, 9]
- 1× US Surface Fleet [Atlantic]
- 1× US Convoy
- 1× Western 1-2-4 ☒ [1AB]
- 1× Western Beachhead

#### Conquered Minor Country Box:

- **Belgium-Holland:** 1× 1-1-2 ☒ [re: Belg], 1× 0-1-2 ☒ [Res]
- **Denmark-Norway:** 1× 0-1-2 ☒ [Res]
- 3× 1-2-2 colonial ☒ [Italy, Spain, Swe]

#### Option Cards:

- **Pending Card:** 36a (*Operation Husky*)
- **Remaining Deck:** 32–33, 38–46, 48
- **Selection Requirements Met:** 21 (*Arcadia Conference*)

## 25.4 SPECIAL RULES

**Scenario Display Card:** This player aid contains a revised Turn Track, Ceded Lands Box, Terrain Effects Chart, and a new Western Conditional Events Box that supplements the Box printed on the Western Force Pool card.

**Eastern Map Strategic Value (EMSV):** To account for events on the Eastern Map, the Axis faction adds the EMSV number listed in Seasonal Turns on the Turn Track to the Strategic Value when doing a Victory Point Check (0.1).

**No “No Retreat” Replacements:** The Axis faction does not receive additional seasonal replacements for the No Retreat marker (1.3.2.4) in this scenario.

**Design Note:** Those steps are being used on the Eastern Front.



### New Western Permanent Conditional Event—Red Army

**Advances:** When the five Red Army markers are removed from the Turn Track, the Western faction places them in its Force Pool.

If there is a Red Army marker in its Force Pool, the Western faction may apply this new

Conditional Event at the end of its turn by rolling one unmodified die and placing that many Red Army markers from its Force Pool on the map. A Red Army marker may be placed in one of these four Axis Strategic Hexes, no more than one marker per hex: Posen (w3827), Breslau (w3626), Prague (w3524), and Vienna (w3226). After those four Strategic Hexes have received Red Army markers, the Western faction may place its fifth and final Red Army marker in Berlin (w3825) or Munich (w3323). Once placed, a Red Army marker cannot be removed from the map.

### A Red Army marker has these effects when it is placed on the map:

- All Axis and Western units and markers in that Strategic Hex and any hex adjacent to it are removed from the map. Counters with Delay Stripes are placed in the Delay Box. Counters without Delay Stripes are placed in their faction’s Force Pool.
- That Strategic Hex and all hexes adjacent to it are considered “out of play” for all purposes. Units cannot move into or trace supply through such a hex, nor does the Strategic Hex count for VP purposes.

- The City in the hex is no longer a German supply source.
- That Strategic Hex is not considered to be under Western control for Victory Purposes.

**Clarification:** If a Red Army marker is in Berlin, that hex is not considered to have an Allied or Axis ground unit in it either, for purposes of 0.3. As the Western player, you want to beat the Red Army into Berlin!

### Axis Strategic Hexes Inside Germany:

When performing the Final Victory Point Check (0.3), each Axis Strategic Hex inside Germany that contains:

- a Western ground unit is worth two.
- a Red Army marker is worth zero.

**Clarification:** Axis Strategic Hexes that are under Allied control solely through Devastation markers count at their normal value.

**Design Note:** The Allied player doesn’t get any credit for the Red Army’s advances—thus the game will be won or lost based on how well the Western faction performs.

## TWO-MAP CAMPAIGN GAMES

### 26. 1937: THE ROAD TO WAR

**Design Note:** This is the whole shootin' match from the Spanish Civil War to V-E Day. It will take 50+ hours depending on the speed and number of players. We've found four works best: one Western, one Soviet and two Axis players working as a team.

<b>Game Length</b>	Variable, March–April 1937 to V-E Day
<b>War State</b>	Pre-War
<b>Axis Countries</b>	Germany
<b>Western Countries</b>	Great Britain, United States, France
<b>Soviet Countries</b>	Russia
<b>Neutral Minor Countries</b>	Austria, Baltic States, Belgium-Holland, Bulgaria, Czechoslovakia, Denmark-Norway, Finland, Greece, Hungary, Iraq, Ireland, Italy, Persia, Poland, Portugal, Rumania, Spain, Sweden, Switzerland, Turkey, Yugoslavia
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Palestine, Trans-Jordan
<b>French Dependents</b>	Algeria, Morocco, Syria, Tunisia
<b>Italian Dependents</b>	Albania, Libya, Rhodes

### 26.1 MARKERS SETUP

#### Turn Track:

- **Mar–Apr 1937:** Turn Marker
- **May–June 1938:** \*Pacific Limited War

#### US Commitment Level Track:

- **USCL 0:** European USCL

#### Victory Point Track:

- **1 VP:** Allied Crusade

#### Posture Display:

- **United States:** Isolationism
- **Britain:** Appeasement
- **France:** Appeasement
- **Western Minors:** Locarno Treaty
- **Russia:** Rapallo Treaty
- **Soviet Minors:** Cordon Sanitaire

#### Influence & Neutrality Markers on Map:

- **Austria:** Axis Influence
- **Italy:** Neutrality
- **Switzerland:** Neutrality

#### Civil War Markers on Map:

- **La Corunna (w3208):** Nationalist Territory

- **Bilbao (w3011):** Nationalist Territory
- **Madrid (w2710):** Republican Capitol
- **Barcelona (w2714):** Republican Territory
- **Valencia (w2512):** Republican Territory
- **Seville (w2408):** Nationalist Capitol

### 26.2 AXIS FACTION SETUP

#### On Map:

- **Strategic Warfare Box:** +Axis Luck
- **In any hex(es) in Germany:** 2× 1-2-3 ☒

#### Force Pool:

- 32× 1-2-3 ☒
- 1× Convoy
- 1× Axis Beachhead

#### Conditional Events Box:

- **Outbreak of War:** 1× Air Force [2], 1× Sub Fleet [Type VII], 1× 1-2-4 ☒ [1F], Axis Minor Country Production +1

### 26.3 WESTERN FACTION SETUP

#### On Map:

- **Ceded Lands Box:** Syria French Dependent
- **Famagusta (e1814):** Detachment
- **Beirut (e1715):** French Detachment
- **Damascus (e1716):** 1× French 0-1-0 ☒ [Dam]
- **Alexandria (e1411):** Detachment
- **Basra (e1427):** 1× 0-1-0 ☒ [Basra]
- **Port Said (e1312):** 1× 0-1-0 ☒ [Said]
- **Suez (e1213):** 1× 0-1-0 ☒ [Suez]
- **Scapa Flow (w4817):** Detachment
- **Gibraltar (w2208):** 1× 0-2-0 ☐ [Gib]
- **Algiers (w2114):** French Detachment
- **Casablanca (w2005):** French Detachment
- **Tunis (w2021):** French Detachment
- **Malta (w1824):** 1× 0-1-0 ☒ [Malta]
- **In any hex in Britain:** 1× 1-2-2 ☒
- **In any hex(es) in France:** 3× French 0-1-2 ☒ [re: 3, 5, 8]

#### Force Pool:

- 4× 1-1-3 ☒ [re: 9, 10, NW, W]
- 1× 1-2-2 ☒
- 1× Convoy
- 1× French 0-1-2 ☒ [Res]
- 5× French 1-1-2 ☒ [re: 2, 4, 6, 9, 10]
- 1× French 1-2-3 ☒ [re: 7]
- 1× French 1-1-2 colonial ☒ [Col]
- 1× French Convoy
- 1× Western Beachhead

#### Conditional Events Box:

- **Outbreak of War:** 1× French 1-2-3 ☒ [Exp], 1× CV Fleet [Force H], Western Minor Country Production +1

- **Their Finest Hour:** 1× 2-2-0 ☒ [Lon], 1× Interceptor [FC], 1× 1-2-2 colonial ☒ [Can]
- **Paris Threatened:** 1× French 2-2-2 ☒ [2], 1× French 1-1-2 ☒ [Def], 1× French Surface Fleet [1]

#### Conquered Minor Countries Box:

- 6× 1-2-2 colonial ☒ [Fra, Italy, Pol, Spain, Swe, Tur]

### 26.4 SOVIET FACTION SETUP

#### On Map:

- **In any hex(es) in Russia:** 6× 1-1-2 ☒ [re: 3, 4, 5, 6, 7, 8], 2× 1-1-3 ☒ [re: Bel, Plv]

#### Force Pool:

- 5× 1-1-2 ☒ [re: 9, 10, 11, 12, 13]
- 2× 1-1-3 ☒ [re: Obu, Gor]
- 2× 1-1-3 ☒
- 1× Convoy
- 1× Soviet Beachhead

#### Conditional Events Box:

- **Outbreak of War:** 3× 0-3-0 ☐ [Len, Mos, Sev], Soviet Minor Country Production +1
- **Emergency Mobilization:** 1× Air Force [1By], 8× 1-1-2 ☒ [re: 31, 33, 34, 37, 40, 42, 43, 48]

### 26.5 SPECIAL RULES

**Spanish Civil War:** Spain is a Civil War Country (13.8.6). Basque and Catalonia are potential Breakaway Regions.

**Republican Support:** Roll one die (no DRM) to see which Allied faction controls the Republican Support marker.

**1–3:** Western faction.

**4–6:** Soviet faction.

Place the Republican Support marker on its appropriate side in Madrid (w2710).

**Design Note:** The “May Demonstrations” that resulted in the breakup of the POUM and Spain’s Republican government moving to the left occurred shortly after the game opens. For a historical setup, place the marker Soviet side up.

**Pending Option Cards:** After *all* setup is completed (including ownership of the Republican Support marker), each faction selects one option card and places it face down as its Pending Option Card. All selection restrictions apply to this initial card selection.

## 27. 1938: PEACE IN OUR TIME

**Design Note:** The Munich Crisis—Europe stands poised on the brink of war over Hitler’s demand of the Sudetenland. The Western Allies are not yet prepared for war. Stalin’s Russia reels from the purges. The Spanish Civil War is nearly at its end.

<b>Game Length</b>	Variable, August–September 1938 to V-E Day
<b>War State</b>	Pre-War
<b>Axis Countries</b>	Germany
<b>Western Countries</b>	Great Britain, United States, France
<b>Soviet Countries</b>	Russia
<b>Neutral Minor Countries</b>	Baltic States, Belgium-Holland, Bulgaria, Czechoslovakia, Denmark-Norway, Finland, Greece, Hungary, Iraq, Ireland, Italy, Persia, Poland, Portugal, Rumania, Spain, Sweden, Switzerland, Turkey, Yugoslavia
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Palestine, Trans-Jordan
<b>French Dependents</b>	Algeria, Morocco, Syria, Tunisia
<b>Italian Dependents</b>	Albania, Libya, Rhodes

## 27.1 MARKERS SETUP

### Turn Track:

- **Aug–Sept 1938:** Turn Marker

### US Commitment Level Track:

- **USCL 0:** European USCL

### Victory Point Track:

- **1 VP:** Allied Crusade

### Posture Display:

- **United States:** Isolationism
- **Britain:** Appeasement
- **France:** Appeasement
- **Western Minors:** Locarno Treaty
- **Russia:** Rapallo Treaty
- **Soviet Minors:** Cordon Sanitaire

### Influence & Neutrality Markers on Map:

- **Belgium-Holland:** Western Influence
- **Switzerland:** Neutrality

### Civil War Markers on Map:

- **La Corunna (w3208):** Nationalist Territory
- **Bilbao (w3011):** Nationalist Territory
- **Madrid (w2710):** Republican Capitol, Soviet Republican Support
- **Barcelona (w2714):** Nationalist Territory
- **Valencia (w2512):** Nationalist Territory
- **Seville (w2408):** Nationalist Capitol

### Markers & Units Removed From Game:

- All Austrian counters

### \*Pacific War Display:

- **Soviet Pacific War Box:** Pacific Limited War

## 27.2 AXIS FACTION SETUP

### On Map:

- **Ceded Lands Box:** Austria Ceded to Germany
- **Strategic Warfare Box:** +Axis Luck
- **Leipzig (w3624):** 1× 3-4-2 ☒ [re: 8], 1× 2-2-4 ☐ [re: Nor]
- **Breslau (w3626):** 1× 1-2-3 ☒
- **Munich (w3323):** 1× 3-4-2 ☒ [re: 10]
- **Vienna (w3226):** 1× 3-4-2 ☒ [re: 14], 1× 2-2-4 ☐

### Force Pool:

- 33× 1-2-3 ☒
- 4× 3-4-2 ☒ [re: 1, 3, 7, 12]
- 1× 1-2-4 ☒ [19G]
- 7× 2-2-4 ☐
- 1× Convoy
- 1× Axis Beachhead

### Conditional Events Box:

- **Outbreak of War:** 1× Air Force [2], 1× Sub Fleet [Type VII], 1× 1-2-4 ☒ [1F], Axis Minor Country Production +1

### Option Cards:

- **Removed from Deck:** 1–2, 7–8, 10–11, 13, 17–18, 49
- **Pending Card:** 12 (*Demand Czechoslovakia*)
- **Selection Requirements Met:** 2 (*German Rearmament*), 7 (*Military Purges*), 1× of 8–16 (*Demand Austria*). An Axis Rearmament card has not been played for 1938.

## 27.3 WESTERN FACTION SETUP

### On Map:

- **Ceded Lands Box:** Syria French Dependent
- **Famagusta (e1814):** Detachment
- **Beirut (e1715):** French Detachment
- **Damascus (e1716):** 1× French 0-1-0 ☒ [Dam]
- **Alexandria (e1411):** 1× 1-2-2 ☒
- **Basra (e1427):** 1× 0-1-0 ☒ [Basra]
- **Suez (e1213):** 1× 0-1-0 ☒ [Suez]
- **Port Said (e1312):** 1× 0-1-0 ☒ [Said]
- **Scapa Flow (w4817):** Detachment
- **Metz (w3519):** 1× French 1-2-2 ☒ [3]
- **Strasbourg (w3420):** 1× French 1-2-2 ☒ [5]
- **Belfort (w3319):** 1× French 1-2-2 ☒ [8]
- **Gibraltar (w2208):** 1× 0-2-0 ☐ [Gib]
- **Algiers (w2114):** French Detachment
- **Casablanca (w2005):** French Detachment
- **Tunis (w2021):** French Detachment
- **Malta (w1824):** 1× 0-1-0 ☒ [Malta]
- **In any hex in Britain:** 1× 1-2-2 ☒
- **In any hex(es) in France:** 1× French 1-2-3 ☒ [re: 7], 2× French 1-1-2 ☒ [re: 2, 4]

### Force Pool:

- 4× 1-1-3 ☒ [re: 9, 10, NW, W]
- 1× 1-2-2 ☒
- 1× 1-2-2 ☒ [BEF]
- 6× 2-1-3 ☐
- 1× Surface Fleet [Home]
- 2× Convoys
- 1× French 0-1-2 ☒ [Res]
- 1× French 3-4-2 ☒ [re: 1]
- 3× French 1-1-2 ☒ [re: 6, 9, 10]
- 1× French 1-1-2 colonial ☒ [Col]
- 1× French Convoy
- 1× Western Beachhead

### Conditional Events Box:

- **Outbreak of War:** 1× French 1-2-3 ☒ [Exp], 1× CV Fleet [Force H], Western Minor Country Production +1
- **Their Finest Hour:** 1× 2-2-0 ☐ [Lon], 1× Interceptor [FC], 1× 1-2-2 colonial ☒ [Can]
- **Paris Threatened:** 1× French 2-2-2 ☐ [2], 1× French 1-1-2 ☒ [Def], 1× French Surface Fleet [1]

### Conquered Minor Countries Box:

- 6× 1-2-2 colonial ☒ [Fra, Italy, Pol, Spain, Swe, Tur]

### Option Cards:

- **Removed from Deck:** 1–3, 8, 12
- **Pending Card:** 6a (*Maginot Line Completed*)
- **Selection Requirements Met:** 1 (*Change of Governments*), 2 (*British Rearmament*), 3 (*French Rearmament*). A Western Rearmament card has been played for 1938.



## 27.4 SOVIET FACTION SETUP

### On Map:

- **In any hex(es) in Russia:** 3× 3-3-2 ☒ [3, 4, 5], 3× 1-1-2 ☒ [re: 6, 7, 8], 2× 1-1-3 ☒ [re: Bel, Plv]

### Force Pool:

- 5× 1-1-2 ☒ [re: 9, 10, 11, 12, 13]
- 2× 1-1-3 ☒ [re: Obu, Gor]
- 2× 1-1-3 ☐
- 1× Convoy
- 1× Soviet Beachhead

### Conditional Events Box:

- **Outbreak of War:** 3× 0-3-0 ☐ [Len, Mos, Sev], Soviet Minor Country Production +1
- **Emergency Mobilization:** 1× Air Force [1By], 8× 1-1-2 ☒ [re: 31, 33, 34, 37, 40, 42, 43, 48]

### Option Cards:

- **Removed from Deck:** 1, 4b–c, 5–6, 7b, 8b, 9b, 10b, 20b, 22b, 27b–c, 42
- **Pending Card:** 2 (*Russian Rearmament*)
- **Selection Requirements Met:** 1a (*Military Purges*), 5a (*Political Purges*), 6 (*New Five-Year Plan*). A Soviet Rearmament card has been selected for 1938.

## 27.5 SPECIAL RULES

**Spanish Civil War:** Spain is a Civil War Country (13.8.6). Basque and Catalonia are potential Breakaway Regions.

**+ Western Guarantees Variant:** For players who are interested in exploring what might have happened had the West backed Czechoslovakia during the Munich Crisis, make these changes to the initial setup:

- Replace all Policy markers in the Britain, France, and Western Minors Posture Boxes with Guarantees markers.
- The Western faction adds card 12 back to its hand and removes cards 7a and 7b instead.

## 28. 1939: THE WAR IN EUROPE

**Design Note:** This scenario begins with Hitler's demand of the Polish Corridor, the event that triggered World War II in Europe. For players who are not interested in the European pre-war period, the 1939 scenario should be considered the main *TK* campaign game.

<b>Game Length</b>	Variable, August–September 1939 to V-E Day
<b>War State</b>	Limited War
<b>Axis Countries</b>	Germany
<b>Western Countries</b>	Great Britain, United States, France, Poland
<b>Soviet Countries</b>	Russia
<b>Neutral Minor Countries</b>	Baltic States, Belgium-Holland, Bulgaria, Denmark-Norway, Finland, Greece, Hungary, Iraq, Ireland, Italy, Persia, Portugal, Rumania, Spain, Sweden, Switzerland, Turkey, Yugoslavia
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Palestine, Trans-Jordan
<b>French Dependents</b>	Algeria, Morocco, Syria, Tunisia
<b>Italian Dependents</b>	Albania, Libya, Rhodes

## 28.1 MARKERS SETUP

### Turn Track:

- **Aug–Sept 1939:** Turn Marker

### US Commitment Level Track:

- **USCL 0:** European USCL

### Victory Point Track:

- **1 VP:** Allied Crusade

### Posture Display:

- **United States:** Isolationism
- **Russia:** Nazi-Soviet Pact
- **Soviet Minors:** Nazi-Soviet Pact

### Influence & Neutrality Markers on Map:

- **Belgium-Holland:** Western Influence
- **Hungary:** Axis Influence
- **Switzerland:** Neutrality

### Removed From Game:

- All Austrian counters
- All Civil War counters
- All Czechoslovakian counters

## 28.2 AXIS FACTION SETUP

### On Map:

- **Ceded Lands Box:** Austria Ceded to Germany, Czechoslovakia Ceded to Germany
- **Strategic Warfare Box:** +Axis Luck
- **Königsberg (e4002):** 1× 3-4-2 ☒ [re: 3]
- **w3926:** 1× 6-6-3 ☒ [4], 1× 2-2-4 ☐
- **Berlin (w3825):** 1× 2-2-3 ☒ [re: Nor], 1× 3-4-2 ☒ [re: 8]
- **The Ruhr (w3720):** 1× 3-4-2 ☒ [re: 1]
- **Frankfurt (w3521):** 1× 3-4-2 ☒ [re: 7]
- **Breslau (w3626):** 1× 3-4-2 ☒ army [re: 10], 1× 2-2-4 ☐
- **w3427:** 1× 5-6-2 ☒ [14]
- **Vienna (w3226):** 1× 1-2-4 ☒ [19G]

### Force Pool:

- 34× 1-2-3 ☒
- 4× 3-4-2 ☒ [re: 12, 19, 21, E]
- 7× 2-2-4 ☐
- 1× Air Force [1]
- 1× Convoy
- 1× Axis Beachhead

### Delay Box:

- 1× Air Force [2], 1× Sub Fleet [Type VII], 1× 1-2-4 ☒ [1F], Axis Minor Country Production +1

### Option Cards:

- **Removed from Deck:** 1–4, 7–13, 17–19, 45, 49
- **Pending Card:** 15 (*Demand Polish Corridor*)
- **Selection Requirements Met:** 4a (*Nazi-Soviet Pact*), 2× of 8–16 (*Demand Austria, Demand Czechoslovakia*). An Axis Rearmament card has not been played for 1939.

## 28.3 WESTERN FACTION SETUP

### On Map:

- **Ceded Lands Box:** Syria French Dependent
- **Strategic Warfare Box:** French War Economy +1
- **Famagusta (e1814):** Detachment
- **Beirut (e1715):** French Detachment
- **Damascus (e1716):** 1× French 0-1-0 ☒ [Dam]
- **Alexandria (e1411):** 1× 1-2-2 ☒
- **Basra (e1427):** 1× 0-1-0 ☒ [Basra]
- **Suez (e1213):** 1× 0-1-0 ☒ [Suez]
- **Port Said (e1312):** 1× 0-1-0 ☒ [Said]
- **Scapa Flow (w4817):** Detachment
- **Metz (w3519):** 1× French 1-2-2 ☒ [3], 1× French 0-5-0 ☐ [Mag]
- **Strasbourg (w3420):** 1× French 1-2-2 ☒ [5], 1× French 0-5-0 ☐ [Mag]
- **Belfort (w3319):** 1× French 1-2-2 ☒ [8], 1× French 0-5-0 ☐ [Mag]
- **Gibraltar (w2208):** 1× 0-2-0 ☐ [Gib]
- **Algiers (w2114):** French Detachment

- **Casablanca (w2005):** French Detachment
- **Tunis (w2021):** French Detachment
- **Malta (w1824):** 1× 0-1-0 [Malta]
- **In any hex(es) in Britain:** 1× 1-2-2 [BEF]
- **In any hex(es) in France:** 1× French 4-4-3 [7], 1× French 3-4-2 [re: 1], 1× French 3-3-2 [9], 1× French 1-1-3 [Alp], 4× French 1-1-2 [re: 2, 4, 6 and 10]
- **Warsaw (e3702):** 1× Polish 1-2-2 [Mo]
- **e3803:** 1× Polish 1-1-2 [re: Pru]
- **Krakow (e3501):** 1× Polish 2-2-2 [Kp]
- **Danzig (w3927):** 1× Polish 0-1-2 [re: Pm]
- **Posen (w3827):** 1× Polish 1-2-2 [Pz]
- **w3727:** 1× Polish 0-1-2 [re: Ld]
- **w3628:** 1× Polish 1-1-2 [re: Kr]

#### On Turn Track:

- **Sept–Oct 1939:** 1× French 2-2-2 [1]

#### Force Pool:

- 4× 1-1-3 [re: 9, 10, NW, W]
- 1× 1-2-2
- 6× 2-1-3
- 1× Surface Fleet [Home]
- 2× Convoys
- 1× French 0-1-2 [Res]
- 1× French 1-1-2 colonial [Col]
- 2× French 0-1-2 colonial [Col]
- 1× French Convoy
- 1× Polish 0-1-2 [Res]
- 1× Western Beachhead

#### Delay Box:

- 1× French 1-2-3 [Exp], 1× CV Fleet [Force H], Western Minor Country Production +1, 1× Polish 1-1-3 [Exp]

#### Conditional Events Box:

- **Their Finest Hour:** 1× 2-2-0 [Lon], 1× Interceptor [FC], 1× 1-2-2 colonial [Can]
- **Paris Threatened:** 1× French 2-2-2 [2], 1× French 1-1-2 [Def], 1× French Surface Fleet [1]

#### Conquered Minor Countries Box:

- 6× 1-2-2 colonial [Fra, Italy, Pol, Spain, Swe, Tur]

#### Option Cards:

- **Removed from Deck:** 1–4, 6–8, 12, 15, 27b
- **Pending Card:** 9 (*Chamberlain Diplomacy*)
- **Selection Requirements Met:** 1 (*Change of Governments*), 3 (*French Rearmament*), 4 (*French Mobilization*), 6a (*Maginot Line Completed*). A Western Rearmament card has been played for 1939.

## 28.4 SOVIET FACTION SETUP

#### On Map:

- **In each hex along the border with Poland from hex e4106 to e3406, 1× per hex:** 8× 3-3-2 [3, 4, 5, 6, 9, 10, 11, 12]
- **In any hex(es) in Russia, not stacked with the above:** 3× 3-3-2 [7, 8, 13], 2× 1-1-3 [re: Bel, Plv], 2× 1-1-3

#### Force Pool:

- 8× 1-1-2 [re: 14, 16, 18, 19, 20, 21, 22, 23]
- 2× 1-1-3 [re: Obu, Gor]
- 1× Convoy
- 1× Soviet Beachhead

#### Delay Box:

- 3× 0-3-0 [Len, Mos, Sev], Soviet Minor Country Production +1

#### Conditional Events Box:

- **Emergency Mobilization:** 1× Air Force [1By], 8× 1-1-2 [re: 31, 33, 34, 37, 40, 42, 43, 48]

#### Option Cards:

- **Removed from Deck:** 1–3, 4b–c, 5–6, 7b, 8b, 9b, 10b, 12, 20b, 22b, 27b–c, 42
- **Pending Card:** 11 (*Demand Eastern Poland*)
- **Selection Requirements Met:** 3 (*Continuing Rearmament*), 5a (*Political Purges*), 6 (*New Five-Year Plan*). A Soviet Rearmament card has been played for 1939.

## 28.5 SPECIAL RULES

**Poland Resists:** Do *not* perform the Axis Political Events Segment on the first turn. (Poland is a Western Minor Country and its forces are already set up.) The Axis faction may place one Blitz marker in the Support Segment.

**+ Fortunes of War:** If Fortunes of War (+15) is in effect, each side begins with one FoW card.

**+ Free Setup Variant:** For players who want to explore alternate opening strategies, make these changes to the initial setup:

- Pre-War is in effect, not Limited War.
- Place Guarantees Policy markers in the Britain, France, and Western Minors Posture Boxes.
- Take each faction's Outbreak of War units that start in the Delay Box and place them in their respective Conditional Event Boxes.
- Do not place any Influence markers on the map.

**Clarification:** A Neutrality marker is still placed in Switzerland.

- German units may set up anywhere within Germany, including East Prussia.
- Poland is a Neutral Minor Country at start. Do not set up any Polish units. Ignore the "Poland Resists" special rule above.
- Instead of removing Axis cards 45 and 49, the Axis faction must remove any two Production Directive cards (44–49).
- Instead of removing Soviet card 42, the Soviet faction must remove any one Production Directorate card (41–44).
- After all setup is completed, instead of placing its specified Pending Option Card face down, each faction selects an option card and places it face down as its Pending Option Card. All selection restrictions apply to this initial card selection.
- If Fortunes of War (+15) is in effect, each side does not begin with an FoW card.

## 29. 1940: SPRINGTIME FOR HITLER

**Design Note:** Poland has fallen, and the Phony War is about to end. Germany is poised to strike north or west. France and England await the blow. In the east, Russia mobilizes behind the safety of the Nazi-Soviet Pact.

<b>Game Length</b>	Variable, March–April 1940 to V-E Day
<b>War State</b>	Limited War
<b>Axis Countries</b>	Germany
<b>Western Countries</b>	Great Britain, United States, France
<b>Soviet Countries</b>	Russia
<b>Neutral Minor Countries</b>	Baltic States, Belgium-Holland, Bulgaria, Denmark-Norway, Finland, Greece, Hungary, Iraq, Ireland, Italy, Persia, Portugal, Rumania, Spain, Sweden, Switzerland, Turkey, Yugoslavia
<b>Conquered Minor Countries</b>	Poland
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Palestine, Trans-Jordan
<b>French Dependents</b>	Algeria, Morocco, Syria, Tunisia
<b>Italian Dependents</b>	Albania, Libya, Rhodes

## 29.1 MARKERS SETUP

### Turn Track:

- **Mar–Apr 1940:** Turn Marker

### US Commitment Level Track:

- **USCL 0:** European USCL

### Victory Point Track:

- **1 VP:** Allied Crusade

### Posture Display:

- **United States:** Isolationism
- **Russia:** Nazi-Soviet Pact
- **Soviet Minors:** Nazi-Soviet Pact

### Influence & Neutrality Markers on Map:

- **Belgium-Holland:** Western Influence
- **Finland:** Axis Influence
- **Hungary:** Axis Influence
- **Switzerland:** Neutrality

### Markers & Units Removed From Game:

- All Austrian counters
- All Civil War counters
- All Czechoslovakian counters

## 29.2 AXIS FACTION SETUP

### On Map:

- **Ceded Lands Box:** Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- **Strategic Warfare Box:** Axis Minor Country Production +1, +Axis Luck
- **Königsberg (e4002):** 1× 1-2-3 ☒
- **e3903:** 1× 1-2-3 ☒
- **Warsaw (e3702):** 1× 1-2-3 ☒
- **Krakow (e3501):** 1× 1-2-3 ☒
- **e3503:** 1× 1-2-3 ☒
- **Kiel (w4023):** 1× 1-2-3 ☒
- **Hamburg (w3922):** 1× 1-2-4 ☒ [19G]
- **Bremen (w3821):** 1× 1-2-3 ☒, 2× 2-2-4 ☒
- **The Ruhr (w3720):** 1× 6-6-3 ☒ [4], 1× 1-2-3 ☒, 1× 2-2-4 ☒
- **w3721:** 1× 4-4-3 ☒ [Nor]
- **Köln (w3620):** 1× 6-6-3 ☒ [16]
- **w3621:** 3× 1-2-3 ☒
- **Saarbrücken (w3520):** 1× 5-6-2 ☒ [12]
- **Frankfurt (w3521):** 3× 1-2-3 ☒
- **Karlsruhe (w3421):** 1× 3-4-2 ☒ [re: 1]
- **w3320:** 1× 3-4-2 ☒ [re: 7]
- **Vienna (w3226):** 1× 1-2-3 ☒

### On Turn Track:

- **Apr–May 1940:** 1× 4-4-3 ☒ [re: 18], 1× 5-4-4 ☒ [re: 1P]
- **May–June 1940:** 1× 4-4-3 ☒ [re: 6]
- **June–July 1940:** 2× 4-4-3 ☒ [re: 2, 9]
- **July–Aug 1940:** 1× 5-4-4 ☒ [re: 2P]

### Force Pool:

- 19× 1-2-3 ☒
- 7× 3-4-2 ☒ [re: 3, 8, 10, 14, 19, 21, E]
- 1× 1-2-4 ☒ [1F]
- 7× 2-2-4 ☒
- 1× 2-2-3 ☒ [re: Sou]
- 3× Air Force [1, 2, 3]
- 1× Sub Fleet [Type VII]
- 1× Convoy
- 1× Axis Beachhead

### Option Cards:

- **Removed from Deck:** 1–13, 15, 17–19, 44–45, 49
- **Pending Card:** 24 (*Operation Weserübung*)
- **Selection Requirements Met:** 5 (*German Mobilization*), 2× of 8–16 (*Demand Austria*, *Demand Czechoslovakia*).

## 29.3 WESTERN FACTION SETUP

### On Map:

- **Ceded Lands Box:** Syria French Dependent
- **Strategic Warfare Box:** French War Economy +1, Western Minor Country Production +1
- **Famagusta (e1814):** Detachment

- **Beirut (e1715):** French Detachment
- **Damascus (e1716):** 1× French 0-1-0 ☒ [Dam]
- **Alexandria (e1411):** 1× 1-2-2 ☒
- **Basra (e1427):** 1× 0-1-0 ☒ [Basra]
- **Port Said (e1312):** 1× 0-1-0 ☒ [Said]
- **Suez (e1213):** 1× 0-1-0 ☒ [Suez]
- **Scapa Flow (w4817):** Detachment
- **Calais (w3717):** 1× 1-2-2 ☒ [BEF], 1× 2-1-3 ☒, 1× French 4-4-3 ☒ [7]
- **Lille (w3618):** 1× French 3-4-2 ☒ [re: 1]
- **Reims (w3517):** 1× French 2-2-2 ☒ [1]
- **Verdun (w3518):** 1× French 3-3-2 ☒ [9], 1× French 1-1-2 ☒ [re: 2]
- **Metz (w3519):** 1× French 1-2-2 ☒ [3], 1× French 0-5-0 ☒ [Mag]
- **Strasbourg (w3420):** 1× French 1-2-2 ☒ [5], 1× French 1-1-2 ☒ [re: 4], 1× French 0-5-0 ☒ [Mag]
- **Dijon (w3318):** 1× French 1-1-2 ☒ [re: 6]
- **Belfort (w3319):** 1× French 1-2-2 ☒ [8], 1× French 0-5-0 ☒ [Mag]
- **Marseilles (w2818):** 1× French 1-1-3 ☒ [Alp]
- **Gibraltar (w2208):** 1× 0-2-0 ☒ [Gib]
- **Algiers (w2114):** French Detachment
- **Casablanca (w2005):** French Detachment
- **Tunis (w2021):** French Detachment
- **Malta (w1824):** 1× 0-1-0 ☒ [Malta]
- **In any hex(es) in Britain:** 1× 1-2-2 ☒, 1× 1-1-3 ☒ [re: NW]

### On Turn Track:

- **Apr–May 1940:** 1× 1-2-2 colonial ☒ [Pol], 1× CV Fleet [Force H]
- **May–June 1940:** 1× 3-4-2 ☒ [re: 1]

### Force Pool:

- 3× 1-1-3 ☒ [re: 9, 10, W]
- 1× 1-2-2 ☒
- 5× 2-1-3 ☒
- 1× Air Force [1]
- 1× Surface Fleet [Home]
- 2× Convoys
- 1× French 0-1-2 ☒ [Res]
- 1× French 1-1-2 ☒ [re: 10]
- 2× French 0-1-2 colonial ☒ [Col]
- 1× French 1-1-2 colonial ☒ [Col]
- 1× French 1-2-3 ☒ [Exp]
- 1× French Convoy
- 1× Western Beachhead

### Conditional Events Box:

- **Their Finest Hour:** 1× 2-2-0 ☒ [Lon], 1× Interceptor [FC], 1× 1-2-2 colonial ☒ [Can]
- **Paris Threatened:** 1× French 2-2-2 ☒ [2], 1× French 1-1-2 ☒ [Def], 1× French Surface Fleet [1]

### Conquered Minor Countries Box:

- **Poland:** 3× 1-1-2 [re: Kr, Kp, Pru], 5× 0-1-2 [Res, re: Ld, Mo, Pm, Pz], 1× 1-1-3 [Exp]
- 5× 1-2-2 colonial [Fra, Italy, Spain, Swe, Tur]

### Option Cards:

- **Removed from Deck:** 1–8, 12, 15, 24, 27b
- **Pending Card:** 23 (*Commonwealth Support*)
- **Selection Requirements Met:** 1 (*Change of Governments*), 3 (*French Rearmament*), 4 (*French Mobilization*), 5b (*Wartime Mobilization*), 6a (*Maginot Line Completed*).

## 29.4 SOVIET FACTION SETUP

### On Map:

- **Ceded Lands Box:** Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **In any hex(es) in the Finnish Frontier Region:** 3× 3-3-2 [7, 14, 23]
- **In each hex along the border with Poland from hex e3904 to e3404, one per hex:** 6× 3-3-2 [3, 4, 5, 6, 10, 12]
- **In any hex(es) in Russia, not including Eastern Poland or Finnish Frontier:** 4× 3-3-2 [8, 9, 11, 13], 2× 1-1-3 [re: Bel, Plv], 2× 1-1-3 [ ]

### On Turn Track:

- **Apr–May 1940:** 1× 2-2-2 [re: 1By]
- **May–June 1940:** 1× 0-3-0 [Len]
- **June–July 1940:** 1× Interceptor [PVO]

### Force Pool:

- 6× 1-1-2 [re: 16, 18, 19, 20, 21, 22]
- 2× 1-1-3 [re: Obu, Gor]
- 2× 0-3-0 [Mos, Sev]
- 1× Convoy
- 1× Soviet Beachhead

### Conditional Events Box:

- **Emergency Mobilization:** 1× Air Force [1By], 8× 1-1-2 [re: 31, 33, 34, 37, 40, 42, 43, 48]

### Option Cards:

- **Removed from Deck:** 1–3, 4b–c, 5–7, 8b, 9b, 10b, 11–12, 18, 20b, 22b, 27b–c, 42
- **Pending Card:** 4a (*Russian Mobilization*)
- **Selection Requirements Met:** 5a (*Political Purges*), 6 (*New Five-Year Plan*).

## 29.5 SPECIAL RULES

+ **Fortunes of War:** If Fortunes of War (+15) is in effect, each side begins with one FoW card.

## 30. 1941A: THE WORLD WILL HOLD ITS BREATH

**Design Note:** Germany has overrun the West and is ready to launch its massive invasion of Russia. Meanwhile, British resistance continues in Africa. This scenario allows players to explore the war's main event—Operation Barbarossa—without prelude.

<b>Game Length</b>	36 turns, May–June 1941 to V-E Day
<b>War State</b>	Limited War is in effect. Total War is about to commence, however, so don't forget to apply 12.3 when that happens.
<b>Axis Countries</b>	Germany, Italy, Hungary, Rumania, Bulgaria
<b>Western Countries</b>	Great Britain, United States, Iraq
<b>Soviet Countries</b>	Russia
<b>Neutral Minor Countries</b>	Finland, Ireland, Persia, Portugal, Spain, Sweden, Switzerland, Syria, Turkey, Vichy
<b>Conquered Minor Countries</b>	Belgium-Holland, Denmark-Norway, Greece, Poland, Yugoslavia
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Northern Palestine, Trans-Jordan
<b>German Dependents</b>	Northern France
<b>Italian Dependents</b>	Albania, Libya, Rhodes
<b>Vichy Dependents</b>	Algeria, Morocco, Tunisia

## 30.1 MARKERS SETUP

### Turn Track:

- **May–June 1941:** Turn Marker

### US Commitment Level Track:

- **USCL 0:** European USCL

### Victory Point Track:

- **1 VP:** Axis Tide

### Posture Display:

- **United States:** Isolationism
- **Russia:** Nazi-Soviet Pact
- **Soviet Minors:** Nazi-Soviet Pact

### Influence & Neutrality Markers on Map:

- **Finland:** Axis Influence
- **Spain:** Neutrality
- **Switzerland:** Neutrality
- **Turkey:** Western Influence

### Removed From Game:

- All Austrian counters
- All Baltic States counters
- Belgium-Holland 0-2-0 [Ams]
- All Civil War counters
- All Czechoslovakian counters
- All French non-V counters and Surface Fleet [1]

## 30.2 AXIS FACTION SETUP

### On Map:

- **Ceded Lands Box:** Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Northern France German Dependent, Polish Corridor Ceded to Germany
- **Strategic Warfare Box:** Axis Minor Country Production +1, Italian War Economy +1, +Axis Luck
- **In and/or adjacent to Königsberg (e4002):** 2× 6-6-3 [16, 18], 1× 4-4-3 [Nor]
- **In e3903 and/or adjacent to Warsaw (e3702):** 2× 6-6-3 [4, 9], 1× 1-2-3 [ ], 1× 8-6-4 [2P]
- **Krakow (e3501):** 1× 1-2-3 [ ]
- **In Poland, in and/or adjacent to e3503:** 1× 6-6-3 [6], 1× 4-4-3 [Sou], 1× 8-6-4 [1P]
- **Belgrade (e2802):** 1× 1-2-3 [ ], 1× Hungarian 0-1-2 [re: 3]
- **In and/or adjacent to Tirana (e2402):** 2× Italian 1-2-2 [9, 11]
- **Salonika (e2404):** 1× Bulgarian 1-2-2 [1]
- **Athens (e2204):** 1× 1-2-3 [ ]
- **Rhodes (e1908):** 1× Italian 0-1-0 [Rho]
- **Khania (e1805):** 1× 1-2-3 [ ]
- **Benghazi (e1402):** 1× Italian Detachment
- **In any hex(es) adjacent to Tobruk (e1405, e1305, and e1306):** 1× 2-2-4 [ ], 1× 1-2-3 [ ], 1× Italian 1-2-2 [5], 1× Italian 0-1-2 [re: 10], 1× Italian 1-1-3 [Exp]
- **Zagreb (w3026):** 1× Italian 1-2-2 [2]
- **Tripoli (w1522):** 1× Italian 1-2-2 [3]
- **In any hex(es) in Belgium-Holland, Denmark-Norway, and/or Northern France:** 2× 3-4-2 [re: 1, 7], 9× 1-2-3 [ ], 1× 1-2-4 [19G]
- **In any hex(es) in Bulgaria:** 2× Bulgarian 1-2-2 [2, 3]
- **In any hex(es) in Hungary:** 1× Hungarian 2-2-2 [2], 1× Hungarian 0-1-2 [re: 1]
- **In any hex(es) in Italy (including Sardinia and Sicily):** 2× Italian 1-1-3 [re: 1, 8], 3× Italian 0-1-2 [re: 4, 6, 7]
- **In any hex(es) in Rumania:** 3× 1-2-3 [ ], 2× Rumanian 2-2-2 [3, 4], 2× Rumanian 0-1-2 [re: 1, 2]

### On Turn Track:

- **June–July 1941:** 1× 4-4-3 ☒ [re: 2], 1× Air Force [1], 1× Sub Fleet [Type VII]
- **Aug–Sept 1941:** 1× Italian Surface Fleet [RM]
- **Sept–Oct 1941:** 1× 1-2-4 ☒ [1F]

### Force Pool:

- 16× 1-2-3 ☒
- 8× 3-4-2 ☒ [re: 3, 8, 10, 12, 14, 19, 21, E]
- 9× 2-2-4 ☒
- 3× Air Force [2, 3, 4]
- 1× Convoy
- 2× Italian 0-1-2 ☒ [Res, re: A]
- 1× Italian Convoy
- 1× Bulgarian 0-1-2 ☒ [Res]
- 1× Hungarian 1-1-3 ☒ [Exp]
- 1× Hungarian 0-1-2 ☒ [Res]
- 1× Rumanian 1-1-3 ☒ [Exp]
- 1× Rumanian 0-1-2 ☒ [Res]
- 1× Axis Scratch Convoy
- 1× Axis Beachhead

### Option Cards:

- **Removed from Deck:** 1–13, 15, 17–19, 22a–b, 24–25, 27b, 28–29, 44–45, 49
- **Pending Card:** 23a (*Operation Barbarossa*)
- **Selection Requirements Met:** 2× of 8–16 (*Demand Austria, Demand Czechoslovakia*).

## 30.3 WESTERN FACTION SETUP

### On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1
- **Famagusta (e1814):** Detachment
- **Baghdad (e1722):** 1× 1-1-3 ☒ [re: 10]
- **Tobruk (e1406):** 1× 1-2-2 colonial ☒ [Aus], 1× 0-1-0 ☒ [Def], 1× Air Force [1]
- **Alexandria (e1411):** 1× 1-2-2 colonial ☒ [Ind], 1× 2-1-3 ☒, Detachment
- **Basra (e1427):** 1× 0-1-0 ☒ [Basra]
- **Port Said (e1312):** 1× 0-1-0 ☒ [Said]
- **Cairo (e1212):** 1× 1-1-3 colonial ☒ [SA]
- **Suez (e1213):** 1× 0-1-0 ☒ [Suez]
- **Scapa Flow (w4817):** Detachment
- **London (w3916):** 1× 2-2-0 ☒ [Lon]
- **Gibraltar (w2208):** 1× 0-2-0 ☒ [Gib]

- **Malta (w1824):** 1× 0-1-0 ☒ [Malta]
- **In any hex in Britain:** 1× 1-2-2 colonial ☒ [Can]

### On Turn Track:

- **June–July 1941:** +East Africa Campaign
- **July–Aug 1941:** 1× 2-2-2 ☒ [WDF]
- **Aug–Sept 1941:** 1× Surface Fleet [Home]

### Force Pool:

- 3× 1-1-3 ☒ [re: 9, NW, W]
- 2× 1-2-2 ☒
- 1× 1-2-2 ☒ [BEF]
- 2× 1-2-2 colonial ☒ [Fra, Pol]
- 1× 1-1-3 colonial ☒ [NZ]
- 1× 3-4-2 ☒ [re: 1]
- 5× 2-1-3 ☒
- 1× Air Force [2]
- 1× Interceptor [FC]
- 1× Surface Fleet [Med]
- 1× CV Fleet [Force H]
- 2× Convoys
- 1× Iraqi 0-1-2 ☒ [Res]
- 1× Western Beachhead

### Conquered Minor Country Box:

- **Belgium-Holland:** 1× 1-1-2 ☒ [re: Belg], 1× 0-1-2 ☒ [Res], 1× 1-1-3 ☒ [Exp]
- **Denmark-Norway:** 1× 0-1-2 ☒ [Res]
- **Greece:** 2× 1-1-2 ☒ [re: 1, 2], 2× 0-1-2 ☒ [Res, re: 3]
- **Poland:** 3× 1-1-2 ☒ [re: Kr, Kp, Pru], 5× 0-1-2 ☒ [Res, re: Ld, Mo, Pm, Pz], 1× 1-1-3 ☒ [Exp]
- **Yugoslavia:** 7× 0-1-2 ☒ [Res, re: 1, 2, 3, 4, 5, 6], 1× 1-1-3 ☒ [Exp]
- 4× 1-2-2 colonial ☒ [Italy, Spain, Swe, Tur]

### Option Cards:

- **Removed from Deck:** 1–8, 12, 15–18, 23–24, 26–28
- **Pending Card:** 14 (*Churchill Diplomacy*)
- **Selection Requirements Met:** 1 (*Change of Governments*), 3 (*French Rearmament*), 5b (*War-time Mobilization*).

## 30.4 SOVIET FACTION SETUP

### On Map:

- **Ceded Lands Box:** Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Leningrad (e4608):** 1× 0-3-0 ☒ [Len]
- **Sevastopol (e2912):** 1× 0-3-0 ☒ [Sev]
- **In any hex(es) in the Finnish Frontier Region:** 3× 3-3-2 ☒ [7, 14, 23]
- **In each hex along the border with Germany from hex Liepaja (e4203) to e4004, 1× per hex:** 3× 3-3-2 ☒ [8, 11, 27]
- **In each hex along the border with Poland from hex e3904 to e3404, one per hex:** 6× 3-3-2 ☒ [3, 4, 5, 6, 10, 12]
- **In any hex(es) in the Bessarabia Region:** 2× 3-3-2 ☒ [9, 18]
- **In any hex(es) in Russia:** 3× 3-3-2 ☒ [1Ba, 1By, 1Uk], 2× 1-1-2 ☒ [re: 13, 28], 2× 1-1-3 ☒ [re: Bel, Plv], 2× 1-1-3 ☒

### Force Pool:

- 7× 1-1-2 ☒ [re: 16, 19, 20, 21, 22, 24, 26]
- 2× 1-1-3 ☒ [re: Obu, Gor]
- 2× 1-2-3 ☒
- 1× 0-3-0 ☒ [Mos]
- 1× Convoy
- 1× Interceptor [PVO]
- 1× Soviet Beachhead

### Conditional Events Box:

- **Emergency Mobilization:** 1× Air Force [1By], 8× 1-1-2 ☒ [re: 31, 33, 34, 37, 40, 42, 43, 48]

### Option Cards:

- **Removed from Deck:** 1–8, 9b, 10b, 11–12, 15–16, 18, 20a–b, 22b, 27b–c, 42
- **Pending Card:** 17a (*General Mobilization*)
- **Selection Requirements Met:** 5a (*Political Purges*), 6 (*New Five-Year Plan*).

## 30.5 SPECIAL RULES

**+ Fortunes of War:** If Fortunes of War (+15) is in effect, the Axis side begins with two FoW cards. The Allied side begins with one FoW card.

## 31. 1941B: WAR WITHOUT MERCY

**Design Note:** This scenario starts after Barbarossa. The German Wehrmacht is stalled just short of Moscow, where the Red Army has prepared a furious counteroffensive. If you are playing the *AE* combined game, using this scenario will let you begin with Japan's opening attack in the Pacific.

<b>Game Length</b>	31 turns, Nov–Dec 1941 to V-E Day
<b>War State</b>	Total War
<b>Axis Countries</b>	Germany, Bulgaria, Finland, Hungary, Italy, Rumania
<b>Western Countries</b>	Great Britain, United States, Iraq, Persia, Syria
<b>Soviet Countries</b>	Russia
<b>Neutral Minor Countries</b>	Ireland, Portugal, Spain, Sweden, Switzerland, Turkey, Vichy
<b>Conquered Minor Countries</b>	Belgium-Holland, Denmark-Norway, Greece, Poland, Yugoslavia
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Northern Palestine, Trans-Jordan
<b>German Dependents</b>	Northern France
<b>Italian Dependents</b>	Albania, Libya, Rhodes
<b>Vichy Dependents</b>	Algeria, Morocco, Tunisia

### 31.1 MARKERS SETUP

#### Turn Track:

- **Nov–Dec 1941:** Turn Marker
- **Mar–Apr 1942:** Increase USCL, US Entry
- **May–June 1945:** V-E Day

#### US Commitment Level Track:

- **USCL 0:** European USCL

#### Victory Point Track:

- **2 VP:** Axis Tide

#### Posture Display:


- **United States:** Isolationism

#### Influence & Neutrality Markers on Map:

- **Spain:** Neutrality
- **Sweden:** Western Influence
- **Switzerland:** Neutrality
- **Turkey:** Western Influence

#### Removed From Game:

- All Austrian counters
- All Baltic States counters
- Belgium-Holland 0-2-0  [Ams]
- All Civil War counters









































- All Czechoslovakian counters
- 2x Finnish 0-2-0  [Man]
- All French non-V counters and Surface Fleet [1]














#### \*Pacific War Display:

- **Western Pacific War Box:** Pacific Total War

### 31.2 AXIS FACTION SETUP

#### On Map:




- **Ceded Lands Box:** Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Northern France German Dependent, Polish Corridor Ceded to Germany
- **Strategic Warfare Box:** Axis Minor Country Production +1, Italian War Economy +1, +Axis Luck
- **Petsamo (e5806):** 1x Finnish 0-1-3  [Ski]
- **e5406:** 1x Axis 4-4-3  [20]
- **e4907:** 1x Finnish 2-3-2  [K]
- **e4707:** 1x Finnish 0-1-3  [Ski]
- **e4607:** 1x Finnish 2-3-2  [SE]
- **Narva (e4506):** 1x 2-2-3  [re: Nor]
- **Luga (e4507):** 1x 6-6-3  [18]
- **Dno (e4408):** 1x 6-6-3  [16]
- **Riga (e4304):** 1x 1-2-3  [9]
- **e4309:** 1x 6-6-3  [9]
- **Rzhev (e4310):** 1x 5-4-4  [re: 3P]
- **e4210:** 1x 2-2-3  [re: Cen]
- **Vyasma (e4211):** 1x 6-6-3  [4]
- **Smolensk (e4109):** 1x 1-2-3  [4]
- **e4111:** 1x 8-6-4  [4P]
- **Orel (e4012):** 1x 8-6-4  [2P]
- **Minsk (e3906):** 1x 1-2-3  [2]
- **Kursk (e3813):** 1x 6-6-3  [2]
- **Warsaw (e3702):** 1x 1-2-3  [2]
- **Kiev (e3609):** 1x 1-2-3  [2]
- **Kharkov (e3613):** 1x Hungarian 2-2-2  [2]
- **e3614:** 1x 6-6-3  [6]
- **e3404:** 1x Hungarian 0-1-2  [re: 1]
- **e3414:** 1x 6-6-3  [17]
- **Dnepropetrovsk (e3311):** 1x 1-2-3  [8]
- **Stalino (e3313):** 1x Italian 1-1-3  [re: 8]
- **Taganrog (e3314):** 1x 8-6-4  [1P]
- **Melitopol (e3213):** 1x 2-2-3  [re: Sou], 1x Rumanian 2-2-2  [3]
- **Odessa (e3109):** 1x Rumanian 2-2-2  [4]
- **Simferopol (e3013):** 1x 4-4-3  [re: 11]
- **Belgrade (e2802):** 1x 3-4-2  [re: 12], 1x Hungarian 0-1-2  [re: 3]
- **Bucharest (e2807):** 1x Rumanian 0-1-2  [re: 1]
- **Nis (e2603):** 1x Bulgarian 1-2-2  [1]
- **Sofia (e2605):** 1x Bulgarian 1-2-2  [2]
- **Tirana (e2402):** 1x Italian 1-2-2  [9]
- **Salonika (e2404):** 1x Bulgarian 1-2-2  [3]
- **Athens (e2204):** 1x 3-4-2  [re: E], 1x Italian 1-2-2  [11]

- **Rhodes (e1908):** 1x Italian 0-1-0  [Rho]
- **Khania (e1805):** 1x 1-2-3  [2]
- **Benghazi (e1402):** Italian Detachment
- **Gazala (e1405):** 1x Axis 1-1-2  [re: Med], 1x Italian 1-2-2  [10]
- **Bir Hacheim (e1305):** 1x Italian 1-2-2  [A]
- **e1306:** 1x Axis 3-3-4  [re: PA]
- **Zagreb (w3026):** 1x Italian 1-2-2  [2]
- **Tripoli (w1522):** 1x Italian 1-2-2  [3]
- **In any hex(es) in Belgium-Holland, Denmark-Norway, and/or Northern France:** 2x 3-4-2  [re: 1, 7], 10x 1-2-3  [2]
- **In any hex(es) in Italy (including Sardinia or Sicily):** 1x 1-2-3  [2], 1x 2-2-4  [re: 4, 5, 6, 7], 4x Italian 0-1-2  [re: 4, 5, 6, 7]












#### On Turn Track:

- **Jan–Feb 1942:** 1x Air Force [1], 1x Sub Fleet [Type IX]
- **Mar–Apr 1942:** 1x Air Force [2]

#### In Holding Boxes:

- **Med HQ:** 1x Italian 0-1-2  [Res]
- **PA Army:** 1x Italian 1-1-3  [Exp]
- **20th Army:** 1x Finnish 0-1-3  [Ski]

#### Force Pool:


- 16x 1-2-3  [1]
- 6x 3-4-2  [re: 3, 8, 10, 14, 19, 21]
- 1x 1-2-4  [1Fls]
- 9x 2-2-4  [1]
- 3x Air Force [3, 4, 5]
- 1x Sub Fleet [Type VII]
- 1x Convoy
- 1x Italian 1-1-3  [re: 1]
- 1x Italian Surface Fleet [RM]
- 1x Italian Convoy
- 1x Bulgarian 0-1-2  [Res]
- 1x Finnish 0-1-2  [Res]
- 1x Hungarian 0-1-2  [Res]
- 1x Hungarian 1-1-3  [Exp]
- 2x Rumanian 0-1-2  [Res, re: 2]
- 1x Rumanian 1-1-3  [Exp]
- 1x Axis Scratch Convoy
- 1x Axis Beachhead

#### Option Cards:

- **Removed from Deck:** 1–13, 15, 17–19, 22–25, 27b, 28–29, 39, 44–45, 49
- **Pending Card:** 31 (*Mobilization Limits*)
- **Selection Requirements Met:** 2x of 8–16 (*Demand Austria, Demand Czechoslovakia*).

### 31.3 WESTERN FACTION SETUP

#### On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1
- **Tehran (e2327):** 1x 1-1-3  [re: 10]
- **Famagusta (e1814):** Detachment

- **Damascus (e1716):** 1× Syrian 0-1-2 [Res]
- **Baghdad (e1722):** 1× Iraqi 0-1-2 [Res]
- **Tobruk (e1406):** 1× 0-1-0 [Def], 1× 1-2-2 colonial [Aus]
- **Alexandria (e1411):** 1× 1-2-2 [Detachment]
- **Basra (e1427):** 1× 0-1-0 [Basra]
- **Sollum (e1307):** 1× 2-1-3 [Ind], 1× 1-2-2 colonial [Ind]
- **e1309:** 1× 2-2-2 [WDF]
- **Port Said (e1312):** 1× 0-1-0 [Said]
- **Suez (e1213):** 1× 0-1-0 [Suez]
- **Scapa Flow (w4817):** Detachment
- **London (w3916):** 1× 2-2-0 [Lon]
- **Gibraltar (w2208):** 1× 0-2-0 [Gib]
- **Malta (w1824):** 1× 0-1-0 [Malta]
- **In any hex in Britain:** 1× 1-2-2 colonial [Can]

#### On Turn Track:

- **Jan–Feb 1942:** +East Africa Open
- **Mar–Apr 1942:** 1× Surface Fleet [Med], Lend-Lease

#### Force Pool:

- 3× 1-1-3 [re: 9, NW, W]
- 1× 1-2-2
- 1× 1-2-2 [BEF]
- 2× 1-2-2 colonial [Fra, Pol]
- 2× 1-1-3 colonial [SA, NZ]
- 1× 3-4-2 [re: 1]
- 5× 2-1-3
- 2× Air Force [1, 2]
- 1× Interceptor [FC]
- 1× Surface Fleet [Home]
- 1× CV Fleet [Force H]
- 2× Convoys
- 1× Persian 0-1-2 [Res]
- 1× Western Beachhead

#### Conquered Minor Country Box:

- **Belgium-Holland:** 1× 1-1-2 [re: Belg], 1× 0-1-2 [Res], 1× 1-1-3 [Exp]
- **Denmark-Norway:** 1× 0-1-2 [Res]
- **Greece:** 2× 1-1-2 [re: 1, 2], 2× 0-1-2 [Res, re: 3]
- **Poland:** 3× 1-1-2 [re: Kr, Kp, Pru], 5× 0-1-2 [Res, re: Ld, Mo, Pm, Pz], 1× 1-1-3 [Exp]
- **Yugoslavia:** 7× 0-1-2 [Res, re: 1, 2, 3, 4, 5, 6], 1× 1-1-3 [Exp]
- 4× 1-2-2 colonial [Italy, Spain, Swe, Tur]

#### Option Cards:

- **Removed from Deck:** 1–8, 12, 15–19, 23–28
- **Pending Card:** 31 (*Operation Crusader*)
- **Selection Requirements Met:** 1 (*Change of Governments*), 3 (*French Rearmament*), 5b (*Wartime Mobilization*).

## 31.4 SOVIET FACTION SETUP

#### On Map:

- **Ceded Lands Box:** Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Murmansk (e5707):** 1× 1-1-2 [re: 14]
- **e5608:** 1× 3-3-2 [19]
- **e5109:** 1× 0-1-2
- **e4709:** 1× 3-3-2 [7]
- **Leningrad (e4608):** 1× 0-3-0 [Len], 1× 3-3-2 [23]
- **Volkhov (e4609):** 1× 3-3-2 [8]
- **Tikhvin (e4610):** 1× 2-2-2 [re: 1Ba]
- **e4509:** 1× 1-1-2 [re: 11]
- **Demyansk (e4410):** 1× 3-3-2 [34]
- **Kalinin (e4411):** 1× 3-3-2 [31]
- **e4311:** 1× 3-3-2 [20]
- **Moscow (e4312):** 1× 2-2-2 [re: 1By], 1× 0-3-0 [Mos]
- **e4212:** 1× 3-3-2 [5]
- **Tula (e4112):** 1× 3-3-2 [10]
- **e3814:** 1× 3-3-2 [40]
- **Voronezh (e3815):** 1× 2-2-2 [re: 1UK]
- **Stary Oskol (e3714):** 1× 3-3-2 [21]
- **e3615:** 1× 1-2-3
- **e3514:** 1× 3-3-2 [6]
- **e3415:** 1× 3-3-2 [12]
- **Rostov (e3315):** 1× 1-2-3, 1× 3-3-2 [18]
- **Sevastopol (e2912):** 1× 0-3-0 [Sev]

#### On Turn Track:

- **Jan–Feb 1942:** 1× 2-2-2 [re: 2By]
- **Mar–Apr 1942:** 1× 2-2-2 [re: 2Uk]

#### Force Pool:

- 3× 0-1-2
- 15× 1-1-2 [re: 3, 4, 9, 13, 16, 22, 24, 26, 27, 28, 33, 37, 42, 43, 48]
- 4× 1-1-3 [re: Bel, Gor, Obu, Plv]
- 2× 1-1-3
- 1× 2-2-2 [re: 2Ba]
- 1× Air Force [1By]
- 1× Interceptor [PVO]
- 1× Convoy
- 1× Soviet Beachhead
- 1× Soviet Partisan Base

#### Option Cards:

- **Removed from Deck:** 1–8, 9b, 10b, 11, 12, 15–18, 20a–b, 22b, 24–25, 27b–c, 42, 44
- **Pending Card:** 26b (*Siberian Reserves Released*)
- **Selection Requirements Met:** 5a (*Political Purges*), 6 (*New Five-Year Plan*), 17a (*General Mobilization*), 25 (*Relocate War Industries*).

## 31.5 SPECIAL RULES

+ **Fortunes of War:** If Fortunes of War (+15) is in effect, each side begins with one FoW card.

## 32. 1942: TURNING POINT

**Design Note:** The Axis high water mark is at hand. Germany has massed forces in the Ukraine for its next major offensive against Russia. In North Africa, Rommel stands poised to strike the British defenses along the Gazala Line.

<b>Game Length</b>	27 turns, May–June 1942 to V-E Day
<b>War State</b>	Total War
<b>Axis Countries</b>	Germany, Bulgaria, Finland, Hungary, Italy, Rumania
<b>Western Countries</b>	Great Britain, United States, Iraq, Persia, Syria
<b>Soviet Countries</b>	Russia, Yugoslavia
<b>Neutral Minor Countries</b>	Ireland, Portugal, Spain, Sweden, Switzerland, Turkey, Vichy
<b>Conquered Minor Countries</b>	Belgium-Holland, Denmark-Norway, Greece, Poland
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Palestine, Trans-Jordan
<b>German Dependents</b>	Northern France
<b>Italian Dependents</b>	Albania, Libya, Rhodes
<b>Vichy Dependents</b>	Algeria, Morocco, Tunisia

## 32.1 MARKERS SETUP

#### Turn Track:

- **May–June 1942:** Turn Marker
- **Mar–Apr 1943:** Increase USCL
- **May–June 1945:** V-E Day

#### US Commitment Level Track:

- **USCL 1:** European USCL

#### Victory Point Track:

- **2 VP:** Axis Tide

#### Influence & Neutrality Markers on Map:

- **Spain:** Neutrality
- **Sweden:** Western Influence
- **Switzerland:** Neutrality
- **Turkey:** Western Influence

### Removed From Game:

- All Austrian counters
- All Baltic States counters
- Belgium-Holland 0-2-0 [Ams]
- All Civil War counters
- All Czechoslovakian counters
- 2x Finnish 0-2-0 [Man]
- All French non-V counters and Surface Fleet [1]

### \*Pacific War Display:

- **Western Pacific War Box:** Pacific Total War

## 32.2 AXIS FACTION SETUP

### On Map:

- **Ceded Lands Box:** Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Northern France German Dependent, Polish Corridor Ceded to Germany
- **Strategic Warfare Box:** Axis Minor Country Production +1, Italian War Economy +1
- **Petsamo (e5806):** 1x Finnish 0-1-3 [Ski]
- **e5406:** 1x Axis 4-4-3 [20]
- **e4907:** 1x Finnish 2-3-2 [K]
- **e4707:** 1x Finnish 0-1-3 [Ski]
- **e4607:** 1x Finnish 2-3-2 [SE]
- **Tallinn (e4504):** Detachment
- **Narva (e4506):** 1x 2-2-3 [re: Nor]
- **Novgorod (e4508):** 1x 4-4-3 [re: 18]
- **Dno (e4408):** 1x 4-4-3 [re: 16]
- **Riga (e4304):** 1x 1-2-3
- **Rzhev (e4310):** 1x 4-4-3 [re: 9]
- **e4210:** 1x 2-2-3 [re: Cen]
- **Vyasma (e4211):** 1x 5-4-4 [re: 3P]
- **Smolensk (e4109):** 1x 1-2-3
- **e4111:** 1x 4-4-3 [re: 4]
- **Orel (e4012):** 1x 5-4-4 [re: 2P]
- **Minsk (e3906):** 1x 1-2-3
- **Chernigov (e3810):** 1x Hungarian 2-2-2 [2]
- **Kursk (e3813):** 1x 6-6-3 [2]
- **Warsaw (e3702):** 1x 1-2-3
- **Belgorod (e3713):** 1x 8-6-4 [4P]
- **Kiev (e3609):** 2x 1-2-3
- **Kharkov (e3613):** 1x 6-6-3 [6]
- **Krakow (e3501):** 1x 1-2-3
- **e3510:** 1x Italian 2-2-2 [8]
- **e3404:** 1x Hungarian 0-1-2 [re: 1]
- **Barvenkovo (e3413):** 1x 8-6-4 [1P]
- **Dnepropetrovsk (e3311):** 1x 1-2-3 1x 2-2-4
- **Taganrog (e3314):** 1x 6-6-3 [17]
- **Melitopol (e3213):** 1x 4-4-3 [Sou], 1x Rumanian 2-2-2 [3]
- **Odessa (e3109):** 1x Rumanian 2-2-2 [4]
- **Simferopol (e3013):** 1x 6-6-3 [11], 1x 2-2-4
- **Belgrade (e2802):** 1x 3-4-2 [re: 12], 1x Hungarian 0-1-2 [re: 3]

- **Bucharest (e2807):** 1x Rumanian 0-1-2 [re: 1]
- **Nis (e2603):** 1x Bulgarian 1-2-2 [1]
- **Sofia (e2605):** 1x Bulgarian 1-2-2 [2]
- **Tirana (e2402):** 1x Italian 1-2-2 [9]
- **Salonika (e2404):** 1x Bulgarian 1-2-2 [3]
- **Athens (e2204):** 1x 3-4-2 [re: E], 1x Italian 1-2-2 [11]
- **Rhodes (e1908):** 1x Italian 0-1-0 [Rho]
- **Khania (e1805):** 1x 1-2-3
- **e1503:** 1x Axis 1-1-2 [re: Med]
- **e1504:** 1x Italian 1-2-2 [A]
- **Benghazi (e1402):** 1x 2-2-4 Italian Detachment
- **Mechili (e1404):** 1x Axis 3-3-4 [re: PA]
- **Zagreb (w3026):** 1x Italian 1-2-2 [2]
- **Tripoli (w1522):** 1x Italian 1-2-2 [3]
- **In any hex(es) in Belgium-Holland, Denmark-Norway, and/or Northern France:** 2x 3-4-2 [re: 1, 7], 10x 1-2-3
- **In any hex(es) in Italy (including Sardinia or Sicily):** 1x 1-2-3 1x Italian 1-1-3 [re: 1], 4x Italian 0-1-2 [re: 4, 5, 6, 7]

### On Turn Track:

- **June–July 1942:** 1x Air Force [1], 1x Sub Fleet [Type VII], 1x 2-2-3 [re: A]

### In Holding Boxes:

- **Med HQ:** 1x Italian 0-1-2 [Res]
- **PA Army:** 1x Italian 1-1-3 [Exp]
- **20th Army:** 1x Finnish 0-1-3 [Ski]

### Force Pool:

- 5x 0-2-2 [VG]
- 14x 1-2-3
- 6x 3-4-2 [re: 3, 8, 10, 14, 19, 21]
- 1x 1-2-4 [1Fls]
- 7x 2-2-4
- 1x Bulgarian 0-1-2 [Res]
- 1x Finnish 0-1-2 [Res]
- 1x Hungarian 0-1-2 [Res]
- 1x Hungarian 1-1-3 [Exp]
- 1x Italian 0-1-2 [re: 10]
- 2x Rumanian 0-1-2 [Res, re: 2]
- 1x Rumanian 1-1-3 [Exp]
- 1x Convoy
- 4x Air Force [2, 3, 4, 5]
- 1x Sub Fleet [Type IX]
- 1x Axis Scratch Convoy
- 1x Axis Beachhead
- 1x Italian Convoy
- 1x Italian Surface Fleet [RM]

### Option Cards:

- **Removed from Deck:** 1–13, 15, 17–19, 22–25, 27b, 28–29, 31–32, 39, 44–45, 49
- **Pending Card:** 33 (*Case Blue*)

- **Selection Requirements Met:** 2x of 8–16 (*Demand Austria, Demand Czechoslovakia*), 32 (*Speer Appointed Minister*).

## 32.3 WESTERN FACTION SETUP

### On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1, +Allied Luck
- **Tehran (e2327):** 1x Persian 0-1-2 [Res]
- **Famagusta (e1814):** Detachment
- **Damascus (e1716):** 1x Syrian 0-1-2 [Res]
- **Baghdad (e1722):** 1x Iraqi 0-1-2 [Res]
- **Gazala (e1405):** 1x 1-2-2 1x 1-1-3 [re: 10]
- **Tobruk (e1406):** 1x 2-1-3
- **Alexandria (e1411):** 1x 1-2-2 colonial [Ind], Detachment
- **Basra (e1427):** 1x 0-1-0 [Basra]
- **Bir Hacheim (e1305):** 1x 1-2-2 colonial [Fra]
- **e1306:** 1x 2-2-2 [WDF]
- **Port Said (e1312):** 1x 0-1-0 [Said]
- **Suez (e1213):** 1x 0-1-0 [Suez]
- **East Africa Box:** +East Africa Open
- **Scapa Flow (w4817):** Detachment
- **London (w3916):** 1x 2-2-0 [Lon]
- **Gibraltar (w2208):** 1x 0-2-0 [Gib]
- **Malta (w1824):** 1x 1-1-2 [Def], 1x 0-1-0 [Malta]
- **In any hex in Britain:** 1x 1-2-2 colonial [Can], 1x 2-1-3

### On Turn Track:

- **June–July 1942:** 1x Surface Fleet [Med]
- **July–Aug 1942:** 1x Interceptor [FC], 1x 1-2-2 colonial [Aus]

### \*Pacific War Display:

- **\*Pacific Holding Box:** 1x CV Fleet [Force H]

© **Clarification:** In the combined *AE* game, this unit starts on the *DS* map.

### Force Pool:

- 3x 1-1-3 [re: 9, NW, W]
- 1x 1-2-2
- 1x 1-2-2 [BEF]
- 1x 1-2-2 colonial [Pol]
- 2x 1-1-3 colonial [NZ, SA]
- 1x 3-4-2 [re: 1]
- 1x 4-4-2 [re: 8]
- 4x 2-1-3
- 2x Air Force [1, 2]
- 1x Surface Fleet [Home]
- 2x Convoys
- 1x Western Beachhead



### Conquered Minor Country Box:

- **Belgium-Holland:** 1× 1-1-2 [re: Belg], 1× 0-1-2 [Res], 1× 1-1-3 [Exp]
- **Denmark-Norway:** 1× 0-1-2 [Res]
- **Greece:** 2× 1-1-2 [re: 1, 2], 2× 0-1-2 [Res, re: 3]
- **Poland:** 3× 1-1-2 [re: Kr, Kp, Pru], 5× 0-1-2 [Res, re: Ld, Mo, Pm, Pz], 1× 1-1-3 [Exp]
- 4× 1-2-2 colonial [Italy, Spain, Swe, Tur]

### Option Cards:

- **Removed from Deck:** 1-8, 12, 15-19, 21, 23-28, 31
- **Pending Card:** 20a (*Arsenal of Democracy*)
- **Selection Requirements Met:** 1 (*Change of Governments*), 3 (*French Rearmament*), 5b (*Wartime Mobilization*), 21 (*Arcadia Conference*).

## 32.4 SOVIET FACTION SETUP

### On Map:

- **Ceded Lands Box:** Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Murmansk (e5707):** 1× 1-1-2 [re: 14]
- **e5608:** 1× 3-3-2 [19]
- **e5109:** 1× 0-1-2
- **e4709:** 1× 3-3-2 [7]
- **Leningrad (e4608):** 1× 0-3-0 [Len], 1× 3-3-2 [23]
- **Volkhov (e4609):** 1× 3-3-2 [8]
- **Tikhvin (e4610):** 1× 2-2-2 [re: 1Ba]
- **e4509:** 1× 3-3-2 [11]
- **e4510:** 1× 2-2-2 [re: 2Ba]
- **Staraya Russa (e4409):** 2× 2-1-2 [re: 1S, 3S]
- **Demyansk (e4410):** 1× 3-3-2 [34]
- **Kalinin (e4411):** 1× 3-3-2 [31]
- **e4309:** 1× 2-1-2 [re: 4S], 1× 1-1-2 [re: 22]
- **e4311:** 1× 3-3-2 [20]
- **Moscow (e4312):** 1× 3-3-2 [1By], 1× 0-3-0 [Mos]
- **e4212:** 1× 3-3-2 [5]
- **e4213:** 1× 3-3-2 [2By], 1× 4-3-3 [3T]
- **Tula (e4112):** 1× 3-3-2 [10]
- **e4013:** 1× 1-1-2 [re: 3]
- **e3913:** 1× 3-3-2 [48]
- **e3814:** 1× 1-1-2 [re: 40]
- **Voronezh (e3815):** 1× 3-3-2 [1Uk]
- **Stary Oskol (e3714):** 1× 1-1-2 [re: 21]
- **e3614:** 1× 1-2-3 [re: 28], 1× 1-1-2 [re: 28]
- **e3513:** 1× 1-1-2 [re: 6]
- **e3514:** 1× 3-3-2 [9]
- **e3515:** 1× 3-3-2 [2Uk]
- **e3415:** 1× 3-3-2 [12]

- **Rostov (e3315):** 1× 1-2-3 [re: 1], 1× 3-3-2 [18]
- **Kerch (e3014):** 1× 1-1-2 [re: 43]
- **Sevastopol (e2912):** 1× 0-3-0 [Sev]
- **w2826:** 1× Yugoslavian 0-1-2 [Res], Soviet Partisan Base

### On Turn Track:

- **June–July 1942:** 2× 2-1-3 [re: 1T, 4T], 1× Air Force [1By]
- **Sept–Oct 1942:** 1× 2-1-3 [re: 2T]

### Force Pool:

- 3× 0-1-2
- 9× 1-1-2 [re: 4, 13, 16, 24, 26, 27, 33, 37, 42]
- 1× 2-1-2 [re: 2S]
- 4× 1-1-3 [re: Bel, Gor, Obu, Plv]
- 1× 1-1-3 [VDV]
- 2× 1-1-3
- 1× 2-1-3 [re: 5T]
- 1× Interceptor [PVO]
- 1× Convoy
- 6× Yugoslavian 0-1-2 [re: 1, 2, 3, 4, 5, 6]
- 1× Yugoslavian 1-1-3 [Exp]
- 1× Soviet Beachhead

### Conditional Events Box:

- **Lend-Lease to Russia:** Lend-Lease

### Option Cards:

- **Removed from Deck:** 1-8, 9b, 10b, 11-12, 15-18, 20a-b, 22b, 24-27, 42, 44
- **Pending Card:** 28 (*Uranus Reserves Formed*)
- **Selection Requirements Met:** 5a (*Political Purges*), 6 (*New Five-Year Plan*), 17a (*General Mobilization*), 27a (*Great Patriotic War*).

## 32.5 SPECIAL RULES

+ **Fortunes of War:** If Fortunes of War (+15) is in effect, each side begins with one FoW card.

## 33. 1943: THE HINGE OF FATE

**Design Note:** Could the Western Allies have conducted D-Day a year earlier? Was an Axis '43 offensive in Russia the right way to go? This late-war campaign scenario allows players to answer these questions.

<b>Game Length</b>	18 turns, May–June 1943 to V-E Day
<b>War State</b>	Total War
<b>Axis Countries</b>	Germany, Bulgaria, Finland, Hungary, Italy, Rumania
<b>Western Countries</b>	Great Britain, United States, Iraq, Persia, Syria, Vichy
<b>Soviet Countries</b>	Russia, Yugoslavia
<b>Neutral Minor Countries</b>	Ireland, Portugal, Spain, Sweden, Switzerland, Turkey
<b>Conquered Minor Countries</b>	Belgium-Holland, Denmark-Norway, Greece, Poland
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Palestine, Trans-Jordan
<b>Italian Dependents</b>	Albania, Libya, Rhodes
<b>Vichy Dependents</b>	Algeria, Morocco, Tunisia

## 33.1 MARKERS SETUP

### Turn Track:

- **May–June 1943:** Turn Marker
- **Mar–Apr 1944:** Increase USCL
- **May–June 1945:** V-E Day

### US Commitment Level Track:

- **USCL 2:** European USCL

### Victory Point Track:

- **2 VP:** Axis Tide, No Retreat

### Influence & Neutrality Markers on Map:

- **Spain:** Neutrality
- **Sweden:** Western Influence
- **Switzerland:** Neutrality
- **Turkey:** Western Influence

### Removed From Game:

- All Austrian counters
- All Baltic States counters
- Belgium-Holland 0-2-0 [Ams]
- All Civil War counters
- All Czechoslovakian counters
- 2× Finnish 0-2-0 [Man]
- All French non-V counters, Surface Fleet [1] and Convoy marker

### \*Pacific War Display:

- **Western Pacific War Box:** Pacific Total War

## 33.2 AXIS FACTION SETUP

### On Map:

- **Ceded Lands Box:** Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- **Strategic Warfare Box:** Axis Minor Country Production +1, Italian War Economy +1
- **Petsamo (e5806):** 1× Finnish 0-1-3 [Ski]
- **e5406:** 1× Axis 4-4-3 [20]
- **e4907:** 1× Finnish 2-3-2 [K]
- **e4707:** 1× Finnish 0-1-3 [Ski]
- **e4607:** 1× Finnish 2-3-2 [SE]
- **Tallinn (e4504):** Detachment
- **Luga (e4507):** 1× 6-6-3 [18]
- **Riga (e4304):** 1× 1-2-3 [K]
- **e4306:** 1× 4-4-3 [Nor], 1× 2-2-4 [C]
- **Velikiye Luki (e4308):** 1× 6-6-3 [16]
- **e4209:** 1× 8-6-4 [3P]
- **Smolensk (e4109):** 1× 6-6-3 [9]
- **e4009:** 1× 4-4-3 [Cen], 1× SS 3-2-4 [C]
- **Bryansk (e4011):** 1× 6-6-3 [4]
- **Orel (e4012):** 1× 8-6-4 [2P]
- **Minsk (e3906):** 1× 1-2-3 [K]
- **e3812:** 1× 6-6-3 [2]
- **Warsaw (e3702):** 1× 1-2-3 [K]
- **Belgorod (e3713):** 1× 8-6-4 [4P]
- **Kiev (e3609):** 1× Hungarian 1-1-2 [re: 2], OkH Logistics
- **Poltava (e3612):** 1× 4-4-3 [Sou], 1× SS 2-3-4 [C]
- **Kharkov (e3613):** 1× 5-6-2 [8]
- **Krakow (e3501):** 1× 1-2-3 [K]
- **Lvov (e3504):** 1× Hungarian 0-1-2 [re: 1]
- **e3414:** 1× 8-6-4 [1P]
- **Dnepropetrovsk (e3311):** 1× 1-2-3 [K]
- **Taganrog (e3314):** 1× 6-6-3 [6]
- **Melitopol (e3213):** 1× 4-4-3 [A]
- **Odessa (e3109):** 1× Rumanian 2-2-2 [3]
- **Anapa (e3015):** 1× 4-4-3 [re: 17]
- **Sevastopol (e2912):** 1× 1-2-3 [K]
- **Belgrade (e2802):** 1× 3-4-2 [re: 12], 1× Hungarian 0-1-2 [re: 3]
- **Nis (e2603):** 1× Bulgarian 1-2-2 [1]
- **Sofia (e2605):** 1× Bulgarian 1-2-2 [2]
- **Tirana (e2402):** 1× Italian 0-1-2 [re: 9]
- **Salonika (e2404):** 1× Bulgarian 1-2-2 [3]
- **Athens (e2204):** 1× 3-4-2 [re: E]
- **Rhodes (e1908):** 1× Italian 0-1-0 [Rho]
- **Khanika (e1805):** 1× 1-2-3 [K]
- **Zagreb (w3026):** 1× Italian 0-1-2 [re: 2]
- **Palermo (w2122):** 1× 1-2-4 [1F]
- **In any hex(es) in Belgium-Holland, Denmark-Norway, and/or France (including Corsica):** 2× 3-4-2 [re: 1, 7], 2× 0-3-0 [FE], 14× 1-2-3 [K]

- **In any hex(es) in Italy (including Sardinia or Sicily):** 1× 1-2-3 [K], 1× Italian 1-2-2 [6], 1× Italian 1-1-3 [re: 1], 6× Italian 0-1-2 [re: 3, 4, 5, 7, 10, A]

### On Turn Track:

- **June–July 1943:** 1× 5-4-4 [re: 5P], 1× Air Force [1]
- **July–Aug 1943:** 1× Italian 1-1-3 [Exp], 1× Air Force [2]
- **Aug–Sept 1943:** 1× Sub Fleet [Type IX]

### In Holding Boxes:

- **20th Army:** 1× Finnish 0-1-3 [Ski]

### Force Pool:

- 12× 1-2-3 [K]
- 5× 0-2-2 [VG]
- 5× 3-4-2 [re: 3, 10, 14, 19, 21]
- 2× 4-4-3 [re: 11, 15]
- 9× 2-2-4 [C]
- 1× 2-2-3 [re: B]
- 10× 0-3-0 [FE]
- 1× Axis 3-3-4 [re: PA]
- 1× Axis 1-1-2 [re: Med]
- 1× Bulgarian 0-1-2 [Res]
- 1× Finnish 0-1-2 [Res]
- 1× Hungarian 0-1-2 [Res]
- 1× Hungarian 1-1-3 [Exp]
- 2× Italian 0-1-2 [Res, re: 11]
- 1× Italian 0-1-2 colonial [Col]
- 1× Italian 1-1-3 [re: 8]
- 1× Rumanian 1-1-2 [re: 4]
- 3× Rumanian 0-1-2 [Res, re: 1, 2]
- 1× Rumanian 1-1-3 [Exp]
- 1× Convoy
- 3× Air Force [3, 4, 5]
- 1× Interceptor [6]
- 1× Sub Fleet [Type VII]
- 1× Axis Scratch Convoy
- 1× Axis Beachhead
- 1× Italian Convoy
- 1× Italian Surface Fleet [RM]

### Option Cards:

- **Removed from Deck:** 1–13, 15, 17–19, 22–25, 27b, 28–29, 31–34, 39, 44–45, 49
- **Pending Card:** 35a (*Operation Citadel*)
- **Selection Requirements Met:** 2× of 8–16 (*Demand Austria, Demand Czechoslovakia, 32 (Speer Appointed Minister)*).

## 33.3 WESTERN FACTION SETUP

### On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1, +Allied Luck
- **Tehran (e2327):** 1× Persian 0-1-2 [Res]
- **Famagusta (e1814):** Detachment
- **Damascus (e1716):** 1× Syrian 0-1-2 [Res]
- **Baghdad (e1722):** 1× Iraqi 0-1-2 [Res]
- **Alexandria (e1411):** 1× 1-1-3 [re: 10]
- **Basra (e1427):** 1× 0-1-0 [Basra]
- **Port Said (e1312):** 1× 0-1-0 [Said]
- **Suez (e1213):** 1× 0-1-0 [Suez]
- **East Africa Box:** +East Africa Open
- **Scapa Flow (w4817):** Detachment
- **London (w3916):** 1× 2-2-0 [Lon]
- **Gibraltar (w2208):** 1× 0-2-0 [Gib]
- **Oran (w2111):** 1× French 0-1-2 colonial [Col]
- **Algiers (w2114):** 1× French 0-1-2 colonial [Col], AFHQ Logistics
- **Casablanca (w2005):** 1× French 0-1-2 colonial [Col]
- **In and/or adjacent to Tunis (w2021):** 1× 7-6-3 [8], 1× 3-4-2 [re: 1], 1× Western 4-5-2 [15], 2× US 1-2-3 [K], 1× US 2-1-3 [C]
- **Malta (w1824):** 1× 1-1-2 [Def], 1× 0-1-0 [Malta]
- **Tripoli (w1522):** 1× 1-2-2 [K]
- **Eastern US/Canada Box:** 1× US 2-1-3 [C]
- **In any hex(es) in Britain:** 1× 1-2-2 colonial [Can], 2× 2-1-3 [C]

### On Turn Track:

- **June–July 1943:** 1× Air Force [1], 1× US Surface Fleet [8]
- **July–Aug 1943:** 1× US 4-4-2 [re: 5]

### In Holding Boxes:

- **15 HQ:** 1× US 2-1-3 [C]

### Force Pool:

- 3× 1-1-3 [re: 9, NW, W]
- 2× 1-2-2 [K]
- 1× 1-2-2 [BEF]
- 4× 1-2-2 colonial [Aus, Fra, Ind, Pol]
- 2× 1-1-3 colonial [NZ, SA]
- 4× 2-1-3 [C]
- 1× 2-1-3 colonial [Can]
- 1× 2-2-2 [WDF]
- 1× Air Force [2]
- 1× Interceptor [FC]
- 1× Bomber [BC]
- 2× Surface Fleets [Home, Med]
- 1× CV Fleet [Force H]
- 2× Convoys
- 1× French 1-2-3 [re: 7]
- 1× French 1-1-2 [Col]

- 1× French 0-1-2 [Res]
- 1× French 1-2-3 [Exp]
- 1× French 3-4-2 [re: 1]
- 10× US 1-2-3 [Exp]
- 3× US 2-1-3 [Exp]
- 1× US 3-4-2 [re: 7]
- 2× US Air Force [Med, 9]
- 1× US Surface Fleet [Atlantic]
- 1× US Convoy
- 1× Western 1-2-4 [1AB]
- 1× Western Beachhead

#### Conquered Minor Country Box:

- **Belgium-Holland:** 1× 1-1-2 [re: Belg], 1× 0-1-2 [Res], 1× 1-1-3 [Exp]
- **Denmark-Norway:** 1× 0-1-2 [Res]
- **Greece:** 2× 1-1-2 [re: 1, 2], 2× 0-1-2 [Res, re: 3]
- **Poland:** 3× 1-1-2 [re: Kr, Kp, Pru], 5× 0-1-2 [Res, re: Ld, Mo, Pm, Pz], 1× 1-1-3 [Exp]
- 4× 1-2-2 colonial [Italy, Spain, Swe, Tur]

#### Option Cards:

- **Removed from Deck:** 1–8, 12, 15–21, 23–28, 30–31, 34–35
- **Pending Card:** 36a (*Operation Husky*)
- **Selection Requirements Met:** 1 (*Change of Governments*), 3 (*French Rearmament*), 5b (*Wartime Mobilization*), 21 (*Arcadia Conference*), 35a (*Trident Conference*).

## 33.4 SOVIET FACTION SETUP

#### On Map:

- **Ceded Lands Box:** Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Murmansk (e5707):** 1× 1-1-2 [re: 14]
- **e5608:** 1× 3-3-2 [19]
- **e5109:** 1× 0-1-2 [Exp]
- **e4709:** 1× 3-3-2 [7]
- **Leningrad (e4608):** 1× 0-3-0 [Len], 1× 1-2-3 [Exp], 1× 3-3-2 [23]
- **Volkhov (e4609):** 1× 3-3-2 [1Ba]
- **Novgorod (e4508):** 1× 3-3-2 [8]
- **Staraya Russa (e4409):** 1× 3-3-2 [34]
- **e4309:** 1× 3-3-2 [22]
- **Moscow (e4312):** 1× 0-3-0 [Mos]
- **e4210:** 2× 3-3-2 [5, 31]
- **Vyasma (e4211):** 1× 3-3-2 [1By]
- **e4110:** 1× 1-2-3 [Exp], 1× 3-3-2 [33]
- **e4111:** 1× 3-3-2 [10]
- **Tula (e4112):** 1× 3-3-2 [3]
- **Ryazan (e4113):** 1× 3-3-2 [2By]
- **e4013:** 1× 3-3-2 [48]
- **e3912:** 1× 4-3-3 [2T]

- **e3913:** 1× 3-3-2 [1UK], 1× 4-4-3 [1T]
- **Kursk (e3813):** 1× 3-3-2 [40]
- **e3814:** 1× 4-4-3 [6G]
- **Voronezh (e3815):** 1× 3-3-2 [2UK]
- **Stary Oskol (e3714):** 1× 4-4-3 [7G]
- **e3614:** 1× 3-3-2 [6]
- **e3514:** 1× 4-4-3 [1G]
- **e3515:** 1× 4-4-3 [3UK]
- **e3415:** 1× 4-4-3 [3G]
- **Rostov (e3315):** 1× 5-2-2 [5S], 1× 3-3-2 [28]
- **e3115:** 1× 3-3-2 [9]
- **Novorossisk (e3016):** 1× 3-3-2 [18]
- **w2826:** 1× Yugoslavian 1-2-2 [1], Soviet Partisan Base
- **Sarajevo (w2727):** 1× Yugoslavian 0-1-2 [re: 2]

#### On Turn Track:

- **July–August 1943:** 1× Air Force [1UK]

#### Force Pool:

- 3× 0-1-2 [Exp]
- 13× 1-1-2 [re: 4, 11, 12, 13, 16, 20, 21, 24, 26, 27, 37, 42, 43]
- 4× 2-1-2 [re: 1S, 2S, 3S, 4S]
- 6× 1-2-3 [re: 2G, 4G, 5G, 8G, 10G, 11G]
- 1× 0-2-2 [Def]
- 4× 1-1-3 [re: Bel, Gor, Plv, Obu]
- 1× 1-1-3 [VDV]
- 2× 1-1-3 [Exp]
- 3× 2-1-3 [re: 3T, 4T, 5T]
- 2× 2-2-3 [re: 3GT, 5GT]
- 1× 0-3-0 [Sev]
- 2× 2-2-3 [re: 3Ba, 3By]
- 1× 2-2-2 [re: 2Ba]
- 2× Air Force [1By, 1Ba]
- 1× Interceptor [PVO]
- 1× Convoy
- Stavka Logistics
- 5× Yugoslavian 0-1-2 [Res, re: 3, 4, 5, 6]
- 1× Yugoslavian 1-1-3 [Exp]
- 1× Soviet Beachhead

#### Conditional Events Box:

- **Lend-Lease to Russia:** Lend-Lease

#### Option Cards:

- **Removed from Deck:** 1–8, 9b, 10b, 11–12, 15–18, 20a–b, 22b, 24–30, 42–44
- **Pending Card:** 31a (*Rumyantsev Offensive*)
- **Selection Requirements Met:** 5a (*Political Purges*), 6 (*New Five-Year Plan*), 17a (*General Mobilization*), 27a (*Great Patriotic War*).

## 34. 1944: CLOSING THE RING

**Design Note:** This scenario covers the last year of the war, from D-Day and the Destruction of Army Group Center to V-E Day.

<b>Game Length</b>	Approximately 9 turns, May–June 1944 to V-E Day.
<b>War State</b>	Total War is in effect.
<b>Axis Countries</b>	Germany, Bulgaria, Finland, Hungary, Italy, Rumania
<b>Western Countries</b>	Great Britain, United States, Iraq, Persia, Syria, Vichy
<b>Soviet Countries</b>	Russia, Yugoslavia
<b>Neutral Minor Countries</b>	Ireland, Portugal, Spain, Sweden, Switzerland, Turkey
<b>Conquered Minor Countries</b>	Belgium-Holland, Denmark-Norway, Greece, Poland
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Palestine, Trans-Jordan
<b>Italian Dependents</b>	Albania, Libya, Rhodes
<b>Vichy Dependents</b>	Algeria, Morocco, Tunisia

## 34.1 MARKERS SETUP

#### Turn Track:

- **May–June 1944:** Axis Faction Turn
- **Mar–Apr 1945:** Increase USCL
- **May–June 1945:** V-E Day

#### US Commitment Level Track:

- **USCL 3:** European USCL

#### Victory Point Track:

- **2 VP:** No Retreat
- **1 VP:** Axis Tide

#### Influence & Neutrality Markers on Map:

- **Spain:** Neutrality
- **Sweden:** Western Influence
- **Switzerland:** Neutrality

#### Other Markers on Map:

- **Italy:** No Occupation

#### Removed From Game:

- All Austrian counters
- All Baltic States counters
- Belgium-Holland 0-2-0 [Ams]
- All Civil War counters
- All Czechoslovakian counters
- 2× Finnish 0-2-0 forts [Man]
- All French non-V counters, Surface Fleet [1] and Convoy marker
- Italian Surface Fleet [RM], Convoy and War Economy +1 markers

### \*Pacific War Display:

- **Western Pacific War Box:** Pacific Total War

## 34.2 AXIS FACTION SETUP

### On Map:

- **Ceded Lands Box:** Alsace-Lorraine Ceded to Germany, Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany
- **Strategic Warfare Box:** Axis Minor Country Production +1
- **Petsamo (e5806):** 1× Finnish 0-1-3 ☒ [Ski]
- **e5406:** 1× Axis 4-4-3 ☒ [20]
- **e4907:** 1× Finnish 1-2-2 ☒ [re: K]
- **e4707:** 1× Finnish 0-1-3 ☒ [Ski]
- **Vyborg (e4706):** 1× Finnish 2-3-2 ☒ [SE]
- **Tallinn (e4504):** Detachment
- **Narva (e4506):** 1× SS 2-3-4 ☒, 1× 4-4-3 ☒ [re: 18]
- **e4405:** 1× 4-4-3 ☒ [Nor]
- **Riga (e4304):** 1× 1-2-3 ☒
- **e4306:** 1× 6-6-3 ☒ [16]
- **Orsha (e4108):** 1× 8-6-4 ☒ [3P]
- **e4009:** 1× 6-6-3 ☒ [4]
- **Minsk (e3906):** 1× 4-4-3 ☒ [Cen]
- **Rogachev (e3908):** 1× 6-6-3 ☒ [9]
- **Warsaw (e3702):** 1× 1-2-3 ☒
- **e3807:** 1× 4-4-3 ☒ [re: 2]
- **e3605:** 1× 8-6-4 ☒ [4P], 1× 1-2-3 ☒
- **Krakow (e3501):** 1× 1-2-3 ☒
- **Lvov (e3504):** 1× 2-2-3 ☒ [re: Sou]
- **e3405:** 1× 8-6-4 ☒ [1P], 1× 1-2-3 ☒
- **e3206:** 1× 3-4-2 ☒ [re: 8]
- **e3207:** 1× Rumanian 2-2-2 ☒ [4]
- **Kishinev (e3208):** 1× 4-4-3 ☒ [re: 6]
- **e3108:** 1× Rumanian 2-2-2 ☒ [3]
- **Belgrade (e2802):** 1× 1-2-2 ☒ [re: F], 1× 3-4-2 ☒ [re: 12]
- **Bucharest (e2807):** 2× 1-2-3 ☒
- **Nis (e2603):** 1× Bulgarian 1-2-2 ☒ [1]
- **Sofia (e2605):** 1× Bulgarian 1-2-2 ☒ [2]
- **Tirana (e2402):** Detachment
- **Salonika (e2404):** 1× Bulgarian 1-2-2 ☒ [3]
- **Athens (e2204):** 1× 3-4-2 ☒ [re: E]
- **Khania (e1805):** Detachment
- **In any hex(es) in Hungary:** 1× Hungarian 2-2-2 ☒ [2], 1× 0-1-2 ☒ [re: 3]
- **Venice (w3023):** 1× 1-2-3 ☒
- **Zagreb (w3026):** 1× 1-2-3 ☒
- **Genoa (w2920):** 1× 1-2-3 ☒
- **Bologna (w2921):** 1× 1-2-3 ☒
- **Livorno (w2721):** 1× 1-2-2 ☒ [re: C]
- **Ancona (w2723):** 1× 3-4-2 ☒ [re: 10]
- **Rome (w2522):** 1× 3-4-2 ☒ [re: 14]

- **In any hex(es) in Belgium-Holland, Denmark-Norway, and/or France (including Corsica):** 1× 2-2-3 ☒ [re: B], 1× 8-6-4 ☒ [5P], 1× SS 3-2-4 ☒, 1× 4-4-3 ☒ [re: 15], 3× 3-4-2 ☒ [re: 1, 7, 19], 7× 0-3-0 ☒ [FE], 11× 1-2-3 ☒

### On Turn Track:

- **June–July 1944:** 1× 1-6-2 ☒ [re: 1F], 1× Air Force [1]
- **July–Aug 1944:** 1× Air Force [2], 1× Interceptor [Reich], Materiel Shortages marker
- **Aug–Sept 1944:** 1× 1-2-2 ☒ [re: H], 1× 4-4-3 ☒ [re: 17], 1× Interceptor [6], 1× Sub Fleet [Type IX]
- **Sept–Oct 1944:** 1× SS 6-5-3 ☒ [re: 6P]

### In Holding Boxes:

- **20th Army:** 1× Finnish 0-1-3 ☒ [Ski]

### Force Pool:

- 12× 1-2-3 ☒
- 3× 0-2-2 ☒ [VG]
- 1× SS 1-1-4 ☒
- 1× 1-2-4 ☒ [1Fls]
- 2× 3-4-2 ☒ [re: 3, 21]
- 1× 4-4-3 ☒ [re: 11]
- 10× 2-2-4 ☒
- 1× 5-4-4 ☒ [re: 2P]
- 1× 2-2-3 ☒ [re: A]
- 1× 1-2-2 ☒ [re: G]
- 5× 0-3-0 ☒ [FE]
- 1× Axis 3-3-4 ☒ [re: PA]
- 1× Axis 1-1-2 ☒ [re: Med]
- 1× Bulgarian 0-1-2 ☒ [Res]
- 1× Finnish 0-1-2 ☒ [Res]
- 2× Hungarian 0-1-2 ☒ [Res, re: 1]
- 1× Hungarian 1-1-3 ☒ [Exp]
- 2× Italian 1-1-3 ☒ [re: 1, 8]
- 11× Italian 0-1-2 ☒ [Res, re: A, 2, 3, 4, 5, 6, 7, 9, 10, 11]
- 1× Italian 0-1-2 colonial ☒ [Col]
- 1× Italian 0-1-0 ☒ [Rho]
- 1× Italian 1-1-3 ☒ [Exp]
- 3× Rumanian 0-1-2 ☒ [Res, re: 1, 2]
- 1× Rumanian 1-1-3 ☒ [Exp]
- OkH Logistics
- 3× Air Force [3, 4, 5]
- 1× Sub Fleet [Type VII]
- 1× Convoy
- 1× Axis Scratch Convoy
- 1× Axis Beachhead

### Option Cards:

- **Removed from Deck:** 1–13, 15, 17–19, 22–25, 27b, 28–29, 31–36, 39, 44–47, 49
- **Pending Card:** 37 (*V Weapons*)
- **Selection Requirements Met:** 2× of 8–16 (*Demand Austria, Demand Czechoslovakia*), 46 (*Production Directive: Jet Fighters*).

## 34.3 WESTERN FACTION SETUP

### On Map:

- **Strategic Warfare Box:** Western Minor Country Production +2, +Allied Luck
- **Tehran (e2327):** 1× Persian 0-1-2 ☒ [Res]
- **Famagusta (e1814):** Detachment
- **Damascus (e1716):** 1× Syrian 0-1-2 ☒ [Res]
- **Baghdad (e1722):** 1× Iraqi 0-1-2 ☒ [Res]
- **Alexandria (e1411):** 1× 2-1-3 ☒, 1× 1-1-3 ☒ [re: 10], Detachment
- **Basra (e1427):** 1× 0-1-0 ☒ [Basra]
- **Port Said (e1312):** 1× 0-1-0 ☒ [Said]
- **Suez (e1213):** 1× 0-1-0 ☒ [Suez]
- **East Africa Box:** +East Africa Open
- **Scapa Flow (w4817):** Detachment
- **London (w3916):** SHAEF Logistics
- **Ajaccio (w2620):** 1× US 6-6-3 ☒ [7]
- **Pescara (w2624):** 1× 7-6-3 ☒ [8], 1× 2-1-3 ☒
- **Cassino (w2523):** 1× US 7-6-3 ☒ [5], 1× 1-2-2 colonial ☒ [Pol]
- **Naples (w2424):** 1× Western 4-5-2 ☒ [15], 1× US 2-1-3 ☒, 1× French 3-4-2 ☒ [1]
- **Taranto (w2427):** 1× 1-2-2 colonial ☒ [Ind]
- **Gibraltar (w2208):** 1× 0-2-0 ☒ [Gib]
- **Palermo (w2122):** 1× 1-1-3 colonial ☒ [SA]
- **Oran (w2111):** 1× French 0-1-2 colonial ☒ [Col]
- **Algiers (w2114):** 1× French 0-1-2 colonial ☒ [Col], AFHQ Logistics
- **Tunis (w2021):** 1× French 0-1-2 colonial ☒ [Col]
- **Malta (w1824):** 1× 0-1-0 ☒ [Malta]
- **In any hex(es) in Britain:** 1× 6-6-2 ☒ [21], 1× 8-7-3 ☒ [2], 1× 2-1-3 ☒, 1× 2-1-3 colonial ☒ [Can], 1× 1-2-2 colonial ☒ [Can], 1× US 7-7-3 ☒ [1], 4× US 2-1-3 ☒, 5× US 1-2-3 ☒, 1× Western 1-2-4 ☒ [1AB].

### On Turn Track:

- **June–July 1944:** 1× US 5-5-3 ☒ [re: 3], 1× Surface Fleet [Med], 1× 4-4-2 ☒ [re: 1Can]

### \*Pacific War Display:

- **\*Pacific Holding Box:** 1× CV Fleet [Force H]

© Clarification: In the AE combined game, this unit starts on the DS map.

### In Holding Boxes:

- **15 HQ:** 1× US 2-1-3 ☒

### Force Pool:

- 3× 1-1-3 [re: 9, NW, W]
- 2× 1-2-2
- 1× 1-2-2 [BEF]
- 1× 1-1-2 [Def]
- 3× 1-2-2 colonial [Aus, Fra, Italy]
- 1× 1-1-3 colonial [NZ]
- 3× 2-1-3
- 1× 3-4-2 [re: 1]
- 1× 2-2-2 [WDF]
- 1× 2-2-0 [Lon]
- 2× Air Force [1, 2]
- 1× Interceptor [FC]
- 1× Bomber [BC]
- 1× Surface Fleet [Home]
- 2× Convoys
- 1× French 1-2-3 [re: 7]
- 1× French 1-1-2 [Col]
- 1× French 0-1-2 [Res]
- 1× French 1-2-3 [Exp]
- 7× US 1-2-3
- 1× US 2-2-4
- 1× US 4-4-2 [re: 9]
- 1× US 3-3-2 [re: 12]
- 4× US Air Force [Med, 9, 12, 15]
- 1× US Bomber [8]
- 2× US Surface Fleet [Atlantic, 8]
- 1× US Convoy
- 1× Western Beachhead

### Conquered Minor Country Box:

- **Belgium-Holland:** 1× 1-1-2 [re: Belg], 1× 0-1-2 [Res], 1× 1-1-3 [Exp]
- **Denmark-Norway:** 1× 0-1-2 [Res]
- **Greece:** 2× 1-1-2 [re: 1, 2], 2× 0-1-2 [Res, re: 3]
- **Poland:** 3× 1-1-2 [re: Kr, Kp, Pru], 5× 0-1-2 [Res, re: Ld, Mo, Pm, Pz], 1× 1-1-3 [Exp]
- 3× 1-2-2 colonial [Spain, Swe, Tur]

### Option Cards:

- **Removed from Deck:** 1–8, 12, 15–21, 23–28, 30–32, 34–39, 42
- **Pending Card:** 40 (*Operation Overlord*)
- **Selection Requirements Met:** 1 (*Change of Governments*), 3 (*French Rearmament*), 5b (*Wartime Mobilization*), 21 (*Arcadia Conference*), 35a (*Trident Conference*), 38a (*Eureka Conference*).

## 34.4 SOVIET FACTION SETUP

### On Map:

- **Ceded Lands Box:** Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- **Strategic Warfare Box:** Soviet Minor Country Production +2
- **Murmansk (e5707):** 1× 1-1-2 [re: 14]
- **e5608:** 1× 3-3-2 [19]
- **e5109:** 1× 0-1-2
- **e4709:** 1× 3-3-2 [7]
- **Leningrad (e4608):** 2× 3-3-2 [21, 23], 1× 0-3-0 [Len]
- **Volkhov (e4609):** 1× 2-2-3 [re: 3Ba]
- **Luga (e4507):** 1× 3-3-2 [8]
- **e4407:** 1× 3-3-2 [42]
- **Dno (e4408):** 1× 2-2-2 [re: 2Ba], 1× 5-2-2 [2S]
- **Pskov (e4307):** 1× 5-2-2 [1S]
- **Velikiye Luki (e4308):** 1× 2-2-2 [re: 1Ba]
- **Moscow (e4312):** 1× 0-3-0 [Mos]
- **Vitebsk (e4208):** 1× 3-3-2 [22]
- **e4209:** 1× 5-2-2 [4S]
- **e4210:** 1× 2-2-3 [re: 3By]
- **Smolensk (e4109):** 1× 3-3-2 [5]
- **e4010:** 1× 3-3-3 [Bel], 1× 3-3-2 [33]
- **Bryansk (e4011):** 1× 3-3-2 [2By], 1× 5-4-3 [5GT]
- **Gomel (e3909):** 1× 3-3-2 [3]
- **Chernigov (e3810):** 1× 3-3-3 [Plv]
- **Pinsk (e3706):** 1× 4-4-3 [8G]
- **e3708:** 1× 3-3-2 [28]
- **e3606:** 1× 5-4-3 [1GT], 1× 4-4-3 [3G]
- **Kiev (e3609):** 1× 2-2-2 [re: 1By]
- **Tarnopol (e3505):** 1× 3-3-3 [Obu], 1× 4-4-3 [1G]
- **Zhmerinka (e3506):** 1× 2-2-2 [re: 1Uk], 1× 5-4-3 [3GT]
- **e3406:** 1× 3-3-2 [18]
- **Vinnitsa:** 1× 2-2-2 [re: 2Uk]
- **Cernauti (e3306):** 1× 3-3-3 [Gor], 1× 4-4-3 [7G]
- **e3307:** 1× 3-3-2 [27]
- **e3308:** 1× 4-4-3 [4G]
- **e3209:** 1× 5-2-2 [5S]
- **e3210:** 1× 2-2-3 [re: 3Uk]

- **Odessa (e3109):** 1× 3-3-2 [37]
- **Simferopol (e3013):** 1× 2-2-3 [re: 4Uk]
- **Sevastopol (e2912):** 1× 1-2-3 [re: 2G]
- **w2826:** 2× Yugoslavian 1-2-2 [1, 2], Soviet Partisan Base
- **Split (w2726):** 1× Yugoslavian 1-2-2 [3]
- **Sarajevo (w2727):** 1× Yugoslavian 1-2-2 [4], 1× Yugoslavian 1-1-3 [Exp]

### On Turn Track:

- **June–July 1944:** 1× Air Force [2By]
- **July–Aug 1944:** 1× 2-2-3 [re: 2GT]

### Force Pool:

- 3× 0-1-2
- 16× 1-1-2 [re: 4, 6, 9, 10, 11, 12, 13, 16, 20, 24, 26, 31, 34, 40, 43, 48]
- 1× 2-1-2 [re: 3S]
- 5× 1-2-3 [re: 5G, 6G, 9G, 10G, 11G]
- 1× 0-2-2 [Def]
- 1× 1-1-3 [VDV]
- 2× 1-1-3
- 2× 1-2-3
- 5× 2-1-3 [re: 1T, 2T, 3T, 4T, 5T]
- 1× 0-3-0 [Sev]
- Stavka Logistics
- 3× Air Force [1Ba, 1By, 1Uk]
- 1× Interceptor [PVO]
- 1× Convoy
- 3× Yugoslavian 0-1-2 [Res, re: 5, 6]
- 1× Soviet Beachhead

### Conditional Events Box:

- **Lend-Lease to Russia:** Lend-Lease

### Option Cards:

- **Removed from Deck:** 1–8, 9b, 10b, 11–12, 15–18, 20a–b, 22b, 24–32, 42–44
- **Pending Card:** 33a (*Bagratiion Offensive*)
- **Selection Requirements Met:** 5a (*Political Purges*), 6 (*New Five-Year Plan*), 17a (*General Mobilization*), 27a (*Great Patriotic War*), 32 (*Bagratiion Reserves Formed*).

## 34.5 SPECIAL RULES

**The Bomb Plot:** The Axis faction must roll on the Option Card Segment table on card 36 *Materiel Shortages* when the Materiel Shortages marker is removed from the Turn Track.

## 35. 1945: OPERATION UNTHINKABLE

**Design Note:** May 25, 1945: Germany has surrendered, but there is no V-E Day to celebrate just yet. Alarmed by Stalin's refusal to abide by the Yalta agreement, the Western Allies launch a pre-emptive strike against the Soviet Union. The plans are ordered by Churchill himself—code name: Unthinkable. This bonus “Red Star/White Star” scenario for two players pits East vs West in a final showdown for European supremacy.

<b>Game Length</b>	9 turns, May–June 1945 to April–May 1946.
<b>War State</b>	Total War and Separate Peace are in effect.
<b>Western Countries</b>	Great Britain, United States, Belgium-Holland, Denmark-Norway, Finland, Greece, Italy, Iraq, Persia, Syria, Vichy
<b>Soviet Countries</b>	Russia, Bulgaria, Hungary, Poland, Rumania, Yugoslavia
<b>Neutral Minor Countries</b>	Ireland, Portugal, Spain, Sweden, Switzerland, Turkey
<b>British Dependents</b>	Cyprus, Egypt, Gibraltar, Kuwait, Malta, Palestine, Trans-Jordan
<b>Italian Dependents</b>	Albania, Libya, Rhodes
<b>Vichy Dependents</b>	Algeria, Morocco, Tunisia

### 35.1 MARKERS SETUP

#### Turn Track:

- **May–June 1945:** Western Faction Turn
- **May–June 1946:** V-E Day Separate Peace

#### US Commitment Level Track:

- **USCL 4:** European USCL

#### Influence & Neutrality Markers on Map:

- **Spain:** Neutrality
- **Sweden:** Western Influence
- **Switzerland:** Neutrality
- **Turkey:** Western Influence

#### Ceded Lands Box:

- Austria Ceded to Germany, Czechoslovakia Ceded to Germany, Polish Corridor Ceded to Germany

#### Removed From Game:

- All Austrian counters
- All Baltic States counters
- Belgium-Holland 0-2-0 [Ams]
- All Civil War counters
- All Czechoslovakian counters

- 2× Finnish 0-2-0 forts [Man]
- All French non-V counters, Surface Fleet [1], and Convoy marker
- All German counters
- Italian Surface Fleet [RM], Convoy, and War Economy +1 markers
- Western Lend-Lease marker
- + Luck marker

#### Pacific War Display:

- **Western Pacific War Box:** Pacific Total War
- **Soviet Pacific War Box:** Pacific Total War

## 35.2 WESTERN FACTION SETUP

#### On Map:

- **Strategic Warfare Box:** Western Minor Country Production +2
- **Petsamo (e5806):** 1× Finnish 0-1-3 [Ski]
- **e5305:** 1× Finnish 0-1-3 [Ski]
- **Helsinki (e4704):** 1× Finnish 0-1-3 [Ski]
- **e4705:** 2× Finnish 1-2-2 [re: K, SE]
- **Tehran (e2327):** 1× Persian 0-1-2 [Res]
- **Athens (e2204):** 1× 2-1-3 [1], 1× Greek 2-2-2 [1]
- **Famagusta (e1814):** Detachment
- **Damascus (e1716):** 1× Syrian 0-1-2 [Res]
- **Baghdad (e1722):** 1× Iraqi 0-1-2 [Res]
- **Alexandria (e1411):** 1× 1-1-3 [re: 10], Detachment
- **Basra (e1427):** 1× 0-1-0 [Basra]
- **Port Said (e1312):** 1× 0-1-0 [Said]
- **Suez (e1213):** 1× 0-1-0 [Suez]
- **Scapa Flow (w4817):** Detachment
- **Oslo (w4624):** 1× Denmark-Norway 0-1-2 [Res]
- **Hamburg (w3922):** 1× 6-6-2 [21], 1× 2-1-3 [1]
- **Lübeck (w3923):** 1× 8-7-3 [2]
- **w3823:** 1× 7-7-3 [1Can]
- **Brussels (w3718):** 1× Belgium-Holland 2-2-2 [Belg], 1× Belgium-Holland 1-1-3 [Exp]
- **The Ruhr (w3720):** 1× 1-2-2 colonial [Can]
- **Braunschweig (w3723):** 1× US 7-6-3 [9]
- **Kassel (w3622):** 1× US 6-6-2 [12], 1× US 2-1-3 [1]
- **Leipzig (w3624):** 1× US 7-7-3 [1]
- **Paris (w3516):** SHAEF Logistics
- **Metz (w3519):** 1× US 1-2-3 [1]
- **Frankfurt (w3521):** 1× US 1-2-3 [1]
- **w3523:** 1× US 9-7-4 [3]
- **w3423:** 1× French 6-6-3 [1], 1× French 1-2-3 [Exp]
- **w3322:** 1× US 4-5-2 [6], 1× US 2-1-3 [1]
- **Munich (w3323):** 1× US 6-6-3 [7]
- **w3122:** 1× US 7-6-3 [5]
- **Venice (w3023):** 1× Western 4-5-2 [15], 1× Italian 1-1-3 [Exp]

- **Trieste (w3024):** 1× 7-6-3 [8]
- **Naples (w2424):** AFHQ Logistics
- **Gibraltar (w2208):** 1× 0-2-0 [Gib]
- **Oran (w2111):** 1× French 0-1-2 colonial [Col]
- **Algiers (w2114):** 1× French 0-1-2 colonial [Col]
- **Tunis (w2021):** 1× French 0-1-2 colonial [Col]
- **Malta (w1824):** 1× 0-1-0 [Malta]
- **In any hex in France:** 1× 1-2-3 [re: 7]

#### On Turn Track:

- **June–July 1945:** 1× Air Force [1]
- **July–Aug 1945:** 1× US Air Force [Med]

#### Pacific War Display:

- **Pacific Holding Box:** 1× CV Fleet [Force H], 1× US Surface Fleet [8]

#### In Holding Boxes:

- **15 HQ:** 1× US 2-1-3 [1]

#### Force Pool:

- 3× 1-1-3 [re: 9, NW, W]
- 2× 1-2-2 [1]
- 1× 1-2-2 [BEF]
- 1× 1-1-2 [Def]
- 5× 1-2-2 colonial [Aus, Fra, Ind, Italy, Pol]
- 2× 1-1-3 colonial [NZ, SA]
- 4× 2-1-3 [1]
- 1× 2-1-3 colonial [Can]
- 1× 3-4-2 [re: 1]
- 1× 2-2-2 [WDF]
- 1× 2-2-0 [Lon]
- 1× Air Force [2]
- 1× Interceptor [FC]
- 1× Bomber [BC]
- 2× Surface Fleet [Home, Med]
- 2× Convoys
- 1× Belgium-Holland 0-1-2 [Res]
- 1× Finnish 0-1-2 [Res]
- 1× French 1-1-2 [Col]
- 1× French 0-1-2 [Res]
- 1× Greek 1-1-2 [re: 2]
- 2× Greek 0-1-2 [Res, re: 3]
- 2× Italian 1-1-3 [re: 1, 8]
- 11× Italian 0-1-2 [Res, re: A, 2, 3, 4, 5, 6, 7, 9, 10, 11]
- 1× Italian 0-1-2 colonial [Col]
- 10× US 1-2-3 [1]
- 1× US 2-2-4 [1]
- 3× US 2-1-3 [1]
- 1× US 3-4-2 [re: 15]
- 3× US Air Force [9, 12, 15]
- 1× US Bomber [8]
- 1× US Surface Fleet [Atlantic]
- 1× US Convoy
- 1× Western 1-2-4 [1AB]
- 1× Western Beachhead

### Conquered Minor Country Box:

- 3× 1-2-2 colonial [Spain, Swe, Tur]

### Option Cards:

- **Pending Card:** 45 (*Operation Eclipse*)
- **Remaining Cards in Deck:** 10, 13, 14, 22, 29, 33, 46, 48
- **Selection Requirements Met:** 3 (*French Rearmament*), 5b (*Wartime Mobilization*), 21 (*Arcadia Conference*), 43a (*Magneto Conference*).

## 35.3 SOVIET FACTION SETUP

### On Map:

- **Ceded Lands Box:** Baltic States Ceded to Russia, Bessarabia Ceded to Russia, Eastern Poland Ceded to Russia, Finnish Frontier Ceded to Russia
- **Strategic Warfare Box:** Soviet Minor Country Production +2
- **Murmansk (e5707):** 1× 3-3-2 [14]
- **Vyborg (e4706):** 1× 3-3-2 [7]
- **Leningrad (e4608):** 1× 2-2-3 [re: 3Ba], 0-3-0 [Len]
- **Moscow (e4312):** 1× 0-3-0 [Mos]
- **w4024:** 1× 5-2-2 [2S], 1× 3-2-2 [19]
- **w3924:** 1× 5-4-3 [2GT], 1× 4-4-3 [8G]
- **w3824:** 1× 5-4-3 [1GT], 1× 5-2-2 [5S], 1× 3-3-2 [33]
- **Berlin (w3825):** 1× 2-2-3 [re: 3By]
- **Posen (w3827):** 1× Polish 2-2-2 [Pru]
- **w3724:** 2× 3-3-2 [3, 31]
- **w3725:** 1× 2-2-2 [re: 2By]
- **Dresden (w3625):** 3× 3-3-2 [6, 21, 28]
- **Breslau (w3626):** 1× 2-2-2 [re: 1By]
- **Prague (w3524):** 2× 5-4-3 [3GT, 4GT], 1× 4-4-3 [3G]
- **w3525:** 1× 2-2-2 [re: 1Uk]
- **w3425:** 1× 4-4-3 [7G], 1× 3-3-2 [13]
- **Brno (w3426):** 1× 2-2-3 [re: 4Uk]
- **w3324:** 2× 4-4-3 [4G, 9G]

- **w3325:** 1× 2-2-2 [re: 2Uk]
- **w3225:** 2× 3-3-2 [26, 27]
- **Vienna (w3226):** 1× 2-2-3 [re: 3UK], 1× Rumanian 2-2-2 [4]
- **Graz (w3125):** 1× Bulgarian 1-2-2 [1]
- **w3025:** 2× Yugoslavian 1-2-2 [1, 3]
- **Pola (w2924):** 2× Yugoslavian 1-2-2 [2, 4]
- **w2826:** Soviet Partisan Base
- **In any hex(es) in Baltic States, East Prussia, Poland, Hungary, or Rumania:** 1× 5-4-3 [5GT], 2× 4-4-3 [6G, 10G], 2× 5-2-2 [3S, 4S], 2× 3-3-2 [22, 43], 2× 2-2-2 [re: 1Ba, 2Ba].
- **In any hex(es) in Yugoslavia:** 2× Yugoslavian 1-2-2 [5, 6], 1× Yugoslavian 1-1-3 [Exp]

### On Turn Track:

- **June–July 1945:** 1× Air Force [1By]
- **July–Aug 1945:** 1× Air Force [1Uk]

### Force Pool:

- 4× 0-1-2 [ ]
- 17× 1-1-2 [re: 4, 5, 8, 9, 10, 11, 12, 16, 18, 20, 23, 24, 34, 37, 40, 42, 48]
- 1× 2-1-2 [re: 1S]
- 4× 1-2-3 [re: 1G, 2G, 5G, 11G]
- 1× 0-2-2 [Def]
- 1× 1-1-3 [VDV]
- 4× 1-1-3 [re: Bel, Gor, Obu, Plv]
- 2× 1-1-3 [ ]
- 2× 1-2-3 [ ]
- 5× 2-1-3 [re: 1T, 2T, 3T, 4T, 5T]
- 1× 0-3-0 [Sev]
- Stavka Logistics
- 3× Air Force [1Ba, 2By, 2Uk]
- 1× Interceptor [PVO]
- 1× Convoy
- 3× Bulgarian 0-1-2 [Res, re: 2, 3]
- 1× Hungarian 1-1-2 [re: 2]
- 3× Hungarian 0-1-2 [Res, re: 1, 3]
- 1× Hungarian 1-1-3 [Exp]

- 2× Polish 1-1-2 [re: Kr, Kp]
- 5× Polish 0-1-2 [Res, re: Ld, Mo, Pm, Pz]
- 1× Polish 1-1-3 [Exp]
- 1× Rumanian 1-1-2 [re: 3]
- 3× Rumanian 0-1-2 [Res, re: 1, 2]
- 1× Rumanian 1-1-3 [Exp]
- 1× Yugoslavian 0-1-2 [Res]

### Option Cards:

- **Pending Card:** 36 (*Workers Reserves Formed*)
- **Remaining Cards in Deck:** 9a, 19, 22a, 37a, 37b, 39, 40, 41
- **Selection Requirements Met:** 5a (*Political Purges*), 6 (*New Five-Year Plan*), 27a (*Great Patriotic War*). A Soviet Offensive card has already been played for 1945.

**Clarification:** That means the Soviet faction won't be able to play the *Workers Offensive* card until Spring 1946!

## 35.4 SPECIAL RULES

**Victory Conditions:** Each side counts how many Strategic Hexes (of any color) that it controls at the end of the game. For this scenario, a faction controls a Strategic Hex in a Neutral Minor Country if it contains a friendly Influence marker.

**Clarification:** Control of Berlin (w3825) is not necessary to count an Influence marker.

The Western faction adds two to its score if it has *not* played card 46 *Manhattan Project*.

The Soviet faction adds two to its score if there is *not* a Pacific Total War marker in the Soviet Pacific War Box.

The side with the highest score wins the game. Both sides lose if the score is tied.

**German Cities:** Germany is treated as an Axis Dependent—its cities are friendly to neither side.

## PLAYERS NOTES

The notes in this section will help you better understand each faction's strategic choices inherent within its deck of cards. You'll also find a storyboard of what cards they played historically and when. Feel free to refer here often as you learn the game!

### AXIS FACTION PLAYER NOTES

By Alan Emrich



### PRE-WAR DECISIONS

To get the right mindset as the Axis player, think of Germany as beginning the game in a political box imposed by the Treaty of Versailles—and you must break out of the box. How to do it?

Well, your “Nice Nazi” options are limited with only two *Ribbentrop Diplomacy* cards. If you strive to play it nice, the only other cards that can help you are *Support Nationalists* (which, at least, give you one infantry step even when the Spanish Civil War is over).

That means you won't have a lot of toys to show for playing nice, so consider the alternative. You're usually better off spending most of Pre-War rearming Germany and making *Demands* of your various neighbors. That will net you some extra toys and territory. Of course, which neighbors you harass greatly depends on the following Pre-War matters.

### SUPPORTING THE SPANISH CIVIL WAR

For the Axis, it is well worth it to *Support Nationalists* in Spain. First, you get to remove enemy Influence markers gratis or throw the dice to place friendly ones. Second, the Civil War tables on the cards are slightly biased to your advantage, making you the favorite to win. Third, the penalty if you lose (one Strategic

Hex continually counting against you) is quite significant. So support your local dictator, because Franco's reign in Spain will help you stay in the game.

### PRE-WAR DISCARDS

*German Rearmament*, *Military Purges*, and *Continuing Rearmament* all cost the Axis politically. Each costs one or two Pre-War political cards (either *Ribbentrop Diplomacy* or a *Demand*). Historically, Hitler ditched both of his Ribbentrop cards along with the *Gau Moselland* and *Denmark* options. The decisions you make here will have a definite impact down the road.

Your hand also contains six impressive *Production Directive* cards (*A-bombs*, *Helicopters*, *Jet Fighters*, *Ural Bombers*, *Type XXI U-Boats*, and the *Kriegsmarine Z-Plan*). But half of those will be discarded by the time you play *German Mobilization*, and another one is forced from your hand when you play a card *34 Festung Europa* or *SS Europa*. So you can only play two, maybe three, of these *Directive* cards. The question is, which ones do you husband now to play later?

The answer depends on your Master Plan for conquering Europe. *Ural Bombers* and *Helicopters* will mostly help you on the Eastern Front. *U-boats* and *Z-Plan* play better against the West. *A-bombs* and *Jet Fighters* are just plain all-around useful, but the former is an iffy prospect and the latter only affects enemy air units.

### MASTER PLAN: WEST FIRST OR EAST FIRST?

This is the most important decision you must make as Limited War approaches. During Limited War, you can pretty much keep one Allied faction quiet while you wage war against the other. Hitler chose to keep Russia quiet by playing the *Nazi-Soviet Pact*, leaving him free to overrun France with *Case Yellow*. However, you might choose to leave Appeasement in place to cover your back in the West and go for a romp in Russia via *Operation Otto* and *Ostland Accord*.

The choice is yours, but bear in mind that either way you will have to fight a two-front war eventually.

### ENTERING LIMITED WAR

If you squeeze out every possible card from your Pre-War deck and play either *Continuing Mobilization* or *West Wall Constructed* as late as possible, Limited War will be upon you by Autumn 1940. Ideally, you want to enter Limited War prepared for war on your *own* terms. The Allied factions have pinpricks they can deliver to upset your equilibrium, but don't let them fluster you. The longer you can make the Allies react to your plans and moves, the better off you'll be.

The key concept here is that you need to devise a plan, then play the right cards and make the right moves on the board to realize that plan—but don't be so inflexible that you miss opportunities. Keep a cool head, a keen eye, some horse sense, and strive to keep your opponent off-balance, flustered, and demoralized. To that end, know that half of this game takes place on the map and the other half takes place in the players' minds and spirits. You want to win in both places.

### LIMITED WAR DECISIONS

*TK* is designed to let you wage Limited War on one front, East or West. And then—after you win an impressive victory—you can shut the front down and consider your options before Total War.

You can quiet an active Western Front during Limited War by playing *Case Yellow*. This delivers the perfect Summer blitzing opportunities and a finishing blow to France. It starts a clock running and closes the window when it's removed, but with some fast blitzing you can usually take down the French in one Summer season.

Against Russia in Limited War, *Operation Otto* will allow you to conduct a good Summer campaign (with both sides spread pretty thin), but unlike *Case Yellow*, it does not close the door when that Summer season is over. Instead, the *Ostland Accord* is the closer, provided you've captured at least two red Strategic Hexes. With the Accord, you get a settlement and some territory in Russia, thus putting that genie back in the bottle for quite some time.

With both *Case Yellow* and *Operation Otto*, you should be able to use the free *Influence* results on those cards to bring in a beefy ally, like Italy. But the main point of these cards is to get you set up for the outbreak of Total War and the final endgame. The question therefore is what will you do with this time and opportunity?



## MASTER PLAN: INVADE ENGLAND?

While this operation is doable in *TK* by committing enough Axis support units to the North Sea, it's not as a great an option as you might think. There are a lot of cities that need to be garrisoned in England, and if you have to commit an HQ there, it means there is usually one less to fight in Russia (where the game's main event takes place). It is often the case that every step sent to England is buying a one-way ticket and won't be available for operations elsewhere (particularly in Russia) for the war's duration. It works very well as a psychological play, but less so as a decisive military strategy.

## MASTER PLAN: OPEN TURKEY?

If you decide to ally with or confront Turkey, the whole of the Middle East opens up, and with it several interesting possibilities. You can use this opening to maneuver through the back doors of Russia or Egypt, or to conduct a campaign to grab Baghdad and close down Basra. The trouble is that you'll never have enough resources to do all that *and* push toward victory on all your other fronts. Usually, the Middle East Theater is fought on a shoestring where you'll find that you have no HQ unit and few panzer steps to spare; it becomes another tantalizing opportunity that is difficult to grasp.

## MASTER PLAN: A LONG LIMITED WAR?

Historically, the time between the commencement of Limited War and Total War was only six Seasonal Turns (about a year and a half). With judicious card play, you can drag that out for another year or more.

The advantage of this option is that it gives you another whole year to run down England or Russia. The down side is that you may well find your forces spread out very thin and all over the map when Total War comes around and it's time to deal with the US and the other Allied Major Country. Many a 1942 *Barbarossa* against Russia has gone in wrong-footed and weak after a Long Limited War. There's also the very real possibility that the other Allied faction may beat you to the punch with a successful *Ultimatum* card play.

## POLITICS: TREATY VS. PUPPET GOVERNMENT

The immediate benefit of using *Treaty* cards is adding friendly territory to the cause and a complete Minor Country army. While few of the Minor Countries reward you with an Allied Strategic Hex, many hinder you by adding yet

another Axis Strategic Hex that you must worry about defending.

Playing *Puppet Government* instead allows you to take a conquered minor and make it an active ally. This doesn't put any new territory into play, and won't net you any new units—they're added to your Force Pool, where you'll have to build them up over time. But the big advantage is in not needing to *garrison* those minors against partisan threats later in the war. In countries like Yugoslavia, Spain, Poland, and Denmark-Norway, that can have substantial value.

## ENTERING TOTAL WAR

In Limited War, you (hopefully) only had one faction to fight against while the other pretty much left you alone. When Total War rolls around, the other half of the map lights up, you've got a two-front war on your hands and the meter starts running on US Entry. Knowing that you've got about a year and a half to really make hay, you've got to plan Total War so that you commence it with a mighty blow against the sleeping faction. Otherwise, their fresh and undefeated forces will start chewing on your butt and bring you down way ahead of schedule.

## TOTAL WAR DECISIONS

Your Total War kickoff cards (*Operation Barbarossa* and *Operation Sealion*) are big Blitz Value 3 cards that you should reveal in a Summer season. Reaching your *next* big Blitz 3 card, *Case Blue*, is a constraining situation. Its prerequisite is *Speer Appointed Minister*, and the prerequisite for *Speer* is *Mobilization Limits* with a horrible Political Events table that you must suffer. Thus, between your Total War kickoff and the *Case Blue* summer, two of your three card plays are predetermined. The question is what *third* card do you play?

Hitler kept attacking with *Operation Typhoon*, which is a good choice. Your other options include a diplomatic push to pick up some neutral Minor Countries (*New World Order*), long-term assistance against the Russians (*Anti-Comintern Crusade*), a tech drive (any *Directive* card played at this early juncture will let you enjoy its benefits for a long time—if it's successful), beefing up Italy or another big minor ally (*Axis Partnership*), or the light-your-hair-on-fire wild card (*Peace Offer*). This decision is a major consideration because this is an extremely crucial juncture of the war. The card you reveal as your Total War follow-up plan can significantly impact the game.

## MASTER PLAN: WHICH EUROPA?

Your next big offensive card after *Case Blue* is probably one of your card 34 choices—*Festung Europa* or *SS Europa*. With them, you've reached a fork in the road: do you want to protect your VP level and make the Allies beat it to win the game, or do you go for it and try to roll over the map and win the game outright? Hitler took the conservative route with *Festung Europa*, but its alternate card creates a very exciting end game, fraught with high-risk / high-reward opportunities for both sides.

## HISTORICAL CARDBLAY SEQUENCE

Season	#	Card Name
Spring 1937	17	<i>Support Nationalists</i>
Summer	1	<i>Göring Works Established</i>
Autumn	2	<i>German Rearmament</i>
Winter	7	<i>Military Purges</i>
Spring 1938	10	<i>Demand Austria</i>
Summer	18	<i>Support Nationalists</i>
Autumn	12	<i>Demand Czechoslovakia</i>
Winter	3	<i>Continuing Rearmament</i>
Spring 1939	19	<i>Support Nationalists</i>
Summer	4a	<i>Nazi-Soviet Pact</i>
Autumn	15	<i>Demand Polish Corridor</i>
Winter	5	<i>German Mobilization</i>
Spring 1940	24	<i>Operation Weserübung</i>
Summer	22a	<i>Case Yellow</i>
Autumn	28a	<i>Treaty</i>
Winter	29a	<i>Treaty</i>
Spring 1941	25	<i>Operation Marita</i>
Summer	23a	<i>Operation Barbarossa</i>
Autumn	39	<i>Operation Typhoon</i>
Winter	31	<i>Mobilization Limits</i>
Spring 1942	32	<i>Speer Appointed Minister</i>
Summer	33	<i>Case Blue</i>
Autumn	43	<i>Total War Production</i>
Winter	34a	<i>Festung Europa</i>
Spring 1943	43	<i>Total War Production</i>
Summer	35a	<i>Operation Citadel</i>
Autumn	43	<i>Total War Production</i>
Winter	46	<i>Production Directive: Jet Fighters</i>
Spring 1944	36	<i>Materiel Shortages</i>
Summer	37	<i>V Weapons</i>
Autumn	48	<i>Production Directive: Type XXI U-boats</i>
Winter	38	<i>Wacht am Rhein</i>
Spring 1945	43	<i>Total War Production</i>

## MASTER PLAN: SWITCHING FROM OFFENSE TO DEFENSE

The best way to kill enemy steps is to attack them, but you can't do that with the advantage of high-odds attacks forever. At some point, the Allies will start to push you back. The question becomes a matter of timing: when do you switch from the strategic offensive to the strategic defensive?

At that juncture in the war, you can either gamble on another offensive swipe with *Operation Citadel* or switch to a defensive mindset with *Nation Rise Up!* This latter option won't kill a lot of Allied steps that summer (which is huge), but it will make it harder for them to try to knock you back to Berlin (which is very darn helpful). Consider this choice carefully: look at the situation on the map and feel out each player's mindset. It's always better to attack, but are you likely to inflict enough harm on the enemy to make it worth the gamble?

## THE END GAME

You have three resources working for you that you must spend carefully to hold on to as much of the Reich as you can: units, space, and time. It's an exciting and delicate balancing act where the Allies will punish you for every little mistake.

Unfortunately, you have very few good cards left to play during the latter part of the war. To get to play your last big offensive card (*Wacht am Rhein*), you have to swallow the bitter pill of *Materiel Shortages*. You'll be looking at your card hand and shaking your head wondering, "Which one of these piles of doo-doo is less deep?"

If you've held on to your *Production Directives* thus far, you might as well trot them out. With the Political DRM working in your favor, you're more likely to see them enter play. Don't be surprised though if your wonder weapons arrive too late to truly win you the war.

While *V-Weapons* will make you good for one season, when the ring is closing around Berlin you might want to hunker in the bunker and reach for your *National Redoubt* card. Always try to scrape up enough steps to hold on for one more turn. If you've gotten this far, win or lose, you'll have had a wild ride!

## WESTERN FACTION PLAYER NOTES

By Jim Moir



## PRE-WAR DECISIONS

The Western position is, arguably, both the easiest and most difficult to play. It's easy in that you have the fewest pieces to concern yourself with, and often you'll spend the early game simply reacting to Axis moves. But the Western position is also the most difficult to play because you have to watch the whole board. There is much you *could* do, but little you can do, so effectively managing time, force, and space can really wrack your brain.

As painful as it sounds, your primary goal is to support the Russian war effort (where The War will *really* be decided) by distracting as many Axis forces and as much Axis focus as possible away from "The Main Event" in the East. Until you've got enough big hammers to engage the Axis on a front wider than two or three hexes (i.e., circa *Overlord*), all you can do is make distractions for the Axis player. It doesn't sound that glorious, but you'll have your moments.

## THE GATHERING STORM

Given your supporting role, you should coordinate your card play with the Soviet faction. Some of your sneakiest tricks work best if the Soviets can play complementary cards. Try to not be rolling for the same regions or countries at the same time as your Russian ally—you may have a successful Western Influence placement be negated by Soviet events later in the same turn!

During the early portion of the game, you must make sure to play a *Rearmament* card each year. Pay attention to the order in which these must be played and any selection criteria that is

required. For example, in 1937 you want to play *British Rearmament*, and that requires *Change of Governments*. Because *Change of Governments* provides conditional reinforcements, you will get three French steps if you play it during Summer. If that is what you plan to do, there are only a few cards that may be selected for Spring, and you will have to do the *Rearmament* in Autumn or Winter.

Pay attention to the balance between building up France and preparing Britain for the long term. Only a few of your early card choices include British steps. Those include your *Chamberlain/Churchill Diplomacy* cards—also popularly known as the "No Result" cards. They may seem mostly useless, but they are one of the few ways to get British steps in play before the shooting starts. And you really do have a chance to achieve some useful results!

## EARLY FRENCH CARD CHOICES

*French Military Reforms* is only good for three or four steps as opposed to six for *Maginot Line Completed*. The offensive-oriented units will be most effective if the Axis goes "East First," or if France somehow survives on the Continent. But here's the thing—sitting in forts can be boring! And in a lot of games, the Axis bludgeons its way into a French collapse regardless of those big, immobile defenders. Wouldn't it be fun to do some bludgeoning the other way?

The *Little Entente* and various *League* cards simulate the ineffectiveness of Western efforts to thwart Nazi Germany. Historically, the West used *Little Entente* to Influence Czechoslovakia, a result that crumbled after the Axis played *Demand Czechoslovakia*. One potential benefit from these cards is to get Western Influence on a country with a Russian border region. The Soviet faction can follow that up with a *Demand*; if the Soviets fail to get the Ceded Land marker, they still get the card's good unit and the Western Influence marker stays there! And the -1 modifier makes it *easier for them to fail*. Ask the Russian player, "Would you trade four infantry steps for an Interceptor support unit?" That little *Scandinavian League* card could help him pick it up while keeping Finland out of the war.

Finally, *Western Guarantees* was the historic choice for the Allies for good reasons. It puts an end to German territory-grabbing and gives you a chance to trigger limited war before the Axis can benefit from *Additional Mobilization* in 1940. In addition, *Guarantees* preserves the option of selecting *British Ultimatum* at a later time. Without this Allied

weapon, the Axis player can get a free ride to beat on Russia until his Limited War cards run out!

When I first looked at *Franco-Russian Entente*, it seemed like a silly choice. There was no way the Axis player would allow me to get this card down in time to pre-empt *Nazi-Soviet Pact*. I imagined how awful it would be to forgo *Guarantees* (plus other future card play options) only to find that Russia would get no benefit! Then I realized that this decision didn't have to be a race. Consider hanging on to *Entente* and *Guarantees* and selecting one only after you see which *Pact* card the Axis plays—*Nazi-Soviet Pact* or *Pact of Steel*.

### THE BELGIAN WAFFLE

*Negotiations with Belgium* is one of your few legal choices for Spring 1937. Getting Influence on Belgium makes it difficult for the Axis to *Demand* and occupy the crucial Gau Moselland swamp hex. Unfortunately, even if you score twice on the political roll, Belgium cannot activate under the Locarno Treaty.

That's why you might consider playing this card later—if you wait until *Guarantees* or *Entente*, you may get an Active Minor Country out of the deal. Or, time your play to impose Influence *after* the Axis faction has already chosen its *Demand Gau Moselland* card!

### THE SPANISH CIVIL WAR

Fortunately, you only have to worry about this if the Republicans have latched onto the West for support. Playing cards to support Spain is costly in two ways.

First, it takes up a spot in your card play that could be used to prepare for the real war. In the historical card play sequence, you could substitute a *Support Republicans* card for *Negotiations with Belgium* and *Little Entente* and be little worse for wear—but after that, you'd have to pass on *Chamberlain Diplomacy* and the all-important British step that comes with it.

Second, the political results are so iffy that they often end up helping the Axis/Nationalist side. Favorable civil war results happen about 50% of the time, and unfavorable results come up a bit more than 33% of the time. There is a case to be made that the Allied side wants the Civil War to be over ASAP one way or another, because the Axis gets a political reward every time a *Support Nationalists* card is played.

### LIMITED WAR DECISIONS

In a "West First" game, the historical cards are good choices. Pay attention to the selection requirements, as these often steer you down certain paths. Make sure you are set up to play *Dyle Plan* as soon as practical, as it provides conditional French steps, a British Air Force unit, and a Blitz marker.

Apart from your historical cards, what else might you do? Let's look at your other choices. It will be a rare situation where *Operation Jupiter* card is useful. There needs to be a weak country in range of your forces that hasn't already been conquered by the Axis. You have to have some great benefit that accrues from taking said place, and you have to be willing to trade a Surface Fleet support unit for the rest of the game. Would it help if you remember that the *Country Resists* Event also gets you a Blitz marker?

Use *Demand Cyrenaica* anytime you want to punish the Axis for leaving Italy neutral. You probably want Italy to resist, but if there is Axis Tide, the chances are lower. For a wilder gambit, select this card for Spring 1940 and get your licks in on Italy. Try to have an armor step in Egypt so you can blitz the Italians if they resist!

Sometimes the Axis will choose the "Long Limited War" strategy of delaying *Barbarossa* for a year, using the additional time to conquer or Treaty their way across Europe. Turkey is a tempting ultimate goal for this gambit, as it provides the prospect of beginning Total War with a flanking force against Russia and the Middle East. *Demand Turkish Straits* can toss a giant monkey wrench into the sprockets of those eastbound panzers—but you'll want to follow it up with one of your *Lend-Lease* cards or even *Arab League* to remove any Axis Influence that results from your play. Otherwise, the Axis faction can use their free Influence from *Barbarossa* to activate Turkey.

### WHILE BRITAIN SLEEPS

What if the Axis goes "East First"? In this case, your ultimate objective is to *distract* the Axis player and cause him to lose focus. Remember, in this situation, the Axis player has no historical yardstick to mark his achievements by—so he may be feeling uncomfortable with what he's taken on.

So now is a good time to play *League* or *Demand* cards, or pursue the Spanish Civil War if it's still active. If you can present the Axis faction with one or two crises in the West, you may cause him to send fewer troops to the East than he should. You may even be able to cause him to go to Total War earlier than he wants to. If so, you've done your job.

### GETTING READY FOR THE MAIN EVENT

If Limited War proceeds historically, there are about seven seasons between the fall of France and US Entry. The West will want to play both *Lend-Lease* cards, *Arcadia Conference*, *Operation Compass*, and *Operation Crusader*. But the historical sequence may not be ideal. Consider selecting a Blitz card for Summer 1941. If Blitzing won't work, then make sure you have a Political Events roll or a Conditional Event that occurs for each turn during the long season.

HISTORICAL CARDBLAY SEQUENCE		
Season	#	Card Name
Spring 1937	8	<i>Negotiations with Belgium</i>
Summer	1	<i>Change of Governments</i>
Autumn	2	<i>British Rearmament</i>
Winter	9	<i>Chamberlain Diplomacy</i>
Spring 1938	3	<i>French Rearmament</i>
Summer	12	<i>Little Entente</i>
Autumn	6a	<i>Maginot Line Completed</i>
Winter	9	<i>Chamberlain Diplomacy</i>
Spring 1939	7a	<i>Western Guarantees</i>
Summer	4	<i>French Mobilization</i>
Autumn	9	<i>Chamberlain Diplomacy</i>
Winter	5b	<i>Wartime Mobilization</i>
Spring 1940	23	<i>Commonwealth Support</i>
Summer	16	<i>Dyle Plan</i>
Autumn	14	<i>Churchill Diplomacy</i>
Winter	17	<i>Operation Compass</i>
Spring 1941	18a	<i>Lend-Lease to Britain</i>
Summer	14	<i>Churchill Diplomacy</i>
Autumn	19	<i>Lend-Lease to Allies</i>
Winter	31	<i>Operation Crusader</i>
Spring 1942	21	<i>Arcadia Conference</i>
Summer	20a	<i>Arsenal of Democracy</i>
Autumn	30	<i>Wartime Footing</i>
Winter	34	<i>Operation Torch</i>
Spring 1943	35a	<i>Trident Conference</i>
Summer	36a	<i>Operation Husky</i>
Autumn	32a	<i>Operation Avalanche</i>
Winter	38a	<i>Eureka Conference</i>
Spring 1944	39	<i>Operation Shingle</i>
Summer	40	<i>Operation Overlord</i>
Autumn	41	<i>Operation Market-Garden</i>
Winter	43a	<i>Magneto Conference</i>
Spring 1945	44	<i>Operation Plunder</i>

## TOTAL WAR DECISIONS

Once Total War arrives, the Western faction can really start to apply some “brute force” of its own. But Total War also starts a ticking clock and you have to finish the job before time’s up.

During the first year of Total War, you’ll have to figure out which US Entry card to play, and decide where to engage the enemy. If Britain has been severely weakened, you might try invading some remote spot like Portugal, Ireland, or North Africa and then quickly building up your armies. *Operation Torch* can help you get ashore in those spots.

Generally, *Arsenal of Democracy* is the safer bet. Because of its Delay DRM advantages, you will enjoy more plentiful support units and the sea lanes will be safer. Both of those factors will make your return to the Continent much easier.

However, if the Western Allies somehow still hold a port in continental Europe when the US enters, it could be an ideal situation for *Victory Program*. The extra American units will be able to engage the enemy immediately, and you won’t have as much worry about the advantage you give to the Axis in Delay rolls.

## EUROPE FIRST?

Much of your Western card play involves choices between Europe and the Pacific and various ways to hurt the Axis. You can get more stuff for Europe if you play *Operation Husky*. Its alternative, *Operation Roundup*, temporarily allows you to opt out of the Pacific War.

A more extreme example is taking *Operation Galvanic*, which trades a whole VP level to bring a Fleet Train, Halsey’s task forces and a Marine Corps to the Atlantic. This could be fun to do, but realistically, by 1943 you probably shouldn’t need that extreme force to get back onto the Continent.

## CLOSING THE RING

In the later years of Total War, your card play will fall into a recognizable pattern. Winter is for your *Conference* cards—these unlock the Blitz cards you’ll be laying down one after another in the other seasons.

The Allied advantages in air power and sea mobility must be exploited in order to best allow your growing armies and headquarters to bring down the Axis defenses like a house of cards. You must concentrate your forces on a front that is in proportion to their size, and hit the Axis as hard and fast as you’re able to. Keep committing your planes to battle and praying for low Delay rolls—it’s what the Western player must do to win!

A word about your naval transport capability—it’s not that huge. You can stretch it by using support units for additional transport capacity, and by using your Logistics markers to take replacements where you need them. But once you make a landing commitment and build up your forces across the water, you’re pretty much stuck there. Therefore, consider any major trans-oceanic landing a one-way trip. Where you go, you must make a commitment to stay.

You’ve got plenty of advantages, even if you don’t have the largest army on the board. Make the most of what you’ve been given and find that chink in the Axis armor. They can’t be strong everywhere—he who defends everything holds nothing. Brutally exploit any weakness in the Axis defensive deployment. By the time you’re playing your late war cards, you’ll steadily outpace the Axis replacement rate, so you can even afford to make them bleed a little extra by making some low odds attacks and accepting exchanges.

Because the Allies are often facing time pressure, playing *Intensive Bombing* or *Manhattan Project* usually means giving up a Blitz card. If you’re a diehard tank-pusher, relying on the air forces can seem like cheating. These cards might give you an easier victory; you’ll have to decide if it’s more fun to send Patton driving toward Berlin.

## SOVIET FACTION PLAYER NOTES

By Thomas Prowell and Ken Keller



## PRE-WAR DECISIONS

As the Soviet Union in *TK*, you have two big decisions to make in the early going. The first is what to do with the Red Army—will you play *Military Purges*, *Tukhachevsky Reforms*, or *Stalin Line Constructed*? The second is deciding upon your international outlook—will it be *Political Purges* or *Collective Security*? The six possible combinations of these two decisions make the Soviet faction a lot of fun to play. Let’s explore each of your options more closely.

## THE MILITARY QUESTION

The historical path is *Military Purges*, and it works like a vaccine. By putting up with the small pain of inoculation now, you save yourself from bigger problems down the road. And while the card may look pretty blank in terms of what it provides (especially compared to the two other toy-laden alternatives), it gives you the most flexibility to deal with future events.

Your first alternative to consider is *Tukhachevsky Reforms*. It gives you more steps (always nice) and a handy HQ unit. But it contains a couple of poison pills too. Because your Red Army is making friends with various German military advisors, you have to give up your *Russian Ultimatum* card. That won’t make your Western ally very happy, as it leaves the Axis free to pursue a strategy of running down the British Empire. More damaging, you’ll also have to deal with a *Red Army Conspiracy* in Total War, and that can be really ugly. Metaphorically, if *Purges* is a vaccine, then *Tukhachevsky Reforms* is a loan—and the payback can be steep.

The second alternative is *Stalin Line Constructed*. This card also gives you steps, albeit in the form of immobile fortress units. But the cost of the “payback” card, *Red Army Reforms*, isn’t as steep. You do have to give up your claim to Eastern Poland and other borderlands. The forts can extract a toll from the *Wehrmacht*, but they can’t help you on the attack. Your late war army will also be on the clumsy side. All in all, this course is the middle-of-the-road strategy.

## THE POLITICAL QUESTION

Here, you have a hard option and a soft option. Stalin, as befits his name, chose the hard option: *Political Purges*. It’s a good choice, one designed to ensure the safety of the Soviet Union at the expense of antagonizing all your neighbors. That’s because this card allows you to play most of your *Demand* cards. These cards add precious buffer territory to your frontiers and vital HQ units to your Force Pool.

The soft alternative is *Collective Security*. By engaging in diplomacy, respecting international borders—and getting some lucky dice—you’re hoping to pick up some Minor Country allies. You’ll need them too, to make the best use of the weaker multi-national HQs that come from walking this path.

What happens if you don’t get an ally or two? Well, if you’ve managed to put some Soviet Influence markers in the Balkans, then at least you may have done enough to keep those countries off the Axis team and out of the war. You might also want to consider playing your *Demand Turkish Frontier* card to pick up the HQ there if the Axis faction isn’t in a position to intervene in Turkey. But *Collective Security* is definitely a more high-risk, high-reward option than *Political Purges*.

## PACT OR ENTENTE OR NEITHER?

Your *Purges/Security* political choice also sets you up to play a corresponding Policy-setting option card, *Nazi-Soviet Pact* or *Franco-Russian Entente*. Playing one of these cards gives you a little more time and security before the shooting starts, but generally you want the Axis faction to come to you with the paperwork. If you play *Pact* or *Entente* pre-emptively, that leaves the Axis free to play his *Pact of Steel* and pick up Italy or Poland as an ally.

Do bear in mind if nobody plays *Pact*, you’re almost certainly going to see Germany go “East First,” lest the Axis player watch you tear up the Rapallo Treaty while he’s busy taking down France.

## VIVA THE REPUBLIC!

If you end up running the Republicans in the Spanish Civil War, it’s definitely worth it to trot out a couple of *Support Republican* cards in 1937. That’s because you’ll get to play two cards that year, while the Axis player will be limited to just one (assuming he wants to play *Göring Works*, *Military Purges*, and his yearly Rearmament Card). With some luck, you might win the war early, or put yourself far enough ahead to where the Axis faction chooses not to pursue the matter. Either outcome is good for you.

If the early dice don’t go your way in Spain, then you may wish to stop playing *Support Republican* cards in 1938. Bear in mind that during a long Civil War, the Axis faction will get some benefits for playing its *Support Nationalists* cards. It’s a tradeoff you have to consider as the situation develops.

## OTHER CONSIDERATIONS

*New Five-Year Plan* is an important card for you to play at some point during Pre-War, because it’s a pre-requisite for other useful cards you’ll want to pick later on.

To play *New Five-Year Plan* though, you have to discard one of your *Production Directorate* cards. While those cards aren’t playable until Total War, the pieces they give you will be really important when they arrive—so deciding what to keep and what to toss is a vexing question. Most players prefer to play *Red Air Force*, but *Heavy Bombers* have their uses, and the *Red Navy* can threaten Axis flanks in the Baltic and Black Seas. *Factory Production* gives you a War Production marker that will improve your Delay DRM.

If you get involved in a war in the Pacific, end it as soon as you can with *Forces for the Far East*. You want to keep your support units on the main front.

## LIMITED WAR DECISIONS

Between your big decisions during Pre-War and the high-stakes drama of Total War, there’s Limited War—which, for you, is probably the most predictable part of the game.

Certainly, if the Axis went “West First,” then your course is set. You’ll need to finish your Rearmament series by playing a card 4. You’ll want to play some *Demands* or *Central Alliance/Balkan Pact* to get some HQs and the Interceptor in your Force Pool. And you’ve got two cards to get out of the way (*Zhukov Takes Command* and *Peace Offer*) before you play your big *General Mobilization* card. Generally you want to be

ready to trot that out by the second Summer after Limited War begins.

Incidentally, that’s also the time to think about its alternative, *Russian Ultimatum*, if the Axis player is threatening a long Limited War to run down the Western Allies. Putting the Axis in a two-front war is always a good thing to do.

When you’re not directly challenging Germany, try to cause as much mischief as you can, even

HISTORICAL CARDBLAY SEQUENCE		
Season	#	Card Name
Spring 1937	1a	<i>Military Purges</i>
Summer	12	<i>Support Republicans</i>
Autumn	5a	<i>Political Purges</i>
Winter	12	<i>Support Republicans</i>
Spring 1938	6	<i>New Five-Year Plan</i>
Summer	12	<i>Support Republicans</i>
Autumn	2	<i>Russian Rearmament</i>
Winter	13	<i>Pre-War Production</i>
Spring 1939	14	<i>Forces for the Far East</i>
Summer	3	<i>Continuing Rearmament</i>
Autumn	11	<i>Demand Eastern Poland</i>
Winter	18	<i>Demand Finnish Frontier</i>
Spring 1940	4a	<i>Russian Mobilization</i>
Summer	8a	<i>Demand Baltic States</i>
Autumn	20a	<i>Demand Bessarabia</i>
Winter	15	<i>Zhukov Takes Command</i>
Spring 1941	16	<i>Peace Offer</i>
Summer	17a	<i>General Mobilization</i>
Autumn	25	<i>Relocate War Industries</i>
Winter	26b	<i>Siberian Reserves Released</i>
Spring 1942	27a	<i>Great Patriotic War</i>
Summer	28	<i>Uranus Reserves Formed</i>
Autumn	43	<i>Production Directorate: Red Air Force</i>
Winter	29a	<i>Uranus Offensive</i>
Spring 1943	30	<i>Rumyantsev Reserves Formed</i>
Summer	31a	<i>Rumyantsev Offensive</i>
Autumn	39	<i>Total War Production</i>
Winter	32	<i>Bagrations Reserves Formed</i>
Spring 1944	39	<i>Total War Production</i>
Summer	33a	<i>Bagrations Offensive</i>
Autumn	40	<i>Total War Production</i>
Winter	34	<i>Red Banner Reserves Formed</i>
Spring 1945	35b	<i>Little Red Banner Offensive</i>

with weak cards like *Molotov/Litvinov Diplomacy* or *Further Demands*. If you count steps, you'll see the potential Soviet Force Pool is very tight until Emergency Mobilization happens. Playing nothing but *War Production* cards will exhaust that Force Pool quickly while causing you to miss out on opportunities to cause distractions for the Axis to solve.

## THE FIRE IN THE EAST

If the Axis went "East First," things are *likely* to follow a different-but-still-predictable course. The Axis faction will beat you up until they are happy with their gains. At that point, they'll make you sign the *Ostland Accord* and then turn his attentions westward.

Since *Ostland* resets the Red Army to a certain size, that means it's *almost* worth it to sacrifice just about every step you can to cause Axis casualties. I say "almost," because you do want to avoid the situation where your army is so decimated that the Axis decides it's better to try and push you off the map entirely. That *can* happen, and it's worth it to play *Russian Surrender* to avoid that unpleasant fate.

Up until that point though, it's worth it to fight it out with the Axis. (For more on why that is, read the Total War notes below). *Zhukov Takes Command* is definitely a Blitz card to use, but remember you can also choose to pick up more Blitz markers by selecting the optional *Country Resists* Event on your *Demand* cards.

Decide carefully before using your other available Blitz cards though—*Stalin Orders Attack* and *General Mobilization*. While they give you a lot of steps now, you may well want those steps later, to rebuild after *Ostland*. The question is whether you cause enough damage with them to make a Limited War play worthwhile.

## TOTAL WAR DECISIONS

When Total War comes, your option card decisions are pretty easy. First, before you can do much else, you'll need to play *Relocate War Industries*. As you move the factories to Siberia, you'll have to discard another *Production Directorate*.

Your second order of business is finding the right time to play your card 27 (*Great Patriotic War*, *Red Army Conspiracy*, or *Red Army Reforms*) and deal with any consequences that come with that. That card is a pre-requisite for almost everything else in your deck.

Finally, you may have one counterattack card in your hand that you can slot around the two required plays—either *Stalin Orders Attack* or *Siberian Reserves Released*, depending on whether the Axis went "East First" and which way the winds in Tokyo have blown.

After that, things get real straightforward. You can only play one big *Offensive* card a year, and you have to play *Reserves Formed* before you can pull the trigger. That leaves just two other seasons each year to contemplate options. Most of the time, you'll be churning out *Total War Production* to create steps. Once the front line has stabilized, you can think about a *Production Directorate* or two to give you some handy tools in the form of support units and a War Production marker.

Other than that, you won't have many rabbits to pull out of your big, furry Red Army hat. *Soviet Partnership* is useful if you have the opportunity. And a well-timed card 22 (*Ultimatum* or *Comintern*) could present the Axis with a crisis, but you must sacrifice many steps to play it, and steps should be your first priority.

## THE GROUND GAME

While Soviet card play is easy, the front line is where you'll win or lose. The ground game is all-important to you, and sharp Soviet play is definitely something to master. In the early stages of *Barbarossa*, your army will be ripped to shreds. And when it's time for Round Two with *Case Blue*, you'll probably be battered all over again.

Faced with these one-two punches, a lot of Soviet players turn gun-shy and think too much about running away to preserve the Red Army. Over the long haul, that's a losing strategy. Ken Keller, one of our ace playtesters and a much better Soviet player than I am, explains this well. He writes:

*Axis prospects for victory hinge on how long it can hold the Konigsberg-Odessa line. This is the*

*shortest front line in the East. (Actually it's the Carpathians, not Odessa per se, but "KO-Line" sounds better than "KC-Line".) The Axis can maintain the KO-Line until the Wehrmacht is thinned out by sufficient casualties to force a retreat. At this point, the Axis withdrawal into clusters of garrisoned objectives can be controlled as a fixed-rate collapse until the end of the game. So the key element in controlling this timing—which determines victory—is Axis casualties.*

*So Russian prospects comes down to one overriding strategic objective: kill German steps. And killing German steps cannot be accomplished by running away. The Red Army cannot inflict a sufficient level of Axis casualties by postponing engagement until the Big Red Machine is built in 1943. It must find a way to cause Axis casualties while still on the defensive.*

*I've found that the best way is to withdraw to a series of defensible positions, falling back only far enough to get away from the German HQs to avoid their shift and attack factors. That often saves an odds level or two, and if the Axis is hitting you at 3-1 or 4-1, it is going to take attacker casualties. Often in the Summer of 1941, there are situations where even one Russian step in the right place, backed by an HQ, can limit the Axis to a 2-1 attack. At that level, there's only a small risk of having your HQ damaged, versus a decent chance of forcing the attacker to retreat or give up a step.*

*In short, you don't run so that the Germans can't hit you, but so that they can hit you on your terms.*

No matter what, you're going to lose a lot of troops in the early going. A strong German attack will always be hard to stop, so threaten his flanks to make him draw forces away from his main thrust. Spread the front line wide and do everything you can to slow the Axis down until your hordes are in place. Don't try to defeat Germany in a test of strength in 1941 or '42. Instead, pick away at him for the first couple of years, counterattacking any overexposed unit or force, and then clobber him en masse in 1943, '44 and '45. At that point, attack as much as you can. Trading steps in 2-1 attacks—and even 3-2 attacks at times—is worth it if you can create an attrition rate the Axis faction can't sustain. See you in Berlin, comrade!

## DESIGNER'S NOTES

By Thomas Prowell

Well, here we are again for a fourth go. If you've followed this saga over the last 25 years, from *Krieg!* (1996), to *Totaler Krieg!* (1999), to *Axis Empires: Totaler Krieg!* (2011), to now, I don't know that there's much new to say. The actual changes to *TK* are small fixes, as you'd expect at this point.

Most of the "big news" with the Ultimate Edition will be the attention given to the *Schiffskrieg* air-naval module and *Dice of Decision II* random campaign generator, so those places would be the best spots to look for relevant design notes.

On the other hand, if you're new to *TK*, then I suppose there would be some value in a quick summary of the design tenets that have guided the game since the beginning—and specifically, what makes this game different than the many, many other ETO games out there.

The first tenet is that the history of World War II in Europe was one of constant, unpredictable events that surprised national leaders at every turn. Specifically, if you look at the Nazi-Soviet Pact, the 1940 collapse of France, Italy's ill-con-

sidered invasion of Greece, and the subsequent coup-then-invasion of Yugoslavia, the theme is one of events unfolding in unpredictable fashion. To properly capture what the war felt like then, *TK* uses a robust system of generating surprising events that help remove the benefit of hindsight.

At the same time though, we do want each game of *TK* to feel like the World War II you recognize—so certain events and assumptions are hard-wired into the game. Germany *must* go to Total War (no later than 1943), and it *must* fight Britain, Russia and the United States. There are no ways out of this self-created trap.

Second, *TK* posits that Nazi Germany's drive to capture resources did *not* put it on some sort of path to creating a machine capable of efficiently capturing and using resources ad infinitum until it resembled the Borg of a certain sci-fi universe. That just wasn't how the Nazis operated—instead, we assume that Hitler was an opportunistic national leader using campaigns with short-sighted objectives of limited duration toward the nearly impossible attainment of *Lebensraum*. In many respects,

the larger Germany gets, the harder it is for it to hold on to its gains—just as happened between 1942 and 1945. Previous games that used more natural models of resource capture and allocation don't really capture this collapse, to our way of thinking.

Finally—and this may not be immediately apparent given the size of the rulebook—we wanted *TK* to be a manageable strategic-level game with a classic beer-n-pretzels, panzer-pushing pedigree. Things like complicated air/naval systems, strategic warfare, or production models have been abstracted into the Delay Box system and use of Option cards to grant steps. *TK* has always been designed to be *playable* first and foremost—which is probably why people are still playing it, some 25 years on from its initial incarnation.

Here's to the next 25 years. I remain committed to supporting this game until I drop. If you have questions about anything *TK*-related, *please ask me*. I'm easy to find—just hit me up on *Consim World* ([talk.consimworld.com](http://talk.consimworld.com)) and *Board Game Geek* ([boardgamegeek.com](http://boardgamegeek.com)).

## CREDITS

Many, many people have helped shape the *Axis Empires* game system over the last 25+ years. Because of the passage of time and my spotty memory, this section cannot possibly name all of you who were involved. So I'm sure what follows will contain an unintended oversight or two. If so, please accept my apologies in advance and know that you guys were instrumental in creating this game. Thank you for your help, care and faith.

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**Background image:** French bocage, Shutterstock

**Front Cover Image:** Back the Attack, by Georges Schreiber, 1943



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