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CREDITS

DECISION GAMES

THE GREAT EUROPEAN WAR
WWII IN EUROPE 1941–43

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game at *www.worldatwarmagazine.com/waw/e-rules*

1.0 INTRODUCTION

The Great European War is a two-player game of an alternative World War II in Europe, based on the premise that Adolf Hitler did not order the invasion of the Soviet Union in June 1941. Instead, the Axis goes over to a naval-air offensive against the British with additional operations in North Africa and the Middle East, while waiting for America to enter the war and keeping a watchful eye on Stalin who may intervene.

1.1 Scale
Each game turn (GT) represents three months. Each hex represents 120 km. Units range in size from fronts for the Soviets, and armies and corps for all other nationalities.

2.0 COMPONENTS

The Great European War includes a 22×34-inch game map, rule set, and a sheet of 280 ½-inch counters. Players must provide one six-sided die (1d6) to resolve combat and other random game events.

2.1 Map
The game map represents the areas of Europe, North Africa, and the Middle East. The game map is overlaid with hexes used to regulate placement and movement of units. The term "on-map" refers to the hex part of the map; "off-map" refers to various displays. **Important:** One hex islands, (or multiple islands within a hex) are not playable unless there is a blue circle encompassing the island.

Map Errata:
Hex 1809 should be spelled Brussels.
The oil pipeline should extend into Haifa from hex 4025.
TEC Rough Line: Notes column should read:
   * Mountain types pay only 1
   ** Defensive shift = 0 if any attacking units are mountain type.
TEC Combat Defense Modifier Column: All plus signs should be minus signs.
Ignore the Sea Zone boundary bordering hex 3219.

2.1.1 Displays
Displays are used to organize units that are not on the map:
- Staging Areas
- Allied Convoy Display
- Reinforcement Displays
- Campaign Operations Display

2.1.2 Charts & Tables
The various charts and tables either on the map or at the end of these rules. Their use is described in the pertinent rules.

2.2 Counters
There are two basic types of counters: combat units and markers.
- Combat units represent combat formations that existed at the time.
- Campaign units represent air, land, or naval assets that have support capabilities.
- Markers allow players to note the specific status of a hex or unit(s) and function as memory aids.

2.3 Combat Units

2.3.1 Unit Sizes

The units' historic organizational sizes are shown by the symbols below. Unit size distinctions are important for stacking and for determining combat losses. **Important:** All combat units are one-step.

XXXXX: Soviet Front   **XXX:** Corps
XXXX: Army

2.3.2 Movement Factors (MF)

Combat units have MFs ranging from zero to six.

- A unit with a MF of one or more is a mobile unit and a unit with a MF of zero is a static unit.
- A unit's MF is the measure of the unit's ability to move across the hex grid printed over the map.
- Units pay varied costs from their MF to enter different hexes, depending on the terrain in each hex, any water along the hexsides, and the moving unit's mobility class.

2.3.3 Attack Factors (AF) & Defense Factors (DF)

These numbers are the measures of a unit's ability to conduct offensive and defensive combat operations. See 19.0.

Attack Factor: Is used when the unit conducts an attack.

Defense factor: Is used when the unit is the subject of an attack.

Elite Unit Status: Is shown by a "+" between the attack and defense factors. Elite status provides additional pursuit capabilities and combat benefits (22.5 & 30.2).

2.3.4 Unit Types

All mobile ground units in the game belong to one of two mobility classes: mechanized (Mech) or non-mechanized (non-Mech). These distinctions are important for movement and combat (20.3, 24.5 & 26.1).

Mechanized Units

⬭	Panzer/Tank	⬯	Airborne Panzer
⊠	Motorized Infantry	⬮	Armored Recon

Non-Mechanized Units

⊠	Infantry	◺	Flak (Anti-aircraft)
▲	Mountain		
⌢	Airborne	♠	Security
⚓	Marine	⚠	Partisans
▮	Garrison		

2.3.5 Unit Nationalities

A unit's nationality is determined by its color scheme and the national flag on the back of the unit counter.

Allied

British Commonwealth:	White on Tan
Combined British & US:	White on Tan over Green
Free French:	White on Brown with Blue Unit Symbol
Polish:	Brown with Red Unit Symbol
United States:	White on Olive Green

Axis

Germany:	White on Steel Gray
Bulgaria:	Gray with Green Unit Symbol
Croatia:	Gray with Red Unit Symbol
Hungary:	Gray with Green Unit Symbol
Italy:	White on Green
Romania:	Gray with Brown Unit Symbol
Finland:	Gray with Dark Gray Unit Symbol

Neutrals

Ireland:	Gray with Black Unit Symbol
Spain:	Gray with Brown Unit Symbol
Sweden:	Gray with Yellow Unit Symbol
Turkey:	Gray with Purple Unit Symbol
Vichy France:	Gray with Blue Unit Symbol
Soviet:	White on Red
Slovak:	Gray with Orange Unit Symbol

2.3.6 Unit Abbreviations

Axis

BrB: *Brandenburgers*
CAM: *Corpo d'Armata Corazzato* (Armored Corps)
CCNN: Blackshirt Militia
CSI: Italian Expeditionary Corps
Exp: Expeditionary
FFAt: *Fliegerfuhrer Atlantik*
FK: *Fliegerkorps* (Air Corps)
FrJL: *Friedenthaler Jagdverbande*
FS: *Forza Speciale*
FW: *Freiwilligen* (Volunteer)
Gb: *Gebirgs* (Mountain)
GHQ: General Headquarters
GHQ NA: General HQ North Africa
HSSPF: High SS and Police Leader
KG 100: *Kampfgruppe* 100 (*Luftwaffe* special force)
KG HG: *Kampfgruppe Hermann Goering*
LF: *Luftflotte*
LF R: *Luftflotte Reich*

LRBG: Long-Range Bombardment Group
MC: Mobile Corps
S: *Squadra* (Air Force)
SS: *Schutzstaffel*
SS PGK: *SS Panzer Generalkommando*
Trop K: *Tropisch Korps* (Tropical Corps)

Western Allies

1SSF: 1st Special Service Force
AEF: Allied Expeditionary Force
C: Canadian
CW: Commonwealth
CEF: *(Corps Expeditionnaire Francais)* French Expeditionary Corps

Soviet

2SE: Second Strategic Echelon
ComInt: Communist International
Gd: Guards
LRA: Long Range Aviation
Nav Inf: Naval infantry
PVO: Air Defense Command
S: Shock
VVS: Airborne Corps

2.4 Campaign Units

Campaign units represent air, naval, special forces, and heavy armor. They are normally kept off the map until employed for missions.

Air Combat Factor: Is used when conducting air-to-air combat.

Bombardment Factor: Is used when conducting tactical and strategic missions.

Range Factor: The maximum number of hexes the air unit may move from its base to its target hex.

2.4.1 Air Unit Types

There are three major types of air units:

Strategic Air   **Tactical Air**   **Air Transport**

FK-4 S 2 / 3-12   MEAF T 2 / 2-4   ATC1 TR 0 / 0-12

2.4.2 Naval Units

There are three types of naval task force units:

Battle Fleets   **U-Boats**   **Amphibious**

Z-Plan FLT 2/2   U-Boat 1 1/2   AMPH-1 0/0

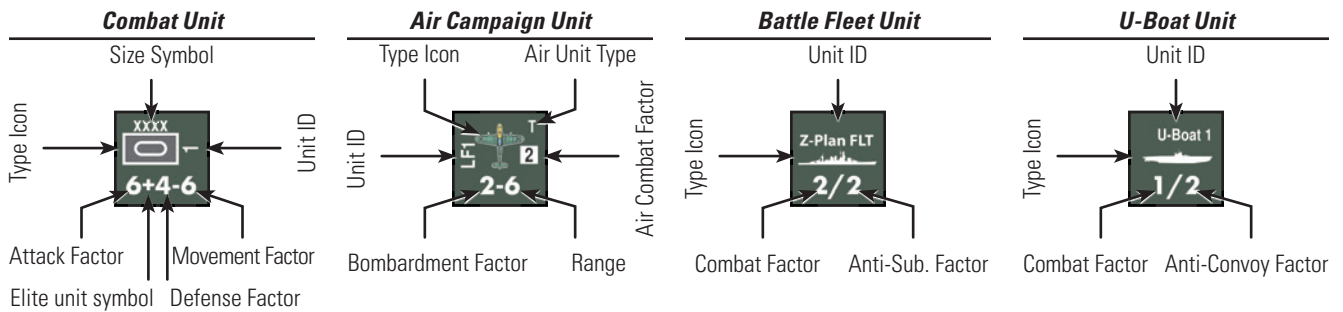### 2.4.3 Special Forces (SF) Strategic Units

FrJ -1-   Tigers -2-   Special Forces support units consist of commando-type units and special heavy tank units. The number represents their support factor.

THE GREAT EUROPEAN WAR
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Combat Unit
Size Symbol
Type Icon
Unit ID
XXXX
6+4-6
Attack Factor
Movement Factor
Elite unit symbol
Defense Factor

Air Campaign Unit
Type Icon
Air Unit Type
Air Combat Factor
Unit ID
LF1
2
2-6
Bombardment Factor
Range

Battle Fleet Unit
Unit ID
Type Icon
Z-Plan FLT
2/2
Combat Factor
Anti-Sub. Factor

U-Boat Unit
Unit ID
Type Icon
U-Boat 1
1/2
Combat Factor
Anti-Convoy Factor

2.5 Markers
2.5.1 Installation Markers
Depots: Centers for logistics and new airbases.
Fortifications: Indicate a unit that has dug in.

2.5.2 Administrative Markers
These markers are used to record various informational aspects of the game.

> **Bombed:** Indicates a hex which has been destroyed by bombing.
> **Control:** Indicates which power (2.6) controls a hex.
> **European Crisis:** Measures the level of Axis threat.
> **Major Offensive:** Indicates a major military operation; used in the optional rules.
> **MP:** Mobilization Points.
> **Turn:** Each player has a turn marker.

2.6 Powers & Countries
Powers are the three major groupings of countries in the game: Axis, Western Allies, and Soviet Union (USSR). Belligerent countries are controlled by one player or the other. Its units are friendly to the controlling player and enemy to the other.

- Neutral countries do not begin the game in play but may become belligerent via events or invasion.
- Surrendered powers are out of play. Remove their units from play.

3.0 WINNING THE GAME
3.1 Sudden Death
The game comes to an immediate end and the indicated player wins if at any time:

> **Axis:** The Axis controls all mobilization hexes on the map (other than in Britain).
> **Allied:** The Allies control all mobilization hexes in Germany and Italy.

3.2 End of Game Victory
If neither player wins a sudden death victory, at the end of the game players check Victory Points (VP) (3.3). Subtract the smaller VP total from the larger to determine the level of the victory. The player with the larger total of VP wins.

> **30 or More:** Strategic Victory
> **20–29:** Continental Victory
> **11–19:** Indecisive Victory
> **0–10:** Draw

3.3 Victory Points
Axis

> **+2:** Per controlled Allied and Neutral Mobilization hex.
> **+1:** Per controlled Axis Objective hex (Gibraltar, Malta, Cairo).

Allied

> **+2:** Per controlled Axis and Neutral Mobilization hex.
> **+1:** Per controlled Allied Objective hex (Paris, Messina, Warsaw).
> **+1:** Per controlled Allied port hex in France (in Europe), Low Countries, Germany, Greece (not including islands), Italy.

4.0 SEQUENCE OF PLAY
4.1 Game Turns
Each game turn (GT) is composed of a series of phases that are executed in the order listed below:

- **Initiative Determination Phase (4.2)**
- **Political Phase:**
  1) Events Check (7.0)
  2) European Crisis Check (8.0)
  3) Neutral Activation Check (9.4)
- **Mobilization Phase:** The First Player then the Second Player conducts mobilization activities (10.0).
- **Strategic Operations Phase:**
  1) The Allied player places fleets in the Atlantic Convoy Display (26.4).
  2) The Axis player places U-boats in the Atlantic Convoy Display and then conducts Anti-convoy strategic attacks (26.4).
  3) Partisan Support is conducted (27.4)
- **Reinforcement & Deployment Phase:** The First Player then the Second Player conducts reinforcement and deployment activities (11.0).
- **First Player First Impulse:**
  1) Regroup Phase (16.0)
  2) Movement Phase (17.0 & 18.0)
  3) Air Operations Phase (23.0 & 24.0)
  4) Naval Operations Phase (25.0 & 26.0)
  5) Ground Combat Phase (19.0–22.0)
- **Second Player First Impulse** (as above)
- **First Player Second Impulse** (as above)
- **Second Player Second impulse** (as above)
- **Turn Record Phase:** Move the GT marker to the next box, if it was already in the last box, determine victory.

4.2 Initiative & Player Order
Initiative is checked during the Initiative Determination Phase. The player who controls more mobilization hexes on the map (do not count Staging Areas) has the initiative for the GT. Flip the player GT marker to that side. Initiative remains in effect until the ensuing Initiative Determination Phase. **Important:** On the GT that the Soviet Union first becomes a belligerent, the Allies automatically gain the initiative (33.3).

4.2.1 Effects of Initiative
The player with the initiative is the First Player for the turn. The other player is the Second Player. This remains in effect until the ensuing Initiative Determination Phase.

4.2.2 Player Impulses
During each Impulse, the First Player conducts the five phases in the order given. Then the Second Player conducts the five phases. Depending on the GT (15.0), players may conduct Second Impulses.

5.0 ALLIANCES

Starting Axis Countries: Germany, Italy, Bulgaria, Croatia, Hungary, Romania, and Slovakia. The Axis also controls Axis Partisans. Other countries can become Axis-controlled (9.0).

Starting Western Allied Countries: British Commonwealth, Free French, Free Poles. The Allied player also controls Allied Partisans. Other countries can become Allied-controlled (9.0).

5.1 Western Allies & Soviets

There are two groupings of Allied forces: the Soviet Union and Western Allies. The Western Allies include all Allied belligerents other than the Soviet Union. The Soviets begin the game neutral. The Soviet Union begins as a neutral but can become an Allied belligerent.

5.2 Neutral Countries

The following powers begin as neutrals and can become Allied or Axis-controlled: Finland, Ireland, Portugal, Spain, Sweden, Turkey, United States, Vichy France.

5.3 Logistics

All Axis belligerents use the same mobilization points (10.0) and Lines of supply (LOS:12.0). All Western Allied belligerents use the same mobilization points (10.0) and LOS (12.0). The Soviets have separate mobilization points (10.0) and LOS (12.0).

6.0 OPERATIONAL CONSIDERATIONS

6.1 Hex Control

Each player starts the game controlling all hexes of his friendly belligerent countries (9.0). A player gains control of any hex by having friendly ground units occupy or pass through a hex (13.2). A hex may switch sides any number of times as units enter it. Use the control markers as needed.

> **Axis:** All Axis-controlled hexes apply to all Axis forces.
> **Western Allies & Soviets:** have separate control markers.

6.2 Area of Operations

Units can move anywhere on the map. Exceptions to this are:

> **Axis Minor Powers:** Bulgarian, Croatian, Hungarian, Romanian, and Slovakian units may only move into the hexes of those countries plus Greater Germany, Greece, the Balkans, and the Soviet Union.

> **Finns & Swedes:** These units can only enter hexes in Finland, Norway, and Sweden. They can attack enemy units across these borders, but not pursue across it (19.0, 22.0). They can only attack Soviet units, not Western Allied units. Further, they can use naval transfer between Sweden and Finland (18.0).

> **Neutral Powers:** Belligerent units cannot enter hexes of neutral countries, nor can neutral units move or attack (9.0).

6.3 Fog of War

Players may examine all units on the map. They cannot examine enemy tracks and displays.

7.0 EVENTS

During the Events Phase the initiative player checks the Events Table. Roll 1d6, cross index the result with the event result. Immediately apply the result (it may affect either player).

8.0 EUROPEAN CRISIS

The European Crisis Scale affects the activation of neutrals.

8.1 The Crisis Scale

Place the crisis marker on the track per the scenario. As the level changes, move the marker up or down. It cannot exceed the highest space, nor lower than zero.

8.2 Procedure

During the European Crisis Check, reset the marker to zero. Then add one to the level for each of the conditions that currently exist, listed adjacent to the Scale. Also, events may raise the level (for the GT). The marker does not otherwise change during the GT.

8.3 Effects

The current crisis level is used as a die roll modifier (DRM) on the Neutral Activation Table (9.0).

9.0 NEUTRALS & ACTIVATION

Individual countries can be in one of two states: belligerent or neutral. See scenario instructions for details.

9.1 Belligerents

Belligerent countries are controlled by the indicated player. That player can utilize their forces and mobilization hexes.

9.2 Effects of Neutrality

Neutral units cannot move, attack, or exert ZOC until activated. Neutral mobilization hexes provide no Mobilization Points (MP) or LOS. Neutral units cannot be mobilized or regrouped. Belligerent units may not move or attack into neutral territory for any reason.

9.3 Effects of Activation

The instant a neutral becomes a belligerent, its units and territory come under the control of the gaining player. The new belligerent's units gain Zones of Control (ZOC) and function normally. A neutral acquires MP normally thereafter. Belligerent forces can enter and attack into that territory. Formerly neutral units can move out of their home territory.

9.4 Activating Neutrals

During step three of the Activation Phase the first player must check the Neutral Activation Table (NAT) to see if any neutrals become a belligerent. Roll for each neutral individually. Once activated, do not roll again. A belligerent never reverts to neutrality.

9.5 Invading Neutrals

Belligerent powers can invade a neutral country under certain conditions. Declare the invasion at the start of any friendly impulse. The neutral country instantly becomes a belligerent on the side opposing the invader. Only the following invasions can be made:

> **Ireland:** No power can invade.
> **Switzerland:** No power can invade. Switzerland cannot be activated.
> **Soviet Union:** No power can invade.
> **Portugal:** The Axis can invade.
> **Spain:** Any power can invade.
> **Sweden:** Any power can invade.
> **Finland:** The Soviet Union can invade.
> **Turkey:** The Axis and the Soviet Union can invade.

9.6 Vichy France

Vichy France includes Southern France and French North Africa. It does not include Northern France and Vichy Syria (the former is initially controlled by the Axis; the Allies seized Vichy Syria prior to the start of play and all units can enter it).

- Axis units can enter Vichy French territory in Southern France but not in North Africa. They can stack with neutral Vichy units. Axis units cannot attack neutral Vichy units.

- The Western Allies can invade Vichy France. If US ground units attack Vichy French units during the same impulse of an invasion, then after the completion of that first attack (regardless of outcome), remove all Vichy French units from play. They never return. Otherwise, Vichy French units remain in play and become Axis-controlled.
- If Vichy France becomes a belligerent via the NAT (9.0) then Vichy units remain Axis-controlled for the remainder of the game (ignore the above conditions).

9.7 United States & Soviet Limited Intervention
See the scenario rules.

10.0 MOBILIZATION
Mobilization Points (MP) represent a power's industrial, logistical and command control capacity. Players gain MP for controlling mobilization hexes and off-map displays. They expend MP to build reinforcements (11.0), to absorb combat losses (21.0), and for other game functions.

10.1 Mobilization Point Tracks
There are three sets of MP markers (Axis, Western Allies and Soviet Union). Place the MP markers on the Mobilization Tracks. Adjust the marker as MP are received and expended. A power's MP can never exceed the maximum box on the track (ignore any excess received) and cannot drop below zero.

10.2 Mobilization Hexes
Axis: Includes those in Greater Germany, Italy, and Romania.
Western Allied: Includes those in Britain and the British Empire and USA Staging Areas.
Soviet: Includes those in the USSR and the USSR Staging Area.
Neutral: Includes those in France, Norway, Sweden, the Balkans, and Iraq (these may start controlled by the Axis and thus can be used).

10.3 Controlling Mobilization Hexes
The original owner of a mobilization hex receives MP if the hex is friendly controlled (but not necessarily friendly occupied) and not in an enemy zone of control (EZOC).
- A power receives MP from a neutral or captured enemy mobilization hex only if it is both friendly occupied and not in an EZOC.
- Mobilization hexes of countries that become belligerent are friendly to the side they joined.

- **Caucasus & Middle East Oil:** The Axis can gain MP for Baku, Mosul and Basrah only if those hexes can trace a path of contiguous pipeline hexes back to an Axis-controlled port on the Black Sea (Batum) or Mediterranean coast (Mosul to Haifa or Beirut). No enemy units or EZOC can be in any of those hexes.

Important: A controlled enemy or neutral mobilization hex provides MP but cannot be used for deployment (11.0).

10.4 Who Has MP
All Axis MP are combined. All Western Allied MP are combined for the Western Allies. All Soviet MP are for the Soviets. A player can use each power's MP for any forces within the following categories:

Axis: All Axis powers.
Western Allies: All Allied powers other than the Soviet Union.
Soviet Union: The Soviet Union.

10.5 Mobilization Point Retention & Loss
A player can retain unused MP from GT to GT. A power retains any current MP on the Mobilization Index even if it loses all its mobilization hexes.

10.6 Receiving Mobilization Points
During the Mobilization Phase of each GT, each Alliance (Axis, Western Allies, Soviet Union) receives MP for control of:

On-Map Mobilization Hexes: 1 MP each, times the multiplier for that power on that side's Turn Record Track (TRT).
Western Allies: Start with five on-map mobilization hexes.
USSR: Start with four on-map mobilization hexes.
Axis: Start with 12 on-map mobilization hexes.
Off-Map Mobilization Hexes: 1 MP each, times the multiplier for that power on that side's TRT.
Capital Hexes (Minor Countries): 1 MP each for friendly country's capital.
Axis Only: 1 MP for each Axis-controlled Axis objective hex.
Allied Only: 1 MP for each Allied-controlled Allied objective hex.
Important: MP for capital and objective hexes are not multiplied. Control of enemy minor capitals provide no MP.

10.7 Off-Map Mobilization
The US, British Empire and Soviet Union off-map Staging Areas each have mobilization symbols. They are always friendly controlled.

10.8 Controlling Objective Hexes
To control an objective hex a player needs either to occupy the hex with a friendly unit or have a control marker in it.

10.9 Modifying MP
The MP received by a power for mobilization hexes are multiplied by the number designated on the TRT. The multiplier does not apply to objective hexes or the capitals of minor countries.

10.10 Neutrals
Neutral powers do not generate MP until they become belligerents. **Important:** See scenario special rules for limited US and Soviet mobilization while neutral.

10.11 Expending MP
Players use MP for:
Reinforcements: Build ground units, campaign ops, depots, fortifications, and campaign markers (11.0). Absorbing Numerical Combat Results: Players may expend MP to reduce the impact of combat results (21.0).
Removing Bombed Markers: A player may expend MP to remove bomb markers (24.10).
Regrouping: Regroup non-operational units (16.0).

10.12 Demobilization
In any Mobilization Phase, a player can remove any friendly combat units, fortifications, or depots on the map at no cost. This can include units and markers in hexes with and without LOS.

11.0 REINFORCEMENTS & DEPLOYMENT
Reinforcements are units and markers that are brought into play after the scenario begins. Building reinforcements is mobilization. Placing units on the map is deployment.

11.1 Reinforcement Codes
Reinforcement units have a number on the back of the counter. The number is the first GT that the unit can mobilize.
- Reinforcements are kept in the friendly Reinforcements Display until mobilized.

11.2 Reinforcement Procedure

Players mobilize reinforcements during the friendly Mobilization Phase. Expend the required number of MP per the Mobilization Chart.

11.3 Delay

The Mobilization Chart gives the delay for mobilized units:

Immediate: Immediately deploy the unit or marker.

Turn Delay: This is the number of GTs later the unit is deployed. Place the unit counter on the TRT that number of turns later. On that GT deploy it.

1dr Delay: Roll 1d6. Place it on the TRT that number of turns later. On that GT deploy it. If the table result is 1dr/2 then roll 1d6, divide the result by two and round down.

- If a delay causes a unit to appear after the last GT of a scenario, then the unit is removed from play.

11.4 Deploying Ground Unit Reinforcements

Axis: Any friendly-controlled mobilization hex or capital city of the same country.

Western Allies (US): USA Staging Area.

Western Allies (other than US): Mobilization hexes in Britain, or the British Empire Staging Area.

Soviet: Mobilization hexes in the USSR, or the USSR Staging Area.

11.5 Restrictions

The placement hex must be friendly-controlled and not in an EZOC (13.0 & 14.0).

11.6 Deploying Campaign Ops Reinforcements

Place Campaign Ops reinforcements on the corresponding player display. Units eliminated for any reason are placed in the Reinforcements Display and can be mobilized normally. This includes units that were out of supply when eliminated.

12.0 SUPPLY

Supply is a game term for general logistical support for ground units. A unit either is in supply or out of supply (OOS). A unit is in supply if it has a line of supply (LOS) to a supply source. An OOS unit operates under various restrictions.

12.1 Line of Supply (LOS)

A LOS is a path of hexes traced from a ground unit to a supply source. LOS can be traced up to the number of hexes equal to the unit's printed MF from that unit to any of the following:

1) A friendly-controlled supply source (12.2).

2) A friendly-controlled port in a sea where the unit could use naval movement (25.0), then through any number of sea hexes to another friendly-controlled port that is or can trace a rail line to a supply source.

12.2 Supply Sources

Each power's units can derive supply from the sources listed below:

Axis: Any Axis-controlled mobilization hex in countries that are Axis belligerents, or in countries initially controlled by the Axis.

Western Allies: Any Allied-controlled mobilization hex in Great Britain (but not Iraq).

Soviet Union: Any Soviet-controlled mobilization hexes in the USSR; or the USSR off-map display (one hex off the east map edge).

All Powers: A hex with a depot of the same power or a capital city hex of the same country.

- Other hexes as designated.
- Any number of units may use the same supply source.
- Units cannot use captured mobilization hexes in enemy countries as supply sources (unless there is a depot in the hex). They can use captured ports to trace a LOS.

12.3 LOS Restrictions

LOS is counted in hexes, not MF, and thus ignore Terrain Effects Chart (TEC) restrictions. When tracing LOS, count the source hex, not the unit's hex. A LOS cannot contain any of the following:

1) A hex occupied by an enemy ground unit.

2) A hex in an EZOC unless negated by the presence of a friendly ground unit (13.0).

3) Terrain the unit would not be permitted to move into.

4) All-sea hexes in friendly seas (18.9).

5) An enemy-controlled city, port, airfield, mobilization, or objective.

Important: LOS hexes do not have to be friendly controlled if other conditions apply.

12.4 Siege

A supply source in an EZOC can provide a LOS only to units in its own hex. It cannot project a LOS to other hexes.

12.5 OOS Effects on Ground Units

Combat Loss: OOS units cannot absorb combat losses (21.0).

Strategic Rail & Sea Movement: A unit which is OOS cannot conduct rail or sea movement (18.0).

Important: A unit can remain OOS for any length of time; being OOS does not eliminate it.

12.6 Supply Off-Map

Units in staging areas/off-map displays are always in supply.

- The Soviets can trace a land LOS from the map to the Soviet Staging Area (it is one hex off the map).
- The Western Allies can trace a sea LOS from the map to the US and British Empire Staging Areas.

12.7 Campaign Ops

Supply does not apply to Campaign Ops. They are always in supply.

13.0 ZONES OF CONTROL

13.1 Exerting Zones of Control

The six hexes surrounding a ground combat unit constitute its zone of control (ZOC). ZOC extend across all hexsides except sea hexsides (including straits) and neutral borders. They do not extend into/out of staging areas. Campaign Ops, fortifications and depots do not have ZOC.

13.2 ZOC Effects

Reinforcements cannot be deployed in EZOCs.

- A moving unit must stop after entering an EZOC. There is no additional MF cost to enter an EZOC. A unit may leave an EZOC at the beginning of its move. It may not move directly to another EZOC but may enter another EZOC after entering one or more non-EZOC hexes.
- A LOS may be traced by a unit in an EZOC out of that ZOC. After that, it cannot enter or terminate in an EZOC. A mobilization hex in an EZOC can provide a LOS only to units in its own hex.

Retreat and Pursuit after Combat: See (22.0).

Tracing an Oil Pipeline: See (10.3).

Contesting Hex Control: A ZOC negates enemy control of a hex (6.1) but does not give control to the side exerting the ZOC.

13.3 Negating EZOC

EZOC are negated by the presence of friendly units in a hex when tracing LOS (12.0) and when retreating (22.0).

14.0 STACKING

Stacking is the act of placing more than one unit in the same hex at the same time. Stacking applies only to units on the map, not in the displays.

14.1 Concentration

Stacking rules are in effect at the end of each phase. However, there is no limit on the number of units that may enter and move through a hex during a phase or GT, if the stacking limit is met at the end of that phase.

14.2 Stacking Limits

Maximum number of units per hex and the end of each phase: **Important:** Static units do count for stacking.

   1) Ground Units and Markers:
      One front (XXXXX); **or,**
      One army (XXXX) plus one corps (XXX); **or,**
      Three corps (XXX)
      Additionally, one depot and one fortification marker.
   2) Campaign Ops: Stacking limits for individual air, naval and SF missions are given under the Campaign Ops rules (23.0, 25.0, & 27.0). Stacking for Campaign Ops is in addition to ground unit stacking.

14.3 Combined Operations Limits

You can stack units of friendly powers within the below limits:
   1) All Axis units of any powers.
   2) All Western Allied units of any powers.
   3) Soviet units only with other Soviet units.
Important: There are restrictions on how units of different powers can otherwise operate together.

14.4 Special Terrain

High Mountains: Only corps-sized mountain units can enter.
Deserts: Only corps-sized units can enter desert hexes (movement, retreat, pursuit). Armies and fronts cannot enter desert hexes.
Small Islands: A player can stack up to two corps-sized units on small islands. (Malta (hex 2222), Cyprus (hexes 3023 & 3123), the Balearics (hex 1419))
Important: The coastal hexes of North Africa are clear or rough, with much of the interior being desert (TEC).

14.5 Over-Stacking Ground Units

A player can over-stack ground units in a hex, with the following effects:

   1) Only one unit can attack out of the stack; **and,**
   2) On the defense, only one unit can defend. The defender chooses the unit that will defend. In the event of an adverse combat result, all units in the hex are affected by any losses and/or retreats.

14.6 Installation Markers

Friendly units can enter hexes containing enemy fortification and depot markers, eliminating the markers.

15.0 IMPULSES & WEATHER

Winter: During winter GTs, only the first Impulse is conducted.
Spring: Within the territory of the USSR (on-map and Staging Area) and the Baltics: only the first impulse is conducted, the second impulse is never conducted. This applies only to units within those boundaries, not attacking from outside into those regions.

16.0 REGROUPING

Players use the Regroup Phase to flip non-operational Campaign Ops (air, naval, SF) counters to their operational side. During any friendly Regroup Phase designate the Campaign Ops to be regrouped. Consult the Mobilization Chart and expend the designated number of MP.

17.0 GROUND UNIT MOVEMENT

During the Movement Phase of an Impulse, the phasing player can move any number of friendly ground units, one unit at a time.

- Each unit has a movement factor (MF) printed on the counter. Only mobile ground units can move (units with a MF of one or more).
- Players move friendly units one at a time through a path of contiguous hexes. Each hex entered costs one or more MF. The unit may expend any or all its MF. Unused MF cannot be saved or transferred.
- Units cannot enter hexes occupied by enemy ground units.
- Units with a MF of zero cannot move.
   Exception: Static units may move using strategic movement (18.0).

17.1 Terrain

A unit entering a hex must expend the number of MF indicated on the TEC for the kind of terrain in the hex. Any MF expenditure to cross a hexside is in addition to the terrain cost for entering the hex.

Multiple Terrain Types: If there is more than one type of terrain in a hex, use the highest MF cost from all the terrain involved.
Rivers: A unit that crosses a river hexside pays no additional MF.
Straits/Lakes: Units pay one additional MF to cross a strait or lake hexside,

17.2 Minimum Movement

A mobile unit can always move one hex regardless of terrain costs. The terrain must a type that it could otherwise enter. This move cannot violate EZOC movement (13.2).

17.3 Movement Order

The Axis can move its units in any order. The Allies must move all Western Allied units first and then all Soviet units, or vice versa.

18.0 STRATEGIC MOVEMENT

Ground units (mobile and static) can use two types of strategic movement: railroad and seaborne transfer. **Important:** Railroads are not shown on the map. Seaborne transfer does not require an amphibious unit. Strategic movement is the only way that static units can move.

18.1 Railroad (RR) Movement Procedure

The unit must start the friendly Movement Phase in an in supply, capital, city, port, or airbase hex (12.0). Expend MP per 18.2.

- Move the unit up to 12 contiguous ground hexes to a friendly-controlled mobilization, city, port, or airbase hex that is in supply.
- Hexes that can be entered via RR movement:
   1) All hexes except high mountain, desert, or sea (TEC).
   2) RR movement can be conducted across river/canal hexsides, but not straits/lakes.
   3) Intervening hexes do not have to be in supply.

18.2 Railroad Capacity

A player expends MP to conduct RR movement:
- A player expends one MP to move an army or front.
- A player expends one-half MP to move a corps. Lose any fractions at the end of the Movement Phase (you could move two corps for one MP). **Important:** The corps must begin in the same location.
- Axis MP can be used for any Axis unit. Western Allied MP can only be used for Western Allied units. Soviet MP can be used only for Soviet units.

18.3 Rail Conditions

- A unit can combine rail and non-rail movement in the same Movement Phase.
- A unit can only use RR movement once in each Movement Phase.
- A unit using RR movement cannot enter an enemy-controlled mobilization, city, capital, port/airbase hex, or a hex with an installation marker. Other controlled hexes can be entered.
- A unit may start RR movement in an EZOC. It must cease movement in the first EZOC it enters.
- The unit can attack in the ensuing Ground Combat Phase.

18.4 Geographical Restrictions

Axis: Units can use RR movement anywhere in Europe other than the USSR and the Baltic States. They can use RR movement in Libya.
Western Allied: Units can only use RR movement in Britain, French North Africa, Egypt, Syria-Lebanon, and Iraq.
Soviet: Only Soviet units can use RR movement in the USSR and the Baltic States. Soviet units cannot use RR movement outside the USSR/Baltic States.
All: All powers can use RR movement in Turkey if friendly controlled.

18.5 Seaborne Transfer

The unit must start the friendly Movement Phase in an in supply port hex (12.0) and is in a sea where the power can conduct naval operations (25.0).

- Expend MP (18.7).
- Move the unit to any other friendly-controlled port.
- Ports include those in hexes and Staging Areas.

18.6 Seaborne Capacity

A player expends the following MP to conduct seaborne transfer:

1) A player expends two MP to move an army or front.
2) A player expends one MP to move a corps.
3) Axis MP can be used for any Axis unit. Western Allied MP can be used for Western Allied units. Soviet MP can be used for Soviet units.

18.7 Seaborne Conditions

Seaborne movement ignores enemy units and EZOC.

- A unit can combine seaborne and non-seaborne movement in the same Movement Phase.
- A unit cannot move more than once using seaborne movement in a single Movement Phase.
- The seaborne movement must be entirely within the same sea (as delineated by the boundaries on the map) or to/from designated Staging Areas.
- The unit can attack in the ensuing Ground Combat Phase.

18.8 Friendly Seas

Axis units can use seaborne movement only in the Baltic and Mediterranean Seas.

- Tthe Axis can use seaborne movement in the Black Sea if the Axis controls all port hexes on Black Sea coastlines.
- Soviet units can use seaborne movement only in the Black Sea.
- Western Allied units can use seaborne movement only in the Atlantic Ocean, North Sea, Mediterranean Sea, Red Sea, and Persian Gulf.

18.9 Additional Western Allied Sea Transfer

Further, the Western Allies can use seaborne movement:

1) Between the USA Staging Area, the British Empire Staging Area, and Allied-controlled ports on the Atlantic Ocean.
2) Between the British Empire Staging Area, the Red Sea, and Persian Gulf (moving off-map).
3) Gibraltar is both an Atlantic and Mediterranean port.
4) Istanbul and Adana are both Black Sea and Mediterranean ports.

19.0 GROUND COMBAT

Ground combat involves friendly ground units attacking enemy ground units. Combat is resolved using the Combat Results Table (CRT).

19.1 Combat in General

Attacking is voluntary; units are not required to attack. The phasing player is the attacker; the non-phasing player is the defender.

19.2 Combat Prerequisites & Restrictions

A unit must have an attack factor of one or more to attack. Units with a zero-attack factor cannot attack.

- Attacking units must be adjacent to the defender.
- Units can only attack into hexes that they could otherwise enter by ground movement.

- No unit may attack, nor be attacked more than once per Ground Combat Phase.
- Once an attack has been declared, it cannot be called off.
- The defender cannot refuse to be attacked.

19.3 Multi-Unit & Multi-Hex Combat

The attacker may combine more than one unit against a single defending hex if all attackers are adjacent to the defender. No more than one defending hex may be the target of a single attack.

19.4 Powers and Coordination

All Axis units can participate in the same attack.

- All Western Allied units can participate in the same attack.
- Soviet units cannot participate in an attack with Western Allied units.
- Units of different powers in the same hex defend together.

19.5 Attack Order

The attacking player selects the order in which combats will be resolved, within the following restrictions:

1) The Axis can attack in any order.
2) The Allies must make all attacks by Western Allied units first, and then those by Soviet units, or vice versa.

19.6 Combat Resolution Procedure

Conduct the below steps in order when resolving combat:

1) Designate the friendly units that will attack a single enemy hex.
2) Total the attack strengths of all the attacking units involved in a specific attack.
3) Total the defense strengths of all defending units.
4) The attacker and defender may add air support that survived interception combat (in the preceding Air Operations Phase, 24.0).
5) Only the attacker may add any fleet (26.0) and SF support (27.0).
6) Subtract the total defense strength from the total attack strength to get the combat differential.
7) Find the column on the CRT corresponding to the combat differential. Make any column shifts (20.0).
8) Roll one die and cross index the result with the differential column to get the result (21.0).
9) Immediately apply the result.

19.7 Airborne & Amphibious Assaults

These are explained in their own sections (24.0, 26.0). They can be combined in the same attack with units attacking from land hexes.

20.0 COMBAT SHIFTS

A shift is an alteration of the combat differential determined above. A shift to the right favors the attacker; a shift to the left favors the defender. If both the attacker and defender have shifts, subtract the defender's shifts from the attacker's shift and use the final net shift. All shifts are applied, and the cumulative total is used.

20.1 Terrain

Units defending in various terrain types receive one left shift (TEC).

20.2 Fortifications

If the defender has a fortification marker in the hex, then the defense receives two left shifts.

20.3 Mechanized Attack

The attacker gains one-right column shift for each Mech unit if one or more mechanized class units are in the attack (maximum of two shifts).

- A mechanized attack applies only if the defender is in a clear or desert hex. Hexes can include ports and airbases.
- A fortification in the target hex negates a mechanized attack.
- The defender does not gain a mechanized bonus.

20.4 Concentric Attack

A concentric attack provides two right-column shifts. A concentric attack occurs when at least one attacking unit is in or adjacent to every hex adjacent to the defender. Other units, friendly or enemy, and the LOS status of either attacking or defending units, have no effect on the attack.

- Concentric attacks cannot be made against units in fortifications.
- Concentric attacks cannot be made against Soviet units adjacent to the USSR Staging Area.

20.5 Shifts for Air, Naval & SF Support

Shift one right for each attacking bombardment factor. Shift one left for each defending bombardment factor (24.0).

- Shift one right for each attacking Fleet (26.0) and SF (27.0) support factor. Fleets and SF units do not provide defensive shifts.

20.6 Weather Effects on Combat

The defender receives one left shift on the following GTs:

Winter: All countries (not North Africa/Middle East).

Spring: Soviet Union, Baltic States.

Important: The weather shift is cancelled if the attacking units include a mountain unit (30.3).

21.0 COMBAT RESULTS

Combat results are abbreviated on the CRT. They are explained next to the CRT. Apply results in the order stated.

- Air, naval and SF units are never affected by ground combat results (21.0). Also, these units do not retreat or pursue after combat (22.0).

21.1 Results Procedure

Each result has a letter followed by a number followed by another letter:

1) First letter is which side is affected (**A:** affects attacker; **D:** affects defender; **B:** affects both).

2) Number equals the affected player can choose to expend the indicated number of MP. If they do so, then nothing further happens.

3) Second letter applies if the affected player chooses to not expend the full number of MP, then apply the result indicated on the table (retreat "**R**" or Elimination "**E**").

21.2 Absorption of MP

For the MP to be expended at least one unit in the force must be in supply (able to trace a LOS per 12.0). The full number of MP must be expended. You must expend all the designated MP or take the result.

22.0 RETREAT & PURSUIT

Retreat and pursuit occur following a combat result. A unit does not have to be in supply to retreat or pursue.

22.1 Retreat Procedure

If a combat result calls for a retreat, the player controlling the units must move them one, two, or three hexes.

- Units can retreat in any direction, subject to the following:

a) Retreating units may not enter enemy-occupied hexes.

b) Retreating units can retreat through EZOC only if the hex is occupied by a friendly ground unit. If forced to retreat into a hex with an un-negated EZOC, the unit is eliminated.

c) Retreating units may not move into hexes containing terrain prohibited to them, nor across prohibited hexsides. They cannot retreat across strait/lake hexsides.

Exception: Marines can retreat across straits/lakes (30.4).

d) If a result calls for a retreat of more than one hex, the unit must move that number of hexes away from its start position.

e) If multiple units retreat, retreat each unit individually.

f) If a retreat causes a unit to over-stack, it must retreat additional hexes such that stacking limits are maintained.

g) Soviet units that reach a map edge adjacent to the friendly off-map staging area can retreat into that staging area. The retreat ends in the staging area regardless of length of the retreat. Also, Soviet units on map edge hexes can retreat into a staging area regardless of EZOC.

h) Units cannot retreat via seaborne or airborne movement (but see amphibious assaults (22.4)).

i) Retreat is conducted by number of hexes, not movement costs, so ignore a unit's MF when retreating.

j) A unit blocked from retreating is eliminated.

k) A unit cannot be forced to retreat into a prohibited hex if there is an alternative.

l) Static units are eliminated if forced to retreat.

22.2 Amphibious Assault Retreats

Units making an amphibious assault that are required to retreat are returned to the staging area or port where they began the action (26.0).

22.3 Pursuit

If an attack clears the defending hex of all enemy units, the attacking player may move any or all attacking mobile ground units into the hex. The attacker must conduct the pursuit immediately.

- Pursuit may be made into any type of terrain into which the unit could enter by ground movement.
- Pursuit cannot be made across straits/lakes.

Exception: Marines can pursue across straits/lakes (30.4).

- Pursuit can be made through EZOC at no penalty.
- Defenders and static units can never pursue.
- Pursuit applies to airborne and amphibious assaults.

22.4 Elite Unit Pursuit

Elite units can pursue up to two hexes. The first hex must be the one containing the former defending units. The second hex may be in any direction, into a hex or a friendly staging area if along a map edge. If there is more than one elite unit, they can pursue in different directions.

23.0 AIR OPERATIONS

Players use Air Campaign Ops to conduct air missions (23.6). There are three types of air units: Tactical Air (TAC), Strategic Air (SAC), and Airlift.

23.1 Air Mission Assignment

Players place air units in their Campaign Ops Displays. They deploy them onto the map during the Air Operations Phase to conduct missions, **then:**

a) Recycle them back to the Campaign Ops display on their non-operational side; **or,**
b) If eliminated return to the Reinforcements Display.

23.2 Air Mission Procedure

During the Air Operations Phase players assign air units to missions (see below). The phasing player assigns air units to offensive missions, the non-phasing player assigns air units to defensive missions.

- Air units flying missions must be within range of a friendly airbase.
- Execute interception combat (24.3). Surviving air units remain on the map.
- Conduct air missions in the phase designated per (24.0).
- At the end of the Ground Combat Phase, return surviving air units to the Campaign Ops Display.

23.3 Airbases

Airbases include printed airbases and depot markers. A maximum of one air unit can fly a mission from a single airbase in a single phase.

- The airbase must be able to trace a LOS (12.0).
- Axis air units can use any Axis-controlled airbases.
- Western Allied air units can use any Western Allied-controlled airbases.
- Soviet air units can use any Soviet-controlled airbases.

- Soviet air units can fly air missions from the USSR Staging Area. This is considered one hex off the east map edge. An unlimited number of Soviet air units can fly from the USSR Staging Area. No other Staging Area can be used as an airbase for on-map missions.

23.4 Range

Move each air unit from its base up to the number of hexes equal to its range factor and place it in the hex in which it will conduct its mission.

- Range is counted in terms of hexes, not movement points.
- Air units can fly over and through any types of terrain and enemy units, counting one range point per hex. Air units cannot fly over neutral territory.

23.5 Air Unit Stacking

Each airbase or depot can launch up to one air unit.

- A hex with a printed airbase and a depot can launch two air units.
- Each player can fly up to two air units into a hex.
- Air units can stack with enemy units of any type.

23.6 Recycling

Upon completing a mission (and surviving) return the air unit to the Campaign Ops Display; flip the air unit to its reverse side to indicate it cannot conduct another mission until regrouped (16.0).

24.0 AIR MISSIONS

24.1 Strategic Bombing

Prerequisites: Friendly Air Operations Phase, the phasing player flies up to two phasing TAC/SAC units into an enemy-controlled hex containing mobilization, port, or airbase symbols, and/or depot or fortification markers. Conduct any interception combat (24.3), surviving TAC/SAC units then conduct strategic bombing.
Procedure: At the completion of interception (during the Air Operations Phase):

1) Total the number of TAC/SAC bombardment factors.
2) Subtract one if there is a Flak unit in the hex (regardless of Flak combat strength). The number is the column of the SWT to use.
3) Roll 1d6 and cross-index it with the column determined above. Apply the result (24.7).

24.2 Offensive Ground Support

Prerequisites: Friendly Air Operations Phase, the phasing player flies up to two phasing TAC units into a hex containing an enemy ground unit adjacent to a friendly ground unit. The TAC unit must be of the same nationality as at least one attacking ground unit. Conduct any interception combat (24.3); then any surviving TAC units conduct ground support.
Procedure: During the Ground Combat Phase the phasing player adds the bombardment strength of the TAC units to the friendly ground attack.

24.3 Air Interception

Prerequisites: During the enemy Air Operations Phase, after all phasing air units have been deployed onto the map, the non-phasing player can fly up to two TAC units into a hex containing enemy TAC/SAC/air transport units. The non-phasing TAC units attack the phasing air units. **Procedure:**

1) Total the number of intercepting TAC air combat factors. Subtract the total number of intercepted TAC/SAC/Airlift air combat factors.
2) If there is a defending flak unit in the hex, subtract one.
3) Roll 1d6. Cross-index it with the column corresponding to the number determined above. Apply the result (24.7).
4) Surviving air units then perform their missions.

24.4 Defensive Ground Support

Prerequisites: Enemy Air Operations Phase, after all phasing air units have been deployed onto the map, the non-phasing player can fly up to two TAC units into any hex containing friendly (non-phasing) ground units adjacent to enemy (phasing) air units. Conduct any air interception.
Procedure: During the Ground Combat Phase the non-phasing player adds the bombardment strength of the TAC units to the friendly ground defense.

24.5 Air Transport

Prerequisites: Friendly Air Operations Phase, the phasing player places up to two air transport units in a friendly airbase hex containing ground units that can be embarked.
Procedure:

1) The air transport unit picks up one corps-sized unit of the same power that starts in an airbase hex. Move the air transport(s) and ground unit(s) to any friendly-controlled airbase within range.

2) The non-phasing player can conduct air interception in the landing hex. If the air transport unit is eliminated, so is the transported unit.

3) If the phasing air transport units survives air interception (24.3), disembark the ground unit in the landing airbase (at the end of the Air Operations Phase).

4) The landing unit can engage in combat normally in the ensuing Ground Combat Phase.

Airlift Capacity:

1) The Axis can move any type of corps.

2) The Allies can move only non-mechanized corps.

24.6 Airborne Assault

Prerequisites: Friendly Air Operations Phase, the phasing player places up to two air transport units in a friendly airbase hex containing airborne units that can be embarked.

Procedure: Same as Air Transport but:

1) The unit can land in any clear, rough, or desert hex.

2) The landing hex does not have to be friendly controlled. The hex can contain an enemy ground unit.

3) If the landing hex does not contain any enemy units, the airborne unit lands (it may attack normally in the Ground Combat Phase).

4) If the landing hex does contain enemy units, the airborne units must attack them (in the Ground Combat Phase). If the attack fails to clear the targeted hex, the airborne units are eliminated.

5) Units conducting an airborne assault are in supply for the ensuing Ground Combat Phase (and can use MP to absorb combat results).

24.7 Air Combat Results Explanations

These are next to the SWT.

- The player taking losses selects friendly units to be lost.
- If MP losses are called for, deduct the MP (supply considerations for air units do not apply). Otherwise, eliminate the air unit.

24.8 Details

An air unit can perform both air interception and one of the following in the same mission: bombardment/ground support/air transport/airborne assault in the same mission.

- If two air units are in the same hex, each can perform a different or the same mission.

- Air units conducting ground support are never affected by the outcome of any ground combat. They do not otherwise affect ground units (they have no ZOC).

24.9 Placing Bombed Markers

Bombed markers are placed on hexes via strategic bombing.

- A bombed mobilization hex produces zero MP.
- A bombed airbase or port loses its special functions.
- Hexes currently containing a bombed marker cannot be targeted by strategic bombing again.
- If all Axis U-boat bases are bombed, the Axis does not receive the shift for them on Atlantic convoy attacks (26.5).
- Bombed markers have no other effect on play. They do not affect VP for a hex (3.0).

24.10 Removing Bombed Markers

Bombed markers remain on the map until removed during the Mobilization Phase (10.0). The hex must be able to trace a LOS. Expend three MP and remove the marker.

25.0 NAVAL OPERATIONS

Players use Naval Campaign Ops units to conduct Naval Operations. Naval units include Fleet task forces (Fleet), Amphibious task forces (Amphib), and U-Boat task forces.

25.1 Naval Mission Assignment

Players place naval units in their Naval Unit Basing Display. They deploy them onto the map during the Naval Operations Phase to conduct missions, **then:**

a) Recycle them back to the Campaign Ops Display on their non-operational side; **or,**

b) If eliminated return them to the Reinforcements Display. A player can conduct any number of naval missions in a phase if each naval unit is used only once.

Important: Naval missions do not expend MP ((18.6) for seaborne transfer).

25.2 Friendly Seas

Naval units can be deployed in any friendly sea (18.8). There must be at least one friendly controlled port in the same area, or a Staging Area adjacent to it with a port. **Important:** The Atlantic Convoy Display is not a sea area per se; it is a holding area for U-Boat operations.

25.3 Recycling

Upon completing a mission, flip the surviving naval unit to its reverse side to indicate it cannot conduct another mission until regrouped (16.0).

26.0 NAVAL MISSIONS

26.1 Amphibious Assault

Prerequisites: Friendly Naval Operations Phase, the Amphib unit picks up one friendly mobile ground unit in a coastal hex, port or staging area with a port adjoining a friendly sea.

Procedure: Move the Amphib unit and embarked unit across to a sea hex adjacent to a coastal or port hex or a Staging Area on that same sea. A maximum of one Amphib unit can land on a given hex, but any number in a staging area. The non-phasing player may conduct naval interception (26.3). If the phasing Amphib unit survives naval interception, then at the start of the friendly Ground Combat Phase:

1) If the landing coastal hex is empty, immediately move the ground unit into the hex (and no further). The ground unit may attack any adjacent enemy ground unit in the ensuing Ground Combat Phase.

2) If the landing hex is occupied by enemy units, then the assaulting ground unit attacks those enemy units in the ensuing Ground Combat Phase. If the attack clears the defender's hex, the attacking units must move into the hex (and no further). If the attacker receives a retreat result, return the attacking ground units to their start point; if the attacker gets an elimination result, eliminate the ground unit (not the Amphib unit).

3) If landing in a staging area, move the ground units into that area.

Amphibious Assault qualified ground units:

Western Allies: All Mobile Ground Units.

Soviets: None.

Axis: Non-Mechanized Corps.

Supply: Units conducting an amphibious assault are in supply for that Ground Combat Phase (and may have used MP to absorb combat results).

Combined Attacks: Units conducting an amphibious assault can be combined with other units attacking a hex.

26.2 Gunfire Support

Prerequisites: Friendly Naval Operations Phase while making an Amphib assault, the owning player places one fleet in the same hex as an Amphib unit of the same power.

Procedure: The non-phasing player may conduct naval interception (26.3). If the phasing fleet unit survives naval interception, then shift the ground combat CRT column by one for each phasing fleet combat factor.

Important: Fleets can only support amphibious assaults, not other coastal combat. Naval units conducting gunfire are never affected by the outcome of any ground combat.

26.3 Naval Interception
Prerequisites: Naval Operations Phase, after the phasing player has placed all amphibious assault and any gunfire support missions.
Procedure: Place one intercepting fleet unit in any hex containing enemy fleets performing an amphibious assault and gunfire support missions. The intercepting fleet attacks the naval units on the SWT.

> **1)** Total the number of intercepting fleet combat factors. Subtract the total number of intercepted Amphib assault and gunfire support naval combat factors. This provides the combat differential.
> **2)** Roll 1d6. Cross index it with the column of the SWT corresponding to the differential.
> **3)** Apply any result immediately. If the phasing naval units survive, they complete their missions (amphibious assault and/or gunfire support) (26.1 & 26.2).

26.4 Anti-Submarine Operations (ASW)
Prerequisites: In the Strategic Operations Phase, before the Axis places any U-boats, place fleets in the Atlantic Convoy Display.
Procedure: For each Allied Fleet ASW factor, shift the column used by U-Boat Operations one to the left. Fleets on ASW missions are never affected by U-Boats.

26.5 Anti-Convoy Campaign
Prerequisites: Strategic Operations Phase, after the Allies place Fleet ASW missions, place U-Boats in the Atlantic Convoy Display.
Procedure: U-Boats attack the Western Allied MP Track using the SWT.

> **1)** Total the number of U-Boat anti-convoy combat factors. Subtract the total number of Allied fleet ASW combat factors (if any).
> **2)** Add one (total) if the Axis controls Brest, Bordeaux, or Gibraltar. Further, if this is a 1943 GT, subtract one (regardless of fleet ASW missions).
> **3)** Roll 1d6. Cross-index the result with the above CWT column.

4) Apply results immediately. This may result in the reduction of Western Allied MP and/or the elimination of U-Boats.

26.6 Abort Result
Return the naval unit to the friendly Campaign Display without completing its mission. Return any transported ground units to their start hex.

26.7 Other Naval Operations
Seaborne transfer is a form of strategic movement conducted per (18.0) and does not require an amphibious unit, nor can it be intercepted.

- Naval units do not otherwise affect ground units (they have no ZOC, do not block supply, etc.).
- **No Operation Sea Lion:** The Axis cannot invade in the North Sea and North Atlantic.

Important: Submarine combat values are for variants.

27.0 SPECIAL FORCES
Players use Special Forces (SF) Campaign Ops units to conduct special operations. There are two types of SF: commandos and heavy armor.

- Players maintain SF units in their Campaign Ops Display. They deploy them onto the map for missions, then depending on the outcome:
  a) Recycle them back to the SF Basing Display; **or,**
  b) If eliminated return them to the Reinforcements Display.
- SF do not otherwise affect ground units (no ZOC, do not block supply).
- There is no interception of SF.
- Commandos can be deployed anywhere. The target hex does not have to be in supply.
- Heavy armor can be deployed with any friendly ground attack where at least one attacking unit is in supply (12.0).

27.1 SF Combat Support
Prerequisites: Friendly Ground Combat Phase.
Procedure: The phasing player adds one commando or heavy armor SF unit to a friendly ground attack. Apply one right shift to the ground combat CRT column for each SF support factor.

27.2 Partisan Support
Prerequisites: Friendly Strategic Operations Phase. Place any number of commandos in any hex in a country in which friendly partisans could be deployed (31.0). **Procedure:** Go to the SWT.

> **1)** Total the number SF factors. Use that to determine the column on the table.

2) Roll 1d6 and cross-index it with the column determined above. Apply the result.

28.0 FORTIFICATIONS
28.1 Building Fortifications
Players build fortifications during the Mobilization Phase in any hexes containing friendly in-supply units. Expend MP per the Mobilization Chart and place a fortification marker in the hex.

- Units can be in EZOC and build a fortification.
- A maximum of one fortification can be built in a hex. Fortification markers do not count for stacking.
- The number of fortification markers supplied is not a limit.

28.2 Effects of Fortifications on Combat
Units defending in a fortification:

> **1)** Receive two shifts left (in addition to other terrain).
> **2)** Negate any mechanized attack bonus against the hex (20.3).
> **3)** Negate concentric attacks (20.4) against the hex.
> **4)** Can attack normally.

- Once placed, a fortification remains on the map until:
  a) An enemy ground unit enters the hex; **or,**
  b) There are no friendly units in the hex; **or,**
  c) The hex receives a bombed marker.
  d) Return the fortification marker to the Reinforcements Display.
- A player cannot capture and use enemy fortifications.

29.0 DEPOTS
29.1 Recruiting Depots
Players can mobilize depots (10.0). Deploy them in any hex containing:

> **1)** A friendly in-supply land unit; **or,**
> **2)** A port in a friendly sea (18.8); **or,**
> **3)** A mobilization, capital, or city hex.

Important: Can include hexes in friendly or in enemy countries.

29.2 Depot Supply Effects
Depots function as supply sources if:

> **1)** In a captured enemy or neutral mobilization hex.
> **2)** In an airbase hex.

Important: Depots are not a location for reinforcement deployment.

29.3 Depot Supply Extension
If a depot is in a port that can trace a line of supply per (12.0) then increase the LOS length by one hex.

29.4 Depots as Airbase

Depots are airbases. If there is already an airbase in the hex the depot is mobilized, then it can launch two air units instead of one (23.0). **Important:** You do not otherwise need a depot to utilize a friendly controlled airbase.

29.5 Depot Operations

A maximum of one depot can be in a hex.

- Once placed, a depot remains on the map until an enemy ground unit enters the hex The depot is returned to the Reinforcements Display.
- A player cannot capture and use enemy depots.

30.0 UNIQUE UNITS

30.1 Mechanized Units See (20.3, 24.5, & 26.1).

30.2 Elite Units

Pursuit Bonus: Elite units can move up to two hexes when making a pursuit (22.4). This includes a pursuit in an airborne or amphibious assault.

30.3 Mountain Units

Mountain units include all units with the mountain symbol, and all partisans. Mountain units pay one MF to enter rough terrain and two for mountain. If a mountain unit is part of an attacking force where the defender is in mountain or rough terrain, negate one defensive shift.

- If a mountain unit participates in an attack during a winter GT, then negate the winter defense shift.

30.4 Marines

Marines can trace a LOS from a coastal hex in the same manner as if the hex were in a port. This does not apply to other units in the hex. Marines can attack, pursue, and retreat across strait and lake hexsides.

30.5 Security Units

Security units can only use their attack factor when the only defending units in a hex are enemy partisans.

30.6 Fliegerkorps 10 (FK 10) & Fliegerfuhrer Atlantik (FFAt)

These units are German SAC units. They can also conduct anti-convoy attacks (in the same manner as a U-Boat) if the Axis controls any ports on the North Atlantic and if they conduct no other missions in the same GT. They cannot be subject to air interception when doing this, but they are affected by ASW missions as U-Boats. These units have an anti-convoy combat rating of 1.

30.7 Allied Expeditionary Force (AEF) Units

AEF units are combined British-US units. They act as British and US units.

30.8 Allied Carrier (CV) Air

The Allied CV unit represents an aircraft carrier task force. It acts like a TAC air (not a naval). It can be based on any all-sea hex in a sea friendly to the Allies (18.8).

31.0 PARTISANS

31.1 Partisan Deployment Procedure

Partisans are deployed on the map via:

> **Initial Setup:** Place them in the indicated hex or region.
>
> **Events Table or SF Mission:** If an event calls for deploying a partisan, pick one at random from those in the Reinforcements Display. Then deploy it per (31.2). This costs 0 MP.

31.2 Partisan Deployment

Allies: Britain, Vichy France (in Europe not North Africa), Poland, Balkans, Greece; if the USSR is a belligerent, the USSR (not Baltic States).

Axis: In Germany, Finland, Hungary, Egypt, Iraq; if the USSR is a belligerent, the Baltic States.

31.3 To the Hills!

Partisans may be deployed in any type of terrain (not just mobilization hexes). They can be deployed in EZOC but not the same hex as enemy ground units.

- Partisans cannot leave the country in which they were initially deployed. Their ZOC extend across borders, and they can attack (but not retreat or pursue) across borders.
- Partisans are treated as mountain units (30.3).
- Partisans can retreat through EZOC at no penalty.
- Partisans can cooperate in attacks with other partisan units but not other friendly units (**Exception:** SF 27.4).
- Partisans can use MP to absorb losses if they can trace a LOS to any friendly supply source.
- Partisans cannot use strategic movement (18.0).
- Partisans are friendly to all other units on their side.

32.0 STAGING AREAS

Staging Areas represent geographical regions not on the map. There are three Staging Areas: USA, British Empire, and USSR.

32.1 Staging Area Characteristics

Staging areas are connected to the map and/or other staging areas:

> **USA:** Connected by sea and air to the west map edge in the North Atlantic and the British Empire Staging Area.
>
> **British Empire:** Connected by sea and air to the west edge of the map in the North Atlantic and the USA Staging Areas, and by land, sea, and air to the southern map edge (hexes 3529–5025, inclusive) to include the Red Sea and Persian Gulf.
>
> **Soviet Union:** Connected by land and air to the eastern edge of the map within the Soviet Union (hees 3402–4615 inclusive).

32.2 Movement to & From Staging Areas

Players can move friendly units into and out of friendly staging areas.

> **Sea Connections:** Ground units can use seaborne transfer (18.5) and amphibious assault (26.1).
>
> **1)** Western Allied air units cannot fly missions from the USA and British Empire Staging Areas.
>
> **2)** Soviet air units can use the USSR Staging Area as a base for air operations. It is one hex off the east map edge and has an unlimited capacity to launch air units.

- For Soviet land connections: units move from the staging area to the map edge by paying normal on-map movement points. Units move from the hex map to an adjoining staging area by paying one movement point. The unit then ceases movement in the staging area and can only move out of the area in a later impulse.
- Soviet ground units can move from the staging area to the map directly into an EZOC (and then stop).
- Rail lines extend from the Soviet Union into the Soviet Staging Area.

32.3 Staging Area & Other Operations

All types of units can be in a Staging Area.

- A unit can stay in a Staging Area indefinitely.
- Deploy reinforcements in Staging Areas (11.0).
- Units in Staging Areas are always in supply (12.0).
- The Soviet Union Staging Area is a supply source for on-map units. Soviet LOS may be traced to the Soviet Union Staging Area (12.0). It counts as one hex off the map.
- Staging Areas have mobilization symbols (10.0).

32.4 Restrictions

Only Western Allied units can enter the USA and British Empire Staging Areas. Only Soviet units can enter the Soviet Union Staging Area. Units in a staging area may not attack/be attacked. **Exception:** Soviet air units flying missions. Units never enter an enemy staging area.

33.0 SCENARIO SET UP

Set up in the order listed. All units are operational unless indicated. Place units in specific locations or a country or display. Units must be set up within stacking restrictions.

Game Length: 10 GTs (Summer 1941–Autumn 1943).

Initiative: Axis start with the initiative.

European Crisis Track: Place the marker in the "0" space.

33.1 Allied Order of Battle (deploy first)

Starting MP: Roll 1d6 for the Western Allies and 1d6 for Soviet Union.

Allied Belligerents: British Commonwealth, Free French, Free Poles, Allied Partisans.

Allied-Controlled Territory: United Kingdom, Syria-Lebanon, Palestine, Transjordan, Iraq, Egypt, Cyprus, Malta; Tobruk in Libya.

Allied Initial Deployment

British forces:

United Kingdom: Territorial army, 3× flak corps

Gibraltar: Gibral flak corps, fortification marker

Malta: Malta flak corps, fortification marker

Tobruk: CW corps, fortification marker

Egypt: 8 Army

Damascus: 9 Army

Iraq: 10 Army

Campaign Ops Display: 1/BC SAC; FC, MEAF TAC, Fleet-1, Amph-1, CDO and SOE commandos

Atlantic Convoy Display: Fleet-2

All Other Units: Reinforcements Display

Free French forces:

British Empire Staging Area: CEF Corps

Polish forces: Reinforcements Display: All three units

Allied Partisans: Pick one unit, deploy in any high mountain hex in the Balkans. The remainder are in the Reinforcements Display.

Soviet Forces

Leningrad, Kiev, Sevastopol, Baku: 4× Flak (one each)

Leningrad, Brest-Litovsk, Sevastopol: 3× Fortification markers (one each)

USSR On-Map: 2× Tank Armies, 6× Infantry Fronts

USSR Off-Map Staging Area: 1× Tank Army, Infantry Front 1×, NKVD 1 Corps

Campaign Ops: NW, W, SW (one operational, two non-operational), Comintern, VVS (one operational, one non-operational)

All other units: Reinforcements Display

US Forces

Atlantic Convoy Display: Fleet-1, Fleet-2, Amph-1

Allied Markers:

Cairo, Baghdad: One Depot Each

All other Allied markers: Reinforcements Display

33.2 Axis Order of Battle (deploy second)

Starting MP: 6 plus 1d6

Axis Belligerents: Germany, Italy, Bulgaria, Croatia, Hungary, Romania, Slovakia, Axis Partisans.

Axis-Controlled Territory: All hexes in Greater Germany, Italy, Slovakia, Croatia, Hungary, Romania, Bulgaria, Balkans (except the hex containing the Allied Partisan unit), Greece (including Crete), Libya (other than Tobruk), Denmark.

Axis Initial Deployment

German forces:

Greater Germany, Romania: 1, 2, 3, 4 Panzer armies; 2, 4, 6, 9, 11, 16, 17, 18 Infantry armies

North France, Low Countries, Denmark: 1, 7, 15 Garrison armies.

Norway: 20 Mountain army

Balkans, Greece: 12 Garrison army

Libya west of Tobruk: DAK corps

Greater Germany: 3× Flak corps

Ploesti: 1× flak corps

Crete: 1× flak corps

Campaign Ops Display: 1, 2, 3, 4, 5S, Air-1, Fleet-1, U-Boat-1 & 2, BrB

Turn Record Track: 11FK Airborne (appears as a free reinforcement on GT 2)

All other units: Reinforcements Display

Italian forces (in Italy): West, South, East garrisons; 1 Army; CSI Infantry, Itali Flak

Greece or Balkans: Balkans garrison

Tripoli: Tripoli garrison

Libya, west of Tobruk: GHQ NA army, CAM corps

Campaign Ops Display: 5S; 1+2S, 3+4S, Fleet-1 (non-operational), Amph-1, FS SF

All Other Units: Reinforcements Display

Bulgarian Forces (in Bulgaria): Garrison Army

Croatian Forces (in Croatia): Garrison Corps

Hungarian Forces

Hungary: 1× Army, 1× Garrison Army

All Other Units: Reinforcements Display

Romanian forces

Romania: 2× Infantry Army, 1× Mechanized Corps

Reinforcements Display: 1× Garrison Army

Slovakian Forces (in Slovakia): 1× Garrison Corps

Neutral-Controlled Territory: All hexes in Ireland, Finland, Portugal, Spain, Sweden, Turkey, Vichy France, French North Africa

Irish Forces (in Ireland): 1× Garrison Corps

Finnish Forces (in Finland): 1× Garrison Corps; Karelia Corps, GHQ Infantry Corps

Portuguese Forces: Home Garrison in Lisbon.

Spanish Forces

Spain (in Spain): 2× Garrison Armies; Exp Corps

Spanish Morocco: N Africa Corps

Campaign Ops Display: TAC (non-operational)

Swedish Forces

Sweden: 1× Garrison Army; Exp Corps

Reinforcements Display: TAC (if Sweden activates)

Turkish Forces (in Turkey): 1× Garrison Army, 2× Armies, GHQ Corps

Campaign Ops display: TAC (non-operational)

Vichy French Forces

South France: 1× Garrison Army, Exp Corps

French North Africa: 3× Garrison Corps

Campaign Ops display: TAC (non-operational)

Axis Partisans: All in the Reinforcements Display

Axis Markers

Konigsberg, Warsaw: One depot each

All Other Axis Markers: Reinforcements Display

33.3 Scenario Special Rules

1) Sequence of Play: GT 1 skip the Neutral Activation Check.

2) Limited US Mobilization: While the US is neutral the Allied player gains one-half an MP for each US mobilization hex. This is not multiplied.

- These MP can be used for any Western Allied power.
- The Allies can conduct mobilization for US forces within the following limits: one US unit per Mobilization Phase can be built; any number can be regrouped.
- US units cannot leave the US (other than the US Fleet for ASW (below).

3) Anti-Submarine Operations: The Allies may use up to one US Fleet for ASW missions in the Atlantic Convoy Display. ASW does not make the US a belligerent.

4) Limited Soviet Mobilization: While the Soviet Union is neutral:

1) The Allied player gains one-half an MP for each Soviet mobilization hex. This is not multiplied.
2) The Allies can conduct mobilization for Soviet forces (any number).
3) The Allies can move Soviet units within the Soviet Union (but not otherwise attack with them).

5) Soviet Intervention: On the GT that the Soviet Union first becomes a belligerent, the Allies automatically gain the Initiative. Thereafter, determine Initiative normally.

DEPLOYMENT SUMMARY (11.0)		
Power	**Location**	**Special**
Axis	Any Axis mobilization hex	Minor countries can deploy on their capital
Western Allied (US)	USA Staging Area	
Western Allied (others)	Mobilization hexes in Britain (not Iraq), British Empire Staging Area	Minor countries can deploy on their capital
Soviet	Mobilization hexes in the Soviet Union, Soviet Union Staging Area	

NAVAL ACCESS (18.9)		
Power	**Seaborne Move, Amphib. Operations**	**Special**
Axis	Baltic Sea, Mediterranean Sea, Black Sea (only if all ports controlled)	Between both US & British Staging Areas & Allied-controlled ports on the Atlantic Ocean. Between British Staging Area & Red Sea & Persian Gulf.
Western Allies	Atlantic Ocean, North Sea, Mediterranean Red Sea, Persian Gulf	
Soviet	Black Sea	

MOBILIZATION CHART (10.0)

Ground Units	Build	Delay	Regroup
Mechanized army, front	AF	3 turns	–
Mech corps	AF	2 turns	–
Non-Mech army	DF	2 turns	–
Airborne, Marine corps	AF	1dr turns	–
Other Non-Mech corps *	DF	1 turn	–

Campaign Ops	Build	Delay	Regroup
SAC	5	3 turns	1
TAC	4	2 turns	1
Airlift	3	2 turns	1
Fleet	10	4 turns	3
Amphib	3	2 turns	2
U-boat	2	2 turns	1
SF	3	1dr/2 turns	1
Heavy armor	2	1dr/2 turns	1

Markers	Build	Delay	Regroup
Fortification	2	immediate	(R)
Depot	4	immediate	(R)
Major Operation	4	2 turns	(R)
Remove bombed marker from in-supply mobilization hex	6	immediate	–
Remove bombed marker from other in-supply hexes	3	immediate	–

AF: number of MP = unit's attack factor.
DF: number of MP = unit's defense factor.
1dr: roll 1d6. The result is the number of GTs to build the unit.

1dr/2: roll 1d6 and halve the result (round down).
* See the rules for Partisans.
(R) Return to Reinforcement display.

NEUTRAL ACTIVATION TABLE (9.0)

Belligerency	Pro-Axis	Pro-Allied
Soviet Union	–	≥6
Finland	≥7	–
Ireland	≥6	≤1
Portugal	–	≥9
Spain	≥8	–
Sweden	≥8	–
Turkey	≥6	≤2
Vichy France	≥6	≤1
USA	–	≥4

Roll 1d6 and add it to the current European Crisis Level. Numbers are modified die roll range for the result:

≤: country becomes a Belligerent if the die roll is less than or equal to the modified result.

≥: country becomes a Belligerent if the die roll is greater than or equal to the modified result.

Other result: country remains neutral.

OTHER MP EXPENDITURE (18.0)

Action	MP Cost	Special
Railroad movement	**1:** army/front, **0.5:** corps	
Sea Transfer	**2:** army/front, **1:** corps	Axis MP costs doubled if Allies control Malta. Allied MP costs doubled if Axis control Messina

EVENTS TABLE (7.0)

DR	Event
1	**Japanese threat in the Pacific:** Deduct result of 1d6 from the Western Allies MP.
2	**Japanese threat in Manchuria:** Deduct result of 1d6 from the Soviet MP.
3	**Crisis Accelerates:** Add 1 to the European Crisis Scale (for this GT).
4	**US home front:** If US is currently a neutral, subtract the result of 1d6 from the Western Allies MP; if US is currently a belligerent, add result of 1d6 to the Western Allies MP.
5	**Allied Partisans:** Deduct result of 1d6 from the Axis MP track; then deploy one Allied partisan (31.0).
6	**Axis Partisans:** deploy one Axis Partisan (31.0).

STRATEGIC WARFARE TABLE RESULTS (24.7, 26.4, & 27.0)

Mission	A2	A1	B1	S1	S2
Air Superiority	Intercepting player eliminates one friendly air unit & aborts any second air unit	Intercepting player expends one MP or eliminates one air unit	Apply a S1 then an A1	Intercepted player expends one MP or eliminates one friendly air unit	Intercepted player eliminates one friendly air unit & aborts any second air unit
Strategic Bombing	Bombing player eliminates one friendly air unit & aborts any second air unit	Bombing player expends one MP or eliminates one air unit	Apply a S1 then an A1	Bombed player makes 1dr & deducts that number of MP; also remove any Depot or Fortification markers in the hex	Same as S1 plus place a Bombed marker on the target hex (see the Bomb marker rule)
Naval Interception	Intercepting player eliminates one friendly naval unit & aborts any second naval unit	Intercepting player expends one MP or eliminates one naval unit	Apply a S1 then an A1	Intercepted player expends one MP or eliminates one naval unit	Intercepted player eliminates one naval unit & aborts any second naval unit
U-Boat Attack	Eliminate one U-boat unit	Eliminate one U-boat unit	Apply a S1 then an A1	Western Allies make 1dr & deducts that number of MP	Western Allies make 2dr, & deducts that number of MP
SF Partisan Support	Eliminate one SF	Expend one MP or eliminate one SF	Apply a S1 then an A1	Attacking player deploys one Partisan unit in targeted country	Same as S1; also switch the control marker of any 1 hex in targeted country not containing an enemy unit to friendly control

OPTIONAL RULES

33.0 LEND-LEASE

Lend-Lease was the US program to provide military assistance to the Allies. In the game, this is represented by the ability to provide MP to the Soviet Union. (Other Lend-Lease is built into the combined Western Allied MP rate.)

33.1 Procedure

During the Mobilization Phase, the Allied player may transfer Western Allied MP to the Soviet Union. This can be done only if the Soviet Union is currently a belligerent. The Allied player declares Lend-Lease and then may transfer up to ten MP from the Western Allies to the Soviet Union.

1) Deduct the number of declared MP.
2) Roll 1d6. The number rolled is the number of MP which are subtracted from the total above due to Axis U-boat attacks. If this is equal to or less than zero, then no MP are transferred.
3) Add remaining MP to the Soviet track.

33.2 Restrictions

Lend-Lease can be declared only if the Soviet Union is a belligerent.
- Lend-Lease can be declared once per Mobilization Phase.
- Do not trace a LOS for Lend-Lease—this is taking place off the map.

34.0 OPTIONAL UNITS & TACTICS

34.1 USMC

The assumption here is that the US pulls out Marine Corps units from the Pacific Theater of Operations for the ETO.

The Western Allies can mobilize and deploy the USMC marine unit on any turn in which the European Crisis Level is 3 or higher. If mobilized, the Allies lose 2 VP at the end of the game. The unit is replaced normally (at no extra VP loss).

34.2 American Volunteer Group (AVG)

The AVG was historically a contractor air unit sent to the Far East in 1941 to support the Chinese against the Japanese. This option assumes that the US decides that with the Axis concentrating against the British, it would instead send the AVG to Europe.

The Western Allies can mobilize and deploy the AVG air unit on any turn in which the European Crisis Level is 3 or higher. If mobilized, the Allies lose 2 VP at the end of the game. The unit is replaced normally (at no extra VP loss)

34.3 United Nations Expeditionary Force (UNEF)

This represents an additional mobilization of various exile and minor power forces. This is a standard Western Allies unit, with the following special rules:

1) Treat it as a US infantry corps.
2) It can be mobilized when the US becomes a full belligerent.

34.4 Elite Retreat

Elite units can retreat into one EZOC hex at no penalty. If required to retreat through into a second EZOC hex in a single retreat, the Elite unit is eliminated.

34.5 Expending Depots

If a unit is in the same hex as a friendly depot, the player may expend up to five MP to absorb a combat loss. At the completion of the combat, remove the depot from the map. The expenditure is at the player's option.

35.0 MAJOR OFFENSIVE MARKERS

Players can recruit Major Offensive markers to enhance their abilities to attack and to conduct a limited additional impulse.

35.1 Mobilization of Major Offensives

Expend the MP and place the marker on the TRT with a 2 GT delay (11.0). Place the marker in the friendly Campaign Ops Phase on the GT it is received.

35.2 Initiating Major Offensives

The phasing player designates one friendly attack (of any type, to include ground, air, naval, and/or SF).

Combat enhancement: Add (+2) to a single attack.
Enhanced Pursuit: If a ground attack and the outcome would allow the attacker to pursue, then increase the pursuit distance for all attacking units by one hex.

35.3 Restrictions

If a ground unit participates in the attack, it must be in supply (12.0) at the start of the Ground Combat Phase. This can include Airborne and Amphibious supply (24.6 & 26.1). Air, Naval and SF attacks on their own do not require supply. You can play more than one major offensive in an impulse, but they must be for separate attacks. A maximum of one major offensive can be played per attack. These cannot be played on defense.

35.4 Recycling

After play, return the marker to the Reinforcements display.

36.0 ULTRA

Ultra is a marker representing the Allied signals-crypto intelligence program. The Western Allies place *Ultra* in their Campaign Ops Display at the start of the scenario. The Allied player can play it during any Initiative Determination Phase. Roll 1d6. **Results:**

1: Remove the marker from the game permanently.
2–3: No Effect.
4–6: Allies gain the Initiative for the turn.
After playing Ultra, flip the marker to its Non-Operational side. It can be regrouped by expending one MP.

37.0 MEDITERRANEAN CONTROL

Allied access to the Mediterranean was dependent on control of Gibraltar and Suez. Malta was the British island base from which the Allies launched interdiction operations against Axis seaborne lines of supply across the Mediterranean. Similarity, Axis control of Sicily interdicted Allied naval operations in the Mediterranean.

37.1 Gibraltar & the Suez Canal

If the Axis control Gibraltar, Malta, and Cairo (the three objectives), then the Allies cannot use Naval Transfer within the Mediterranean Sea.

37.2 Malta

If the Allies control Malta:

1) It costs the Axis one additional MP to move ground units by Sea Transfer in the Mediterranean (18.0).

2) The Axis must expend one additional MP to absorb combat results (21.0) for ground units in North Africa and the Middle East.

37.3 Sicily

If the Axis control Messina (in Sicily); It costs the Allies one additional MP to move ground units by sea transfer in the Mediterranean.

38.0 ADDITIONAL AIR MISSIONS

38.1 Mission: Air Supply

Who Performs: Operational Airlift.

Prerequisites: During the friendly or enemy Air Operations Phase, the phasing player places up to one air transport unit in a hex containing friendly ground units.

Procedure:

1) If in the friendly Air Operations Phase, non-phasing player can conduct Interception (add in any friendly air units in the hex).

2) If in the enemy Air Operations Phase, the air transport engages in interception (in addition to any friendly air units in the hex).

3) If the phasing air transport survives interception, the friendly player can absorb combat losses for the ground units by expending MP (21.0).

38.2 Mission: Long Range Strategic Bombing

Who Performs: SAC.

Prerequisites and Procedure: Same as strategic bombing (24.1), with the following special cases:

1) Increase the SAC range factor by 50% (round up any fractions).

2) Reduce each SAC bombardment factor by one each.

3) This mission can be combined with standard strategic bombing.

38.3 Mission: Iceland-Based Strategic Bombing

Who Performs: Allied SAC with a range of 12 or more.

Prerequisites and Procedure: Same as long range strategic bombing with the following special cases:

1) The SAC is based in the USA Staging Area. It flies to any hex in Britain, Ireland, or Norway (via the north map edge).

2) Resolve the air mission per long range strategic bombing (38.2).

38.4 Mission: Iceland-Based Airlift

Who Performs: Allied Airlift with a range of 12 or more.

Prerequisites and Procedure: Same as air transport and airborne assault (24.5 & 24.6) with the following special cases:

1) The airlift is based in the USA Staging Area. It flies to any hex in Britain, Ireland, or Norway (via the north map edge).

2) The airlift is based in Britain, Ireland or Norway and flies to the USA Staging Area (via the north map edge,).

3) Resolve the air mission per Air Transport or Airborne Assault (24.5 & 24.6).

39.0 ADDITIONAL NAVAL MISSIONS

39.1 Mission: Surface Raiding Campaign

Who Performs: German Z-fleet.

Prerequisites: Strategic Operations Phase, in the Atlantic Convoy Display, after any Allied ASW are deployed.

Procedure: Z-Fleet attack the Western Allied MP Track using the SWT (in addition to any U-Boat). Follow the U-Boat campaign procedure (26.5) and include the anti-convoy factor of the Z-fleet. The Z-fleet is affected by combat results.

39.2 Mission: Atlantic Interception

Who Performs: German Z-Fleet.

Prerequisites: Naval Warfare Phase, after the phasing player has placed all amphibious assault missions.

Procedure: Same as naval interception, but the Axis can perform this with the Z-Fleet in the Atlantic Ocean.

40.0 ADDITIONAL SPECIAL FORCES MISSIONS

40.1 Mission: SF PSYWAR

PSYWAR represents a wide range of subversion, sabotage, and low-level partisan warfare.

Who Performs: Commandos.

Prerequisites: Friendly Strategic Operations Phase, the phasing player places one or two SF in any enemy controlled Port or Airbase symbols, and/or Depot marker.

Procedure:

1) Total the number of SF support factors. Use that to determine the column on the SWT.

2) Shift the column one to the left if there are any enemy ground units in the hex.

3) Roll one die and cross index it with the column determined above. Apply the result (below).

Results

A2, A1, B1: Same as SF Partisan Support.

S1: Remove any Depot marker in the hex; place a Sabotage marker in the hex.

S2: Same as S1.

40.1.1 Sabotage Markers

A sabotaged airbase or port loses its special functions.

- You cannot target a hex containing a sabotaged or bombed marker with another sabotage mission.
- You can target hexes with sabotaged markers with strategic bombing missions; if a S1 or S2 result, remove the sabotage marker and replace it with a bombed marker.
- Sabotage markers have no effect on printed mobilization hexes' ability to provide MP and supply.
- Sabotaged markers have no other effect on play. They do not affect VP for a hex (3.0).

Removing Sabotage Markers: The marker remains on the map until removed during Mobilization (10.0). Expend one MP to remove the marker. The hex must be able to trace a LOS to another hex. Expend the MP and remove the marker.

41.0 SURRENDER

Designated countries will surrender under certain conditions.

41.1 Surrender Conditions

Spain, Slovakia, Croatia, Hungary, Portugal, Romania, Bulgaria, Sweden, Finland, Turkey, and Ireland: If their capital city is occupied by enemy units.

Italy: If the Allies control all ports in North Africa and either (a) Rome or (b) all ports in either Sicily or Sardinia.

Vichy France: If US units occupy two or more ports in Morocco, Algeria and/or Tunisia.

41.2 Surrender Effects

If a country surrenders, remove all its units from play. They never return. No more units of that country can be mobilized. Fortifications and depots in the country remain in play. Any mobilization hexes remain in play and provide MP to whichever power controls them.

42.0 OPERATION LILA

Operation Lila was the German plan to seize the French fleet at Toulon. Historically, the Germans executed Lila in November 1943 in the wake of the Allied invasion of North Africa but the French crews scuttled their ships. In the game, Lila gives the Axis the chance to deploy the Vichy French fleet as a reinforcement.

42.1 Prerequisites

1) There must be at least one German unit in a port hex in France on the Mediterranean coast.
2) Vichy France must be neutral.
3) Lila can be declared only once per game, regardless of outcome.

42.2 Lila Procedure

During any Strategic Operations Phase the Axis can declare Operation Lila. Roll 1d6 and cross index the result with the outcomes below.

> **1:** Disaster.
> **2 or 3:** Failure.
> **4 through 6:** Success.

Disaster: Remove all Vichy French units in France. All Vichy French ground units elsewhere become Allied controlled. The Allies receive the Vichy French fleet unit as a reinforcement two turns later.

Failure: Remove all Vichy French ground and naval units.

Success: Remove all Vichy French ground units. Axis receives the Vichy French fleet as a reinforcement on the following turn.

> **1)** Removed Vichy units never return to play.
> **2)** If the Vichy French fleet is received as a reinforcement, it costs zero MP.
> **3)** The Vichy French fleet can be used only in the Mediterranean Sea.